

Soul Forged Armor

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement was inspired by Kevin Smoot's D20 supplement race SOULFORGED. Though it is based on that supplement, it is not a copy of it, nor does it have much else to do with it. It also uses the Sentient Weapons supplement by Chris Gonnerman as inspiration.

Soul Forged Armor is armor that has been infused with the soul of a warrior or paladin. It is usually created for a specific purpose. That purpose can be good, or evil. It can be specific (eg. A Soul Forged Lich Slayer would be created for the express purpose of slaying Liches), or it can be more general (Soul Forged Armor of Chaotic Good). It can be forged for a specific group within a game world. Often, an order of Holy Warriors will choose one of their greatest, and have his soul forged into armor so that he can be called upon in time of dire need.

The Game Master will need to come up with the initial character who was forged into the armor. This NPC's stats will be the basis for the armor's stats. This armor is a character in its own right. However, there are limitations that go with it as well as enhancements.

Limitations

Soul Forged Armor is not animated. In other words, it cannot move itself and it cannot fight without an occupant. It is subject to all mind attacks and spells that would effect the character.

One of the drawbacks of wearing this armor is that psionic characters can pick up the link from a further distance than they would pick up a normal mind. This link is quite noisy psionically.

When the armor has no occupant, it cannot communicate with others. It has no way of letting anyone know that it is special armor. It will detect as magic armor, and nothing more. It is only when worn that the armor gives its enhancements

Enhancements

The armor does imbue its wearer with all of the skills and

knowledge of the soul that has been fused to the armor. This includes spells if the forged soul was a Cleric or Magic User, though technically, the spell is being cast by the armor, and not the character. If the forged soul was a Cleric or Paladin, it may turn per its class level. When worn, the mind of the armor and that of the character form a symbiotic relationship, in that the thoughts of one and the thoughts of the other merge into one. They, in effect, become a gestalt.

Willpower

Each time a character puts on the armor, a test of willpower must be made. The character takes his INT and CHA and averages it. He will roll against that score with a -4 at level 1, and decrease to -3 at level 2 and so on. Once it reaches parity, it will remain at parity, with all ties going to the character and not the armor.

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When merged, the class level of the gestalt is the average of the two rounded down.

Use With Sentient Weapons

This armor may be used with a Sentient Weapon. The weapon will see the combined soul of the armor and the character as one being, and will serve that being just like any other living being. All other restrictions found in the Sentient Weapons Supplement apply.

Forging The Armor

The armor is forged in the same way any other magic armor is forged. However, once it is complete, it is sent to a Magic User who has access to 7th Level spells. The Magic User will then prepare the armor for receiving the soul by casting the **Soul Armor** spell on the armor. The armor will then be stored until a soul is available to forge into it.

The person whose soul will be forged into the armor will also be sent to the Magic User, and depending on the situation, will either have his soul willingly or unwillingly forged into the armor. This will be done with ritualistic magic, culminating in the spell **Forge Soul**.

Death

If the occupant of the armor is killed in battle, the armor

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becomes useless, and the link is severed between the armor and the character. The death of the occupant has a 1 in 6 chance of effecting the armor. The Game Master determines what, if any, the detrimental effects will be to the armor.

If the armor is destroyed, the soul encased in the armor is freed and no longer bound. There is a 1 in 6 chance it will become a ghost. On a roll of 6, it automatically is translated to its spiritual reward or punishment, whichever the case may be. However, the destruction of the armor must be complete. All parts of the armor must be melted down into slag for it to be destroyed. Each piece destroyed takes 1d4 levels away from the armor. When the levels reach 1, the armor is useless as magic armor, and cannot establish its link to the character. The soul is simply trapped in the armor until it is destroyed.

Alignment Problems

If you use alignment in your campaign, there is a chance of alignment conflict between the character and the armor. The armor will not help or even communicate with a character of opposite alignment. If a character has neutral alignment, the armor will move it one step towards its own alignment as a result of the gestalt.

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