Sockets & Gem Effects

ENNEAD GAMES

Preface

Socket Items & Gem Effects

This system is meant to add low level effects and abilities to items, without, in theory, overpowering them.

Although not needed, the Gemstone Generator by Ennead Games is the perfect companion product to this publication.

Note the term gem here is used to apply to any gemstone, valuable material or even precious metal that has an "inherent" ability, but is designed mainly around gemstones.

Credits & Legal

Contents

Introduction

The process of adding sockets to items so that gems or other valuable items can be added is not a new one. A few races have used it as a forerunner to true magical item creation. Some cultures embrace Socketing and treat it as a viable method of weapon, armour and trinket enhancement.

These abilities only manifest when the gem is socketed. They have no other magical abilities outside the socketed item. The power comes from the combination of the socket and the gem.

In fact a gem with any magical ability is much more likely to break and become unusable when prepared for being a socketed gem.

Adding sockets to items at creation

This is in addition to whatever is required to make the item in the first place, such as feats, skills and equipment.

Each socket desired adds +2 to the DC of making the item. Failure at this point is the same as failure for the item in question.

+5 if item is to have other magical abilities (any number)

GP cost = (n x n) x 500 where n = number of sockets

Adding sockets to existing items

Adding sockets to items later is risky, but doable. A crafting attempt is made as normal with the modifiers listed in adding sockets to creation and below as well.

+5 to DC for adding socket later
+5 to DC per socket already present
+5 to DC per ability/spell the item possess already
+5 to DC if item is small

Failure = Attempt at adding a socket to this item failed but may be attempted again with a +2 penalty to the DC

Failure +5 = no sockets can be ever added to this item
Failure +10 = Item broken and unusable until repaired
Failure +15 = item destroyed

GP cost = (n x n) x 500
Where n = number of sockets that will be on the item

Preparing gems

Gem must be suitable for working as a socket gem and need to be prepared. Preparing a gem for socketing reduces its value by 1d4+1 x 10% and prevents it from being used again as a component in a magic item.

Crafting (Jewellery) is used here vs. a base DC of 15.
+ Gem grade to DC
+ 15 if gem has any magic at all, even a simple aura.

Cost = (g x g) x 20 where g is the grade of the gem being prepared.
Time = 1 day per grade of the gem
Failure + 5 reduces gem value by 1 tier and 20% of original value
Failure +10 results in destruction of gemstone

Success of 10+ means you have prepared the gem perfectly and is treated as 1 tier higher.

Removing gems from socket

This is an Optional Rule that allows the gems to be removed and swapped over. Doing so is a full round action, but there is a 5% chance the socket becomes damaged and unusable when doing so due to the clasps becoming damaged/loose etc. This is easy enough to repair and anyone with a Crafting (jewellery/metal smith etc.) skill with the appropriate tools can make the socket useable again. Remember that gems that have been socketed are worth 1d4+1 x 10% gp less than normal.

There is also a flat 10% chance the gem has become unusable. If this happens the gem(s) have fractured or broken and cannot be used in jewellery or sockets ever again.

Existing Items

There is a 10% chance an item will have a socket. Of those 10% will 2, of those 10% will have 3 and of those 10% will 4. No item can have more than 4 sockets. See below for more information on socket limits.

Sockets Limits

Not all items are suitable to have sockets applied to them, even by the greatest of masters.

- Ammunition
- Potions
- Scrolls
- Books or tomes
- Anything else considered "disposable"

Some small items are limited in the number of sockets they can have due to their size.

- Rings, I socket per ring
- Earing, 1 per earing
- Misc. other Jewellery – 1 socket, 2 if the item is particularly large
- Small weapons – 2 sockets
- Rods, wands etc. – 3 sockets

As a further option, you may allow small item to have 1 more than the socket limit listed above, but at an increase of +5 per socket to the Crafting DC due to the difficulty in adding another socket to such a small item. The item is treated as being 1 socket higher for gp cost determination.

Particularly large items, such as shields or armour, are still limited to 4 sockets

Non-Gemstone materials

This is an optional rule to provide more options for socketing, but requires more work and judgement calls by the GM. Making a socket able to accept non-gemstone material adds +5 to any DC rolls made when adding sockets and the cost is treated as being 1 socket higher.

If using something valuable other than gems to be placed in a socket, then you need to know what grade-equivalent it belongs to. It still needs to be prepared and have some kind of "inherent" value. E.g. Silver vs Werewoves. Each socket can only be configured to one particular material, so one designed for silver will not work with gold etc.

This is worked out by valuing a gem sized piece of the material and consulting the chart below. Items with a value less than 5 gp cannot be used.

Value range (gp)	Grade
5 - 24	1
25 - 100	2
101 - 199	3
200 – 499	4
500 – 2499	5
2500 - 5000	6
5001 +	7+ (*)

*See "Gemstone Generator" by Ennead Games for more details on G7+ gems, otherwise assume 6 is the maximum.

Effects

The nature of the gems abilities comes from its inherent abilities. The very nature of the gem holds these abilities and thus it is not magic.

Effect type

Before finding out the nature of the gems inherent abilities, you need to decide on how the effects they possess are decided on: Fixed, Variation or Randomised.

Fixed

A ruby always has a fire effect; a diamond has an ice effect. This makes things easier to work with as you will know what gems can do as soon as you see them, but it does mean low-level characters and gems cannot use certain effects. You may decide what these effects are randomly as you go along, but once decided they don't change.

A few of the effects listed have a suggested gem type to go with them.

Variation

Ruby may have ice in one world or region and luck in another. This will result in more record keeping, but raises interesting questions such as why one gem in one region has one ability, but in another has another effect one region over.

Randomised

One ruby may have an ice effect, another may have electricity. If this method is used, then any identification skills or spells will reveal what the gem properties are, randomly decided at time of identification. This is the recommended option as it allows for lower level gems to have effects that would normally only be found on the hard to get or expensive gems, but does have the downside of a lack of consistency amongst gem types.

Effect strength

The grade of the gem determines how strong the effects of the socketed gem are. This is worked out as half the gem grade, rounded up (min of 1) as the effect, as shown below.

If the effect is a duration, then this is how many minutes it lasts once activated.

If the effect is uses per week etc. then the number reflect how many

Grade	1	2	3	4	5	6
Effect	1	1	2	2	3	3

So, for example, if a gem gives a bonus to fire resistance, at G2 it would give a +1 bonus, at G5 it would be +3. If it was a mythic G8 gem then the bonus would be +4.

Option:

If you wish to increase the value of gems and their effects, then use the grade of the gem to provide the bonus/effect strength, but this may overpower some characters and should be used only after careful consideration. If you do this, then it's recommended that NPCs are given socketed-items as well. As an addition you may wish to increase the DC to use and cost to craft as if it was one grade or socket higher.

Gem/Socket Locations

The effect of the gem is also partial determined by the location of the socket. A gem that gives a bonus to fire resistance in a socket on say armour, will grant a bit of fire damage on a weapon. The 3 location types are:

Weapon/armour – Any weapon being used or currently equipped

Item – Same as the above, but for anything else being used or currently equipped, like rings or wands or jewellery etc.

A few are universal effects, in that they work the same no matter where they are slotted.

List of Effects

D100	Example Effects
01 – 03	AC/Dodge
04 – 06	Acid
07 – 09	Aquatic Actions
10 – 12	Arrow Deflection
13 – 15	Cold
16 – 18	Critical
19 – 21	Damage
22 – 24	Detection
25 – 27	Electricity
28 – 30	Energy Drain prevention
31 – 33	Fire
34 – 36	Grip/locked
37 – 39	Hardness
40 – 42	Healer
43 – 45	Hitting
46 – 54	Illumination
55 – 57	Incorporeal Resistance
58 – 60	Knowledge/Inspiration
61 – 63	Mental Attacks
64 – 66	Nimbleness
67 – 69	Poison
70 – 72	Saving Throw
73 – 76	Sight
77 – 80	Silent Movement
81 – 83	Slayer
84 – 86	Sleep Bonus
87 – 90	Social Interactions
91 – 93	Sonic
94 – 97	Speed
98 - 00	Vampiric

EL = Effect level based on grade as mentioned before.

U = Universal (E.G. same effect no matter where slotted)

AC/Dodge

Weapon: Ignores EL worth of AC
Armour: Adds EL to AC
Item: Adds EL to AC

Acid

Weapon: Changes EL worth of the damage done to Acid damage but does not increase damage amount – So an Acid (EL 2) effect on a weapon doing 2d6 damage would mean that 2 of those points do Acid damage and the remainder do whatever the weapon would normally do.
Armour: Increases AC by EL vs. Acid
Item: Reduces Acid damage by EL amount

Aquatic Actions

Weapon: Negates the penalty for underwater combat by an amount equal to EL
Armour: Bonus to AC check when underwater
Item: Can hold breath for a number of extra rounds equal to EL before having to make a constitution check

Arrow Deflection

Weapon: U (see below)
Armour: U (see below)
Item: Gives a bonus to AC when vs. ranged attacks

Cold

Weapon: As acid effect but with cold/ice
Armour: As acid effect, but with cold/ice
Item: As acid effect, but with cold/ice

Critical

Weapon: Adds EL as a bonus to critical confirmation roll.
Armour: Reduces confirmation roll if hit by EL amount
Item: Reduces confirmation roll if hit by EL amount

Damage

Weapon: Adds EL to damage rolls but only up to normal max amount for the weapon. For example, you a 2d6 weapon and an EL of 2. If you rolled a 7, the damage would go to 9, but if you rolled 11, the damage would only go to 12.

Armour: Reduces damage dice rolls by EL, but not below the minimum possible so a 2d6 weapon would never drop below 2 points of damage.

Item: Same as weapon effect above but applies to any spell like abilities, but does not increase the maximum possible.

Detection

Weapon: U (See below)
Armour: U (See below)
Item: Gives a bonus to Perception checks equal to the EL.

Electricity

Weapon: As Acid effect, but for electricity
Armour: As Acid effect, but for electricity
Item: As Acid effect, but for electricity

Energy Drain prevention

Weapon: U (see below)
Armour: U (see below)
Item: Gives a bonus to DC checks when checking for energy drain reversal and saving throws associated with energy drain resistance.

Fire

Weapon: As Acid effect, but for fire/heat
Armour: As Acid effect, but for fire/heat
Item: As Acid effect, but for fire/heat

Grip/locked

Weapon: The weapon gains a bonus equal to EL for checks against being dropped or shot out of hands etc.

Armour: While the gem is in place the armour cannot be removed without breaking it or the gem.

Item: As Weapon

Hardness

Weapon: U (see below)
Armour: U (see below)
Item: Increases the Hardness and HP of the item by EL amount. This has the side effect as well of making repairs and alterations, such as sockets harder by increasing the DC to do so by an amount equal to EL.

Healer

Weapon: U (see below)
Armour: U (see below)
Item: Any healing spells or abilities used on the user of this item that have a random element (such as healing 2d4 HP) gain an extra amount up to the maximum that would normally occur – E.G. a 2d4 healing spell, with an EL of 2, if a 2 was rolled would be come 4, but if a 7 was rolled only be 8.

Hitting

Weapon: Gains the EL as a bonus to hit
Armour: Any attempt to hit the user is reduced by an amount equal to EL.
Item: As armour

Illumination

Weapon: U (see below)
Armour: U (see below)
Item: The gem glows with a soft light (of a colour appropriate to the gem) that can only be turned off by removal of the gem. The EL of the gem determines how bright the light is.

EL	Light Equivalent
1	Candle
2	Lamp
3	Lantern, hooded

Incorporeal Resistance

Weapon: Any spell/spell like abilities gain a bonus to damage vs. incorporeal creatures up to maximum allowed for spell etc. If weapon is also magical then the weapon gains a bonus to hit incorporeal creatures

Armour: Gives a bonus to AC when fighting incorporeal creatures

Item: Same as weapon, but without the secondary effect.

Knowledge/Inspiration

Weapon: U (see below)

Armour: U (see below)

Item: Grants a bonus equal to EL to one random area of expertise. This bonus changes each time the gem is removed/slotted.

Mental Attacks

Weapon: Gives a bonus to hit vs. any creatures that has used a mental attack on the user within a number of rounds equal to the EL.

Armour: Gives a bonus to AC vs. creatures that have used an EL attack within a number of rounds equal to EL

Item: Gives a bonus to mental attack resistances/saving throws equal to EL

Nimbleness

Weapon: U (see below)

Armour: U (see below)

Item: Gives a bonus to initiative rolls equal to EL.

Poison

Weapon: As Acid effect, but for poison

Armour: As Acid effect, but for poison

Item: As Acid effect, but for poison

Saving Throw

Weapon: U (see below)

Armour: U (see below)

Item: U (see below)

Before making any saving throw the user may expend a charge to gain a bonus to the saving throw equal to the current EL

The EL also indicates the amount of charges left and each use reduces the strength of effect/EL by 1 as well, so first use of a EL3 gem would give a +3 bonus to a saving throw on first use, +2 on second, +1 on last then crumble to dust.

Sight

Weapon: Gives a bonus equal to EL to hit beings who are concealed.

Armour: Gives a bonus to AC vs. any attacks made by those who are concealed or invisible

Item: Reduces penalty for fighting in lowlight by amount equal to EL, but not when in darkness (EG perception checks)

Silent Movement

Weapon: U (see below)

Armour: U (see below)

Item: While this item is being used or equipped, any noise made by the user is reduced by a % equal to the EL x 10.

This does have the side effect of reducing their voice levels as well. Can only be turned off by not using the item or removing the gem from its socket.

Option

Any spells with a verbal component have a chance equal to the EL of failure due to the words not being uttered at the correct volume

Slayer

These effects are only when fighting a random creature type, which is chosen when then gem is found and can be discovered by any identification spell or skill.

Weapon: Add the EL to any damage dice rolls, up to the weapons maximum.
Armour: Increases AC by EL when fighting the
Item: Adds the EL to any spell like abilities damage rolls, up to the normal maximum for the spell/skill

Sleep Bonus

This bonus is only gained if the armour with the gem socketed is worn for the entire time. For the Weapon/Item bonus, this item must have been worn or equipped for a number hours equal to (8 – EL) in the 24 hours before sleeping.

If the gem/item is lost or removed before this time has passed, no penalty is given.

Weapon: Reduces amount of sleep needed for a full nights rest by a number of hours equal to EL.
Armour: Can sleep in the armour for a number of days equal to the EL before becoming fatigued the next day
Item: See Weapon

Social Interactions

To gain the bonus to social interactions, this item must be equipped and the gem visible to the person to whom the character is interacting with.

A social interaction can be (but not limited to) Haggling, Diplomacy, Bluff, Intimidate etc.

Weapon: U (see above)
Armour: U (see above)
Item: U (see above)

Sonic
Weapon: As Acid effect, but for sonic
Armour: As Acid effect, but for sonic
Item: As Acid effect, but for sonic

Speed
Weapon: U (see below)
Armour: U (see below)
Item: Each 24 hour period (resets at sunrise) the user may move an extra number of squares/5 feet equal to the EL. This may be in one round or separate rounds with the 24 hour period. Any leftover "moves" are not carried over to the next day.

Vampiric

Each of the effects below has a secondary effect that will heal the user. The healing effect listed below has a chance of occurring that is equal to the EL x 5. The amount healed is the EL (doubled if a critical is confirmed).

Weapon: Adds the EL to any weapon damage rolls, up to the maximum.
Armour: Increase AC/DC vs any attacks that drain HP by amount equal to EL.
Item: As weapon, but for any spell like abilities

Stacking effects
If you have more than 1 of the same type of effect – What happens?
Option A
If you have one or more gems with the same effect, then the gem with the highest grade takes precedence and others of the same type can be used
Option B
Each extra copy of the same effect increases the EL of the highest grade gem by 1
Option C
They cancel out and none work
Option D
Each works independently

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