

Customized Magical Weapons, Armor, and Shields

While we present a fairly robust collection of magic items, you can never have too many implements for driving your enemies before you. To this end, the system below presents a workshop full of arcane secrets for creating and upgrading magical weapons, armor and shields — from your garden-variety flaming, freezing, electrical acid swords to hideously spiked, almost sentient walls on your arm and suits of shapeshifting platemail. This system also provides a toolbox for characters looking to enchant or upgrade their natural attacks, so long as they are willing to spend magic item slots on these enchantments as is normal.

How It Works

Customized arms and armor, like other magic items of their type, have a normal set of mundane statistics, and a bonus to attack rolls or AC based on their Item Tier. Like any other magic item, a custom item's Tier ranges from Lesser Item to Artifact. For customized arms and armor, its Tier determines the number of points that may be spent on enchantments in creating the item.

Lesser Items: 1 point

Greater Items: 2 points

Relics: 3 points

Artifacts: 4 points

Enchantments are magical enhancements and powers a custom item possesses. There are several important limitations on the use of enchantments:

An enchantment may only be added to a given item once unless stated otherwise.

Each enchantment has a point cost which must be spent to add the enchantment to a magic item.

Thus, for example, a custom Relic weapon could consist of three 1-point enchantments, a 2-point enchantment and a 1-point enchantment, or a single 3-point enchantment.

Each enchantment is labeled with one or more of the [Armor], [Shield] or [Weapon] tags to determine

to which types of items it can be applied. For example, only an [Armor] enchantment can be added to a suit of armor, and if that enchantment also possesses the [Shield] tag, it could be applied to a shield instead.

Many enchantments are more powerful on equipment of higher tiers, listing different or additional effects for higher tiers of items. Other enchantments only list effects for high-tier items despite a lower point value. No enchantment may be added to an item of a lower tier than the lowest for which it lists effects. If multiple tiers are listed before a single effect – for example, “Lesser Item/Greater Item” – then the effect is the same for each of those tiers.

Upgrading Unique Items

As characters level up, they may find that their old items are less effective than they used to be. Using your old Blaze Bolter next to a party member who just moved up to an Oxidized Slab can be disappointing. The rules for customized equipment allow you to address this issue by upgrading magic weapons, armor, and shields – custom-generated or otherwise – by raising their item tier and adding enchantments.

To upgrade a piece of equipment, simply increase its Tier, increasing its attack or AC bonus appropriately, and add a number of points worth of enchantments equal to the allotment for its new tier, minus the allotment for its old tier. For example, to upgrade the aforementioned Blaze Bolter, a Greater Item, to an Artifact, you would add 2 points worth of enchantments since Artifacts gain 4 points of enchantments and Greater Items gain 2. The new abilities granted by these enchantments are in addition to all of the item's old abilities. Like most aspects of item acquisition, we leave the in-game process of upgrading items in this fashion to you.

Bear in mind that the abilities of existing magic items may not be as effective at higher tiers as similar low-value enchantments. Upgrading a unique weapon, suit of armor, or shield is an excellent way to keep your favorite toys relevant, but it has the potential to result in items that are weaker than expected for their Tier. Players should work closely with their GMs when upgrading an item to avoid shooting themselves in the foot.

1-Point Enchantments

Masterwork [Armor] [Shield] [Weapon]

You'll notice that it shines. Also, it glistens.

Lesser/Greater/Relic/Artifact: This item's item bonus is increased by one if it is armor or a weapon; or its deflection bonus is increased by one if it is a shield.

Sophisticated [Weapon]

It's the kind of weapon you could take out to a fancy party.

Lesser/Greater: Choose one weapon property. This weapon gains that weapon property. This choice is permanent and cannot be made again if you stop using this weapon and use it again later.

Relic/Artifact: Choose two weapon properties. This weapon gains those weapon properties. These choices are permanent and cannot be made again if you stop using this weapon and use it again later.

Adept [Armor] [Shield] and [Weapon]

This implement of combat doubles as a tool of your trade.

Greater: Choose one skill. You gain a +2 item bonus to that skill.

Relic: Choose two skills. You gain a +2 item bonus to those skills.

Artifact: Choose three skills. You gain a +2 item bonus to those skills.

Energized [Weapon]

Your weapon festers with energy.

Lesser: Choose [Fire], [Cold], [Acid], [Electricity] or [Force]. Whenever you deal damage with an attack using this weapon, you deal 2 additional damage of that type.

Greater: As Lesser, and either increase the damage of the chosen type by 2, or choose another type and whenever you deal damage with an attack using this weapon, you deal 2 additional damage of that type.

Relic: As Greater, and either increase the damage of one the chosen types by 2, or choose another type and whenever you deal damage with an attack using this weapon, you deal 2 additional damage of that type.

Artifact: As Relic, and either increase the damage of one the chosen types by 2, or choose another type and whenever you deal damage with an attack using this weapon, you deal 2 additional damage of that type.

Detecting [Armor] [Shield] [Weapon]

This item empathetically "watches out" for you in a way - warning of impending danger.

Lesser: You are always aware of whether or not there are any opponents in your [Melee] range, though this does not tell you their location.

Greater: You are always aware of whether or not there are any opponents in your [Close] range, though this does not tell you their location.

Relic/Artifact: You are always aware of whether or not there are any opponents in your [Medium] range, though this does not tell you their location.

Dancing [Weapon] [Armor] [Shield]

The finely engraved embroidery truly conveys a sense of grace into your movements.

Lesser/Greater/Relic/Artifact: You may make an extra 5-foot step on your turn if you spend your move action doing anything other than moving.

Extradimensional [Weapon]

This weapon is always in your grasp, whether it exists at this precise moment or not.

Lesser/Greater/Relic/Artifact: You may call or dismiss this weapon at any time for no action cost, be it after being disarmed, during an attack action, or at any other point. When called, the weapon appears immediately in your hand, regardless of distance or planar boundaries. When dismissed, this weapon functionally ceases to exist until it is next called. As long as this weapon remains attuned to you, the Extradimensional enchantment functions as if you were wielding it.

Resilient [Armor] [Shield]

The plated metal is comforting, flexible, and unnaturally sturdy.

Lesser: You gain a +1 item bonus to any one save.

Greater: You gain a +1 item bonus to any two saves.

Relic: You gain a +1 item bonus to all saves.

Artifact: You gain a +2 item bonus to all saves.

Flying [Armor]

This armor grants the power of flight through means either obvious or not.

Relic/Artifact: You gain flight as a movement mode and a +10 ft bonus to your movement speed.

Variable [Weapon]

Perfect for the general weapons master on the go.

Lesser/Greater/Relic/Artifact: Once per [Round], as a free action, you may cause this weapon to lose all of its weapon properties, except for any weapon properties granted by abilities or temporary effects, and then gain a number of weapon properties equal to the number it lost.

Seeking [Weapon]

This weapon is perfectly happy to do the work for you.

Lesser/Greater/Relic/Artifact: Whenever you hit with an attack using this weapon, you may forgo your base damage and all damage from abilities, feats, and temporary effects, dealing physical damage equal to your level + KOM, plus any damage from weapon properties or enchantments, instead.

Forceful [Shields] [Armor] [Weapon]

You can focus on this item to unleash a whirlwind of concussive force.

Lesser/Greater: Once per [Encounter], as a standard action, you may inflict [HP Reduction] equal to your level + KOM on all opponents within [Melee] range and knock them [Prone]. A successful Fortitude save (DC 10 + ½ your level + your KOM) negates the [Prone] condition.

Relic/Artifact: Once per [Encounter], as a standard action, you may inflict [HP Reduction] equal to your level + KOM on all opponents within [Close] range and make them [Blown away]. A successful Fortitude save (DC 10 + ½ your level + your KOM) negates the [Blown away] condition.

Streamlined [Armor]

Small clockwork fixtures hidden inside this armor enhance your movements.

Lesser: You gain a +10 ft bonus to your movement speed.

Greater: You gain a +15 ft bonus to your movement speed.

Relic: You gain a +20 ft bonus to your movement speed.

Artifact: You gain a +25 ft bonus to your movement speed.

Flesheater [Weapon]

Yuck.

Lesser/Greater: Whenever you hit an opponent with an attack using this weapon, you may set that miserable opponent [On Fire] from something far too gross to describe accurately.

Relic/Artifact: As Lesser/Greater, and whenever you hit an opponent with an attack using this weapon, you may inflict the [Bleeding] condition on that opponent.

Traveler's [Armor]

You can go pretty much anywhere in this set of armor.

Lesser/Greater/Relic/Artifact: You ignore difficult terrain, gain the constant benefits of the Endure Elements spell, and gain swimming as a movement mode.

Neutralizing [Weapon]

Every blow with the weapon puts you in a better position.

Lesser/Greater/Relic/Artifact: Whenever you hit an opponent with an attack using this weapon, you gain a +1 deflection bonus to AC against that opponent for one [Round]. This bonus stacks with itself, up to a maximum of 1, + 1 per six character levels you possess.

2-Point Enchantments

Resistant [Armor] [Shield]

Flickers of energy are absorbed into the item's surface.

Greater: Choose [Fire], [Cold], [Acid], or [Electricity]. You gain [Lesser resistance] against that type.

Relic: As Greater, and choose another type. You gain [Lesser resistance] against that type.

Artifact: As Relic, and choose another type. You gain [Lesser resistance] against that type.

Vital [Armor] [Shield] [Weapon]

This item offers protection at a fundamental level.

Greater/Relic/Artifact: You gain an item bonus to your maximum hit points equal to your level.

Spellstoring [Weapon]

The arcane chambers inlaid into this weapon allow it to store and release spells.

Greater/Relic/Artifact: As a standard action, you may cast a spell into this weapon, storing it inside the weapon rather than gaining its normal effect.

Once per [Round], you may choose to release a stored spell before making an attack. The spell affects any one creature that attack hits; or if the spell would affect an area, the spell's area originates from and includes the square the creature occupies.

Drinking [Weapon]

Blood flows from your foes' veins to yours.

Greater/Relic/Artifact: Whenever you deal damage to an opponent with an attack using this weapon, you heal an amount equal to half the damage dealt, to a maximum of half your level.

Battle Cry [Weapon] [Armor]

Your fearsome equipment sings a song of blood and fear as it wallows in battle.

Greater/Relic/Artifact: Once per [Encounter], as a swift action, you can yell a horrifying battle cry, making all opponents within [Close] range [Frightened] for 1 [Round]. A successful Will save (DC 10 + ½ your level + your CHA) negates the [Frightened] condition.

Spiteful [Weapon]

Vengeance will be had for wrongs committed against you.

Greater/Relic/Artifact: Whenever you fail a save against any effect, you gain a bonus to damage with this weapon against the opponent from whom the effect originated equal to your KOM until the end of the [Encounter]. This bonus stacks with itself, to a maximum of twice your KOM.

Warpeater [Weapon]

This weapon keeps reality in check – along with your enemies.

Greater/Relic: Once per [Round], when you hit an opponent with an attack using this weapon for the second time this [Round], you may affect that opponent with *dimensional anchor*, as the spell.

Artifact: Once per [Round], when you hit an opponent with an attack using this weapon, you may affect that opponent with *dimensional anchor*, as the spell.

Wingearer [Weapon]

You don't even want to think about what this does.

Greater/Relic: Once per [Round], when you hit an opponent with an attack using this weapon for the second time this [Round], you may cause that opponent to lose

[Flying] and flight as a movement mode until the end of your next turn.

Artifact: Once per [Round], when you hit an opponent with an attack using this weapon, you may cause that opponent to lose [Flying] and flight as a movement mode until the end of your next turn.

Bolstering [Armor] [Shield]

This gives you great comfort and the strength to continue against overwhelming odds.

Greater: You gain [Fast healing] 4.

Relic: You gain [Fast healing] 6.

Artifact: You gain [Fast healing] 8.

Proactive [Armor] [Shield]

This half-sentient protection surrounds you with a whirlwind of spikes, blades and chains.

Greater/Relic/Artifact: Any opponent that ends its turn within your [Melee] range takes damage equal to your KDM.

3-Point Enchantments

Mighty [Weapon]

This weapon strikes thunderous blows, sending foes flying.

Relic/Artifact: Once per [Round], when you hit an opponent with attack using this weapon, you can spend a swift action to use the Bull Rush combat maneuver against that opponent. You may continue your attack action after the Bull Rush, even if you chose to move during the Bull Rush.

Wraithblade [Weapon]

This weapon scythes through even the sturdiest defenses.

Relic/Artifact: Attacks made using this weapon ignore item bonuses to AC.

Chameleon [Armor]

This armor disguises its wearer, much like the eponymous creature disguises itself.

Artifact: You may use the stealth skill as a swift or immediate action.

Spelleater [Weapon]

This implement of destruction bites beyond flesh and bone – down to magic itself.

Artifact: Once per [Round], when you hit an opponent

with an attack using this weapon, you may affect that opponent with dispel magic, as the spell.

Fortress [Shield] [Armor]

Blows aren't the only thing it blocks.

Relic/Artifact: You gain [Immunity] to [Paralyzed], [Stunned], [Dazed], [Nauseated], and [Slowed].

Shockwave [Weapon]

A thunderous wake is left wherever it strikes.

Relic/Artifact: Twice per [Round], you may apply one attack with this weapon against all opponents within a 60 ft cone originating from you: make one attack roll, and compare the result to the AC of each individual opponent within the cone to determine which ones are hit. Abilities and effects that take place as the result of a hit only activate once as a result of this attack, and apply to no more than one opponent you hit, of your choice.

Unbending [Armor] [Shield]

Only the smith who forged it knows the secrets of this mystic metal.

Artifact: You gain [Lesser resistance] to all damage.

Heart eater [Weapon]

This grisly weapon has a bite like none other - leaving incurable wounds.

Relic: Once per [Round], when you hit an opponent with an attack using this weapon for the second time this [Round], you may inflict the [Battered] condition on that opponent until the end of your next turn. A successful Fortitude save (DC 10 + ½ your level + your KOM) negates the [Battered] condition.

Artifact: Once per [Round], when you hit an opponent with an attack using this weapon, you may inflict the [Battered] condition on that opponent until the end of your next turn. A successful Fortitude save (DC 10 + ½ your level + your KOM) negates the [Battered] condition.

Storming [Shield] [Weapon]

The clouds above are at your command.

Relic: Once per [Encounter], you may use *call lightning*, as the spell, with a save DC of (10 + ½ your level + your KOM).

Artifact: Once per [Encounter], you may use *call lightning*, and once per [Scene], you may use *lightning storm*, as the spells. The DC for these spells is equal to 10 + ½ your level + your KOM.

Morphic [Weapon] [Armor] [Shield]

Without shape and form, it simply changes to suit your needs.

Relic/Artifact: At the start of each [Scene], you may add up to two points worth of enchantments to this item until the end of the [Scene].

Whirling [Weapon] [Armor]

The centrifugal forces trapped within occasionally send you into a veritable whirlwind.

Relic/Artifact: You no longer provoke attacks of opportunity while charging or suffer an AC penalty from the Charge combat maneuver. While using the Charge combat maneuver, you gain a +30 ft bonus to your movement speed, and may move into and out of squares occupied by opponents, moving them 5 ft away from your charge path, and dealing 5 damage to them. This movement does not provoke attacks of opportunity. Additionally, you may use the Trip combat maneuver with a +2 bonus to the DC in place of the melee attack at the end of the Charge combat maneuver.