

TABLE 1: ARMOR & SHIELDS

Roll a d20 to determine the type of protection, then consult the subtables as noted.

TABLE 1A: ARMOR TYPE

d20	Type
1-14	Armor (Table 1B)
16-19	Shield (Table 1D)
20	Roll on the Named Armor & Shields Table (Table 1J)

TABLE 1B: ARMOR

Roll a d20 to determine the exact armor type, then roll on Table 1C to determine the specific bonus. The majority (01-85%) are designed for average-sized humanoids, with less being available for Small (86-95%) and Large (96-100%) beings.

Magical barding is particularly rare and should be inserted into an adventure rather than randomly rolled.

d20	Cost	Type
1-7	\$50	Leather
8-12	\$300	Chain hauberk
13-15	\$400	Plate corselet
16	\$200	Plate arms (vambrace)
17	\$300	Plate leggings (greaves)
18-19	\$75	Pot Helm
20	\$150	Steel Helmet

TABLE 1C: ARMOR BONUS

Note that magic armor doesn't usually have the armor power. Mages tend to stick that power in items such as rings or cloaks, rather than wear heavy protective suits.

d20	Cost	Bonus
1-10	+\$1000	+1 Toughness
11-16	+\$2000	+2 Toughness
17-19	+\$3000	+3 Toughness
20	—	Special (roll again on this table for Armor bonus then roll on Table 1F; reroll if this result comes up again)

TABLE 1D: SHIELD TYPE

Roll a d20 to determine the exact shield type, then roll on Table 1E to determine the specific bonus.

d20	Cost	Type
1-7	\$25	Small
8-15	\$50	Medium
16-20	\$200	Large

TABLE 1E: SHIELD BONUS

d20	Cost	Bonus
01-10	+\$6000	+1 Parry (Block)
11-16	+\$8000	+2 Parry (Imp Block)
20	—	Special (roll again on this table for Parry bonus then roll on Table 1F; reroll if this result comes up again)

TABLE 1F: SPECIAL ARMOR & SHIELDS

Roll on the table below to determine the specific powers. Prices for skills are per bonus. If a power has no extra effect on a raise, treat rolls of 19 as rolls of 17-18.

d20	Cost	Type
1-9	\$1000	1d6 skill bonuses (Table 1G)
10-13	Var	1d3 Edges (Table 1H)
14-16	+\$3500*	Minor Artifact: 1d2 powers (Table 1I)
17-18	+\$2000**	Major Artifact: 1 power (Table 1I)
19	+\$3000**	Major Artifact: 1 power with raise; (Table 1I)
20	—	Roll twice, ignoring this result a second time

*Plus \$1000 per spell Rank.

**Per Power Point of the power invested, plus \$1000 per spell Rank

TABLE 1G: SKILL BONUSES

Bonuses can be applied to a single skill (to a maximum of +3) or spread across multiple skills. You can either pick skills or roll randomly on Table 1G, applying a +1 bonus to each skill rolled.

d20	Type
1-4	Climbing
5-7	Intimidation
8-10	Persuasion
11-14	Stealth
15-17	Swimming
18-20	Taunt

TABLE 1H: EDGES

Either choose one or roll on Table 1H. Edge names followed by a (2) are Edges which have an Edge requirement, and so fill two slots. Reroll if you roll one when you have a single Edge slot left. Should you roll such an Edge and already have the requisite version (such as rolling Improved Dodge when you have Dodge), upgrade the Edge at the cost of one additional slot.

d20	Cost	Type
1-3	+\$2000	Arcane Resistance
4-5	+\$2000	Berserk
6-7	+\$2000	Charismatic
8	+\$2000	Command
9	+\$2000	Danger Sense
10-11	+\$6000	Dodge
12-13	+\$2000	Fleet Footed
14-15	+\$2000	Hard to Kill
16	+\$8000	Harder to Kill (2)
17	+\$4000	Improved Arcane Resistance (2)
18	+\$14,000	Improved Dodge (2)
19-20	+\$2000	Quick



TABLE 1I: POWERS

Powers are rolled or chosen from Table 1I. Powers which can affect multiple aspects (such as boost trait) must have a single, fixed aspect chosen during creation. This cannot be changed. Unless otherwise stated, magic items that cast powers have an arcane skill of d8 and 10 Power Points.

d20	Type
1	Beast Friend
2-3	Boost Trait (usually Smarts or Spirit in a helmet, Agility, Strength, or Vigor in armor)
4-5	Burrow
6	Burst
7	Deflection
8-10	Environmental Protection (one element)
11	Fear
12	Fly
13-14	Invisibility
15-16	Quickness
17	Shape Change
18-19	Speed
20	Teleport

TABLE 1J: NAMED ITEMS

Below are a few named suits of armor or shields that can be dropped into a game immediately and may help you figure out names and trappings for items created by the tables above.

d20	Cost	Type
1-2	\$6550	Assassin's Armor
3-7	\$2400	Breastplate of Heroes
8-9	\$5150	Dragon Shield
10-12	\$4300	Dragon Slayer's Armor
13-15	\$5300	Hauberk of the Mage Slayer
16-17	\$4650	Helm of the General
18-20	\$2050	Thief's Jerkin

TABLE 2: MELEE WEAPONS

Roll a d4 and a d10 for the type of melee weapon, then consult Table 2B for bonuses.

TABLE 2A: MELEE WEAPON TYPE

d4	d10	Cost	Type
1	1-3	\$200	Axe
1	4-5	\$300	Battle Axe
1	6-9	\$25	Dagger
1	10	\$200	Flail
2	1-2	\$500	Great Axe
2	3-4	\$400	Great sword
2	5	\$250	Halberd
2	6	\$1000	Katana
2	7-10	\$300	Long sword
3	1	Var	Named Item (Table 2G)
3	2	\$500	Lance
3	3	\$400	Maul
3	4-5	\$40	Pike
3	6-8	\$150	Rapier
3	9-10	\$200	Saber
4	1-4	\$200	Short sword
4	5-6	\$250	Spear
4	7-9	\$10	Staff
4	10	\$250	Warhammer

TABLE 2B: DAMAGE BONUS

d20	Cost	Bonus
1-5	+\$1000	+1 damage
6-10	+\$2000	+2 damage
11-13	+\$3000	+3 damage
14-16	+\$1000	+1 damage and roll on Table 2C
17-18	+\$2000	+2 damage and roll on Table 2C
19	+\$3000	+3 damage and roll on Table 2C
20	—	Special (roll again on this table for bonus then roll on Table 2D; reroll if this result comes up again)

TABLE 2C: FIGHTING BONUS

d20	Cost	Type
1-10	+\$1000	+1 Fighting
11-16	+\$2000	+2 Fighting
17-20	+\$3000	+3 Fighting

TABLE 2D: SPECIAL WEAPONS

If a power has no additional effect on a raise, such as *burst*, treat rolls of 19 as rolls of 17-18.

d20	Cost	Type
1-13	Var	1d3 Edges (Table 2E) Variable
14-16	+\$3500*	Minor Artifact: 1d2 powers (Table 2F)
17-18	+\$2000**	Major Artifact: 1 power (Table 2F)
19	+\$3000**	Major Artifact: 1 power with raise (Table 2F)
20	—	Roll twice, ignoring this result a second time

*Plus \$1000 per spell Rank.

**Per Power Point of the power invested, plus \$1000 per spell Rank

TABLE 2E: EDGES

For Edges, either choose one or roll on Table 2E. Edges followed by a (2) are Edges which have an Edge requirement and fill two slots. Reroll if you roll one when you have a single Edge slot left. Should you roll such an Edge and already have the requisite version (such as rolling Improved Block when you have Block), upgrade the Edge at the cost of one additional slot.

d20	Cost	Edge
1-2	+\$2000	Ambidextrous
3	+\$2000	Berserk
4-6	+\$4000	Block
7	+\$2000	Command
8-9	+\$2000	First Strike
10	+\$4000	Frenzy
11-12	+\$6000	Giant Killer
13	+\$10K	Improved Block (2)
14	+\$12K	Improved First Strike (2)
15	+\$10K	Improved Frenzy (2)
16	+\$8000	Improved Sweep (2)
17-18	+\$2000	Quick Draw
19-20	+\$2000	Sweep

TABLE 4B: SKILL

d20	Skill
1	Boating
2	Climbing
3	Fighting
4	Gambling
5	Healing
6	Intimidation
7	Investigation
8	Knowledge
9	Lockpicking
10	Notice
11	Persuasion
12	Riding
13	Shooting
14	Stealth
15	Streetwise
16	Survival
17	Swimming
18	Taunt
19	Throwing
20	Tracking

TABLE 4C: SKILL BONUS

d20	Cost	Type
1-12	\$1000	+1 bonus
13-17	\$2000	+2 bonus
18-20	\$3000	+3 bonus

TABLE 4D: EDGES

d20	Cost	Type
1	\$2000	Ambidextrous
2-3	\$2000	Arcane Resistance*
4-5	\$2000	Charismatic
6	\$4000	Combat Reflexes
7	\$2000	Command**
8	\$2000	Danger Sense
9	\$2000	Fast Healer
10	\$2000	Level Headed*
11-12	\$2000	Luck*
13	\$2000	Fleet Footed
14	\$2000	Hard to Kill*
15	\$4000	Marksman
16-17	\$2000	Nerves of Steel
18	\$2000	Quick
19	\$2000	Steady Hands
20	\$2000	Strong Willed

*If you roll this Edge twice, gain the Improved version and double the cost.

**If you roll this Edge twice, you may wish to allow the relic to contain Fervor (\$6000), Hold the Line (\$4000), Inspire (\$4000), or Natural Leader (\$4000).

TABLE 4E: POWERS TABLE

Unless otherwise stated, magic items that cast powers have an arcane skill of d8 and 10 Power Points.

d4	d10	Type
1	1-4	Armor
1	5	Barrier
1	6	Beast Friend
1	7-10	Boost/Lower Trait
2	1	Burrow
2	2-3	Deflection
2	4	Detect/Conceal Arcana
2	5	Dispel
2	6-7	Elemental Manipulation
2	8	Entangle
2	9-10	Environmental Protection
3	1	Fear
3	2-3	Fly
3	4	Invisibility
3	5-7	Light
3	8	Obscure
3	9	Puppet
3	10	Quickness
4	1-2	Shape Change
4	3	Smite
4	4	Speak Language
4	5-6	Speed
4	7	Telekinesis
4	8-9	Teleport
4	10	Zombie

grants no special powers to communicate with creatures behind the barrier, nor can the viewer reach through—the obstacle remains solid to the touch. Creatures on the other side of the intervening barrier cannot see through the “window”—it is one-way only.

Witch’s Broom: Witches have long been known to travel through the air using brooms. To activate the broom, the user need only straddle the shaft and command it to fly. The broom has Pace 12 and Climb 6. A broom can support one Medium size creature (Size +0) and a Small creature (Size -2), such as a cat.

Wolfskin Boots: These finely crafted wolfskin boots grant the wearer a +2 bonus to Pace and increase his running die by one step.

TABLE 5: POTIONS

Roll a d6 and a d10 to determine the type of potion. Unless otherwise stated, potions duplicating a power which can be maintained contain Power Points to fuel the power for a total of ten “increments.” For example, a potion of armor has a base Duration of 3 rounds (2 Power Points) and is automatically maintained for another 7 rounds (7 Power Points) to bring it to 10 rounds.

Powers conferred by a potion work exactly as per the *Savage Worlds* rules. Powers like bolt or obscure should be worked into alchemical Miscellaneous Items.

Alchemists know whether or not they have scored a raise. Sale prices for potions with a raise are 50% higher.

d6	d10	Cost	Type
1	1–3	\$450	Armor
1	4–5	\$675	Armor WR†
1	6	\$450	Boost Agility
1	7	\$675	Boost Agility WR†
1	8–9	\$450	Boost Smarts
1	10	\$675	Boost Smarts WR†
2	1–2	\$450	Boost Spirit
2	3	\$675	Boost Spirit WR†
2	4–5	\$450	Boost Strength
2	6	\$675	Boost Strength WR†
2	7–8	\$450	Boost Vigor
2	9	\$675	Boost Vigor WR†
2	10	\$450	Boost skill (GM’s choice)
3	1	\$675	Boost skill WR† (GM’s choice)
3	2	\$100	Detect Arcana
3	3	\$550	Env. Pro.* - cold
3	4	\$550	Env. Pro.* - heat
3	5	\$550	Env. Pro.* - water
3	6	\$500	Fly (Pace 6)
3	7	\$650	Fly (Pace 12)
3	8–9	\$500	Greater Healing (wounds only)
3	10	\$1000	Greater Healing (injuries or wounds)
4	1–4	\$150	Healing
4	5–6	\$225	Healing WR†
4	7–8	\$700	Invisibility
4	9	\$1050	Invisibility WR†
4	10	\$550	Puppet
5	1–2	\$900	Quickness
5	3	\$1350	Quickness WR†
5	4–5	\$600	S. C.** (Novice)
5	6–7	\$650	S. C.** (Seasoned)
5	8	\$700	S. C.** (Veteran)
5	9	\$750	S. C.** (Heroic)
5	10	\$800	S. C.** (Legendary)
6	1–2	\$500	Speak Language
6	3–5	\$400	Speed
6	6–7	\$600	Speed with raise
6	9	\$700	Telekinesis
6	10	\$150	Teleport (10” range)

†Cast With a Raise

*Environmental Protection

**Shape Change

TABLE 7: SCROLLS

Roll on the table below to determine the type of scroll found, and then roll a d6 and a d10 on Table 7B to determine the power.

TABLE 7A: ARCANE TYPE

The user must have the proper Arcane Background to use the scroll.

d20	Type
1–13	Arcane Background (Magic)
14–20	Arcane Background (Miracles)

To activate a scroll, the reader must use his own arcane skill. The Power Points contained in a standard scroll are listed after the power name—the reader cannot use his own Power Points to maintain the power.

The user may end a power before it expires. In this case, all unused Power Points are lost.



At your discretion, scrolls may have more or fewer Power Points than listed. The caster need not meet the usual Rank requirement to cast the spell—a Novice character can cast greater healing without difficulty. Scrolls are good for one use only. After the power expires, the writing fades and the scroll crumbles to dust.

TABLE 7B: POWERS

d6	d10	Cost	Type
1	1–4	\$450	Armor (9 PP)
1	5–6	\$500	Barrier (10 PP)
1	7	\$1000	Beast Friend (20 PP)
1	8–10	\$300	Blast (6 PP)
2	1–3	\$300	Bolt (6 PP)
2	4–5	\$450	Boost/Lower Trait (9 PP)
2	6	\$850	Burrow (17 PP)
2	7–8	\$100	Burst (2 PP)
2	9–10	\$450	Deflection
3	1–2	\$100	Det/Con Arcana (2 PP)
3	3–4	\$150	Dispel (3 PP)
3	5	\$50	Elemental Manipulation (1 PP)
3	6–7	\$300	Entangle (6 PP)
3	8–10	\$550	Environ Protection (11 PP)
4	1	\$100	Fear (2 PP)
4	2	\$750	Fly (15 PP)
4	3	\$1000	Greater Healing (20 PP)
4	4–6	\$150	Healing (3 PP)
4	7	\$600	Invisibility (12 PP)
4	8–10	\$500	Light (10 PP)
5	1–2	\$450	Obscure (9 PP)
5	3	\$500	Puppet (10 PP)
5	4–5	\$1100	Quickness (22 PP)
5	6	\$800	Shape Change (16 PP)
5	7–8	\$450	Smite (9 PP)
5	9–10	\$500	Speak Language (10 PP)
6	1–3	\$400	Speed (8 PP)
6	4–5	\$100	Stun (2 PP)
6	6–7	\$600	Telekinesis (12 PP)
6	8–9	\$600	Teleport (12 PP)
6	10	\$600	Zombie (12 PP)

TABLE 8: TOMES

Tomes bestow no direct powers, but are instead learning tools for mages and priests.

Any character with an Arcane Background can use a tome, so long as he meets the Rank requirement for the spell and has the same Arcane Background as the writer. If he does, he must spend 1d6 hours per Rank of the spell in quiet study. At the end of this time, he must make a Smarts roll. If successful, the reader may add the spell to his repertoire. With a failure, the character must begin the study process from scratch.

Tomes are valuable in game mechanic terms because they allow an arcane spellcaster to learn a new power without taking the New Power Edge.

Roll on Table 7B to determine the power written in the tome or choose one.

TABLE 9: WANDS & STAVES

For convenience, wands are minor artifacts requiring an arcane skill roll and the expenditure of Power Points to function—staves are major artifacts and require only touching the target or a Shooting roll as detailed in the item description. Ranges, where fixed, are based on the creator's Smarts die, arbitrarily set at a d8.

Roll a d20 on Table 9A to determine the type of relic found, then roll on the appropriate subtable. Item descriptions follow the tables and are presented alphabetically.

All wands and staves with powers are treated as if they were arcane spellcasters. That is, each power may only be used once per turn. Relics containing multiple powers may be activated with a multi-action penalty if the holder wishes to invoke different powers in the same round.

A rare few wands and staves are created by artificers, granting their bonuses to all who wield the relic.

TABLE 9A: RELIC TYPE

d20	Type
1–2	Staves (Table 9B)
3–20	Wands (Table 9C)

TABLE 9B: STAVES

Staves typically made of wood, 4 to 7 feet in length with a diameter of 1 to 3 inches, and are tipped with a gem or arcane rune.

d20	Cost	Type
1–3	\$13K	Earthquakes
4–6	\$27K	Fiery Doom
7–10	\$23K	Mage Lord
11–12	\$18K	Necromancer
13–14	\$9000	Puppetry
15–16	\$18K	Tempests
17–20	\$9000	Warrior's Blessing

TABLE 9C: WANDS

Wands are typically made of wood, measure 12 to 24 inches from end to end and an inch diameter, and are tipped with a gem or arcane rune.

d4	d10	Cost	Type
1	1–2	\$4500	Blade Wand
1	3–4	\$5500	Dragon Breath
1	5	\$7500	Draining
1	6–10	\$5900	Fireballs
2	1–3	\$4500	Healing
2	4–6	\$5500	Heroes
2	7–8	\$6900	Lightning
2	9–10	\$4500	Luck
3	1–4	\$4900	Mini-Fireballs
3	5–6	\$5500	Misfortune
3	7	\$6500	Petrification
3	8	\$5500	Shrinking
3	9–10	\$6500	Sluggish Reflexes
4	1–2	\$6500	Spirit Banishing
4	3	\$7500	Time Control
4	4–5	\$4500	Tongue Tied
4	6–8	\$4500	Vines
4	9–10	\$5500	Viper



d6	d12	Type
1-2	1-2	Anklet of Clumsiness
1-2	3	Anklet of Clumsiness, Greater
1-2	4-5	Boots of Lameness
1-2	6-7	Brooch of Sickness
1-2	8-9	Brooch of Weak Will
1-2	10	Brooch of Weak Will, Greater
1-2	11-12	Gauntlets of the Weakling
3-4	1	Gauntlets of the Weakling, Greater
3-4	2-3	Girdle of Ill Health
3-4	4	Girdle of Ill Health, Greater
3-4	5	Gloves of the Pacifist
3-4	6-7	Goggles of Blinding
3-4	8	Goggles of Foggy Vision
3-4	9-10	Goggles of Illiteracy
3-4	11-12	Headband of Phobias
5-6	1-2	Headband of Stupidity
5-6	3	Headband of Stupidity, Greater
5-6	4	Helm of Naivete
5-6	5	Mask of Ugliness
5-6	6-7	Ring of Delusions
5-6	8-9	Ring of Ill Fortune
5-6	10	Sword of Slaying
5-6	11-12	Unlucky Rabbit's Foot

CURSED RELICS

Anklet of Clumsiness: This thin silver chain is marked with runes of gracefulness, but actually lowers the wearer's Agility by one die type (minimum of d4). Skills are not affected, but the wearer is generally clumsier.

Anklet of Clumsiness, Greater: This powerful cursed relic lower the wearer's Agility by two die types (minimum of d4).

Boots of Lameness: When placed on the feet, the boots shrink, crushing the wearer's foot and causing him great difficulty when walking. His Pace is reduced by 2 (to a minimum of 1) and his running die is reduced one step (minimum of d4.)

Brooch of Sickness: Despite being engraved with runes of vitality, this relic makes the wearer prone to sickness and environmental effects. The wearer subtracts 2 from all Vigor

rolls made to resist Fatigue checks, poison, disease, and the like.

Brooch of Weak Will: Etched with runes of willpower and self-confidence, the wearer actually suffers a one die type decrease in his Spirit (minimum of d4).

Brooch of Weak Will, Greater: The wearer suffers a two die type decrease in his Spirit (minimum of d4).

Gauntlets of the Weakling: Although identical to gauntlets of strength, these relics bestow a one die type decrease in the wearer's Strength (minimum of d4).

Gauntlets of the Weakling, Greater: The wearer of this fine gauntlets finds his Strength reduced two die steps, to a minimum of d4.

Girdle of Ill Health: This foul relic drains the wearer of vitality and stamina, reducing his Vigor by one die step (minimum of d4).

Girdle of Ill Health, Greater: Etched with runes of endurance, vigor, and stamina, the wearer actually suffers a two dice decrease in his Vigor (minimum of d4).

Gloves of the Pacifist: These black, velvet gloves have silver and gold stitching on the back forming runes of martial prowess and bravery. When donned, however, their curse takes effect, turning the wearer into a pacifist.

The character won't fight living creatures under any circumstances. He may defend himself, but won't do anything to permanently harm sentient, living creatures. Note that undeniably evil creatures, undead, demons and the like, are fair game.

The character may fight with nonlethal weapons, such as his fists, but only when directly threatened.

Goggles of Blinding: When donned, the red crystal lenses of these goggles blacken, blinding the wearer. Until removed, he suffers a -6 penalty to all physical tasks requiring vision—which is most everything—and -2 to most social tasks as he can't "read" those he's interacting with as well as others.

Goggles of Foggy Vision: These cursed goggles resemble goggles of blinding, but are not as powerful. Rather than blinding the wearer, he sees as if through fog, giving him a -2 to Notice rolls based on sight.

Unlucky Rabbit's Foot: Though supposedly a symbol of good luck, the wearer receives one less benny at the start of each session, to a minimum of zero.

TABLE 11: INTELLIGENT RELICS

Intelligent relics are second only to true relics in rarity. Those that exist are always permanent (i.e. non-alchemical) items.

If you decide to allow intelligent relics in your setting, these rules cover their creation and provide a few examples.

Making an intelligent relic requires a little more work than other relics. Intelligent relics should be treated as player characters, not just magic items with brains. For ease, you should allow the character possessing them to run the relic, though there are times when it may decide not to cooperate.

First, decide whether a relic is intelligent or not. If you want to roll randomly, then roll a d20. On a roll of 20, the item is intelligent. Proceed to the tables below to determine its intelligence, skill, personality, and goals.

TABLE 11A: TRAITS

Intelligent relics are treated as Wild Cards and receive a Wild Die and two bennies, which they can generally use only for themselves. They can be affected by arcane powers affecting the mind, such as *puppet*, and are also subject to Tests of Will.

Roll a d20 on the table below to determine the overall intelligence of the relic.

Attributes: Determines how many dice the relic has to spread between its Smarts and Spirit. Attributes begin at d4. Unlike player characters, relics may have attributes in excess of d12. Each additional die over d12 becomes a single "plus," such as d12+1 or d12+2.

Skills: This column lists how many skill points the relic has. These are spent in the same way as for making regular characters, with one exception—skills may go over the linked attribute without paying double cost.

The GM should either pick skills from Table 11B or roll randomly. How skills work

for intelligent relics is explained under Using Skills (p. 95).

Personality: Intelligent relics have a distinct, and sometimes powerful, personality. Roll as many times as indicated on Table 11C.

Goals: Roll on table 11D for the relic's goal.

d20	Att	Skills	Per	Goals
1–3	1	7	1	1
4–8	2	9	1	1
9–13	3	11	2	1
14–16	4	13	2	1
17–18	6	15	3	2
19	8	17	3	2
20	10	20	4	3

TABLE 11B: SKILLS

Every time a skill is rolled, the relic increases its knowledge of that skill a die type. So, if a relic rolled Taunt for the first time it would gain d4, rising to d6, d8, and so on if the skill were rolled again.

d20	Skill
1	Boating
2	Climbing
3	Gambling
4	Healing
5	Intimidation
6	Investigation
7–8	Knowledge (Specific skill)
9–10	Knowledge (Language)
11	Lockpicking
12	Notice
13	Persuasion
14	Repair
15	Stealth
16	Streetwise
17	Survival
18	Swimming
19	Taunt
20	Tracking

Knowledge: The GM should pick a Knowledge skill based on the relic's powers and its Edges and Hindrances. A ring of invisibility might have been owned by several thieves, and may have Knowledge (Thieves'