Items

Potions

Physical Description: Potions are represented with throwable soft foam flasks or the equivalent. They must be larger than spell balls, and be clearly labelled or coloured with what the potion represents. Potions that are imbibed, rather than thrown are given to a Marshall or dropped on the ground.

- A potion may be any spell from any spellcaster class
- If a spell is ranged, the potion must be thrown as though it was a spell ball
- If the spell is touch or self, the potion must be dropped or given to a Marshall
- The person using the person must touch the target if the spell it represents is a touch spell.

Traps

- All traps are represented by commonly used items (dependant on the class of the character). These include throwable weapons, potions and spell balls.
- An item represents a trap - if it has a red ribbon tied around it
- When a trap is disarmed, remove the red ribbon and save until after the game phase is over. Leave the item
- Items used for traps are expended (ie you can't cast as many spells if you've used up all your spell balls on traps)

Non-Magical

Physical Description: A visible trap is represented in game with a throwable weapon. Traps are placed on the ground or object to be trapped. If the trap is hidden it is not physically represented and a Marshall must be aware of their locations.

- A trap may be placed by a GM for a scenario, by a ninja during a game, and may only be disarmed by a rogue.
- Traps have a level rating of difficulty
- Traps always reduce a target's HP by half (round down) when triggered
- GM traps are hidden. Ninja placed traps can be seen by everyone
- A trap is triggered if anyone other than a rogue or a ninja gets within 1m of it

Magical

Physical Description: A visible trap is represented in game with a spell ball or potion. Traps are placed on the ground or object to be trapped. If the trap is hidden it is not physically represented and a Marshall must be aware of their locations.

- A trap may be placed by a GM for a scenario, by a veteran mage, veteran necromancer or veteran alchemist during a game, and may only be disarmed by an alchemist.
- Traps have a level rating of difficulty (veteran level if placed by a player)

- Traps produce a spell effect based on the spell or potion used
- GM traps are hidden. Player placed traps can be seen by everyone
- A trap is triggered if anyone other than an alchemist gets within 1m of it

One Use Items

- Non-Roleplayers (NRPs) must convert any XP they earn into Gold, which can be spent to buy one-use items.
- Roleplayers may choose to convert XP to Gold or save it for something else.

One use items are not represented by physical objects in a game. It's simply a matter of calling a Marshal over, handing over the Gold and getting the instant bonus. Gold can be represented with poker chips, with one chip representing 100 Gold. If a Marshal can't be found, the leader of a warband can have the responsibility of collecting and adjudicating spent Gold.

Item	Action	Gold cost
Restore Potion	Heal to full health	100
Resurrect Potion	Resurrect to full health	200
Scroll	If a spellcaster - cast a spell immediately with no words	100
Restore Charm	Heal a friend to full health	200
Resurrect Charm	Resurrect a friend to full health	300
Lockpicks	Open a locked door (*)	100 - 300
10' pole	Disarm a trap (*)	100 - 300

(*) Gold cost depends on level of the trap/door. 100 = Green, 200 = Adventurer, 300 = Veteran

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Last update: **2015/10/11 20:04**