

## ITEM SEARCH

**Time:** Action **Target:** Your Pack **Requires:** 1 Good **Test:** Wealth Skill

*You search your cache of loot to try to find an item you need.*

Choose an item you want from the **Item List** in the appendix. Spend 1 **Good** from the item's **Wealth Category**, then roll a **Test** using that **Wealth Category's Wealth Skill** as the **Modifier**.

The **Item** you chose will either specify a **Score** that you need to roll to get that item or a set of **Score Ranges** along with perks or flaws that come along with each **Score Range**.

### Bonuses:

- **Boosting.** After you **Fail** the roll, you can spend 1 additional **Good** of the same **Wealth Category** to gain an **Advantage** on the roll (up to the max of 2) potentially avoiding a **Fail**.
- **Multipack.** Gain an **Advantage** if the **Item** you are searching for has the **Once Tag** and you have used that same **Item** at some point before.
- **Treasure.** When actualizing **General**, **Grey**, or **Obscure** items, you can instead spend a **Fine Good**. Doing so allows you to add your **Fine Wealth Skill** and the item's normal **Wealth Skill** to the roll, improving your chances of getting that item. The item you get will look nicer, being made of gold, bejeweled, etc.

## IMPROVISED ITEM EXAMPLES

You can improvise items not found in the **Item List** that would be reasonably found in the world. The **GM** will offer you a **Score** that you then need to reach to get that item. Falling short of the **Score** will result in not having that item or having a flawed or poor quality version of that item (like a fraying rope or a rusted sword.) Below are example improvised items for each **Score Range**:

### General Wealth

- [..6] F: Raw Materials & simple items: Bell, Candle, Raw Food, Hammer, Knife, Oil, Soap, String(10 ft), Water, Writing Supplies.
- [7..9] C: Common Manufactured Items: Commoner Foods, Compass, Crowbar, Lantern, Pickaxe, Sledge, Rope(50 ft), Tongs.
- [10..] A: Shields, Armor, Weapons, Better Foods.

### Grey Wealth

- [7..9] C: Basic Traps & Hobbyist Tools: Climbing Kit, Lock-picks, Scalpel.
- [10..] A: Artisan Tools: Forger Kit, Jeweler Kit, Leatherwork Kit.

### Obscure Wealth

- [7..9] C: Ingredients & Magic Tools: Dowsing Rod, Eye of Newt, Pendulum.
- [10..] A: Rare Ingredients & Magic Tools: Crystal Ball, Dragon's scale, Void Crystals.

**Spend Fine Wealth** for higher quality, value, or quantity.

## FREQUENT ITEMS

**First Aid Kit.** General. Use Item. Close Range. Heal Effect.

- C [5..] Restore 1 Recovery.
- B [10..] Restore 1 Recovery. Reaction to use it.
- A [15..] Restore ½ of Max Recoveries. Reaction to use them.

**Lockpicks.** Grey. Use Item. Gain Ability Effect.

- C [5..] Roll [6..] to unlock. Item breaks on fail. Disadv. vs adv/magic locks.
- B [10..] Roll [6..] to unlock. Item breaks on fail.
- A [15..] Roll [6..] to unlock. Item breaks on fail. Adv. on avg. locks. Silent.

**Poison.** Grey. Use Item. Buff Basic Attack Effect. Fort Save.

- C [5..] Inflict 1 stack of a Fleeting Condition.
- B [10..] Inflict 2 stacks of a Fleeting Condition.
- A [15..] Inflict a basic Fleeting Condition as Persistent Condition for 5min.

**Spell Scroll.** Obscure. Use Item. Casts a Spell/Ritual.

- D [2..] A known Spell or Ritual.
- C [5..] 1 Point Spell, or known Spell +1 Point.
- B [10..] 3 Point Spell, known Spell +2 Points, or 1 Point Ritual.
- A [15..] 6 Point Spell, known Spell +3 Points, 2 Point Ritual, or known Ritual +1 Point.
- AA [20..] 9 Point Spell, known Spell +4 Points, 3 Point Ritual, or known Ritual +2 Points.

**Mana Potion.** Obscure. Use Item. Restorative Effect.

- AA [20..] Remove 1 stack of Strain.