

Supernatural RPG Assets Hack



This is a simple conversion of the Supernatural RPG Assets into LOOT for ICRPG. A few Assets were left out because no viable conversion could be found (Example: Assets that effect Initiative)

Original Asset Name	ICRPG Loot conversion
Allure	Necklace of Allure: All +2 all CHA rolls and CHA ATTEMPTS are always EASY
Alternate Identity	ALTERNATE IDENTITY: INT spell. Transform your appearance into someone you have seen.
Ambidextrous	Amulet of Ambidexterity: +1 to all rolls involving 2 handed weapons
Born Behind the Wheel	Fuzzy Dice: +2 to all Driving CHECKS
Brawler	Brawling Gloves: +2 when dealing Basic Effort as DAMAGE
Carries a Badge	Law Enforcement Badge: All CHECKS when dealing with Law Enforcement are +2. Checks when questioning CIVILIANS are always EASY
Clairvoyant	Remote View: INT Spell. Ability to see a person, place, or thing and know its location
Contacts	Book Of Contacts: Once per SESSION you may use 1 piece of LOOT of an ALLY instantly
Cool Under Fire	Calming Effect: WIS Power. During the COMBAT when this is used, All ATTEMPTS are never HARD
Danger Sense	Danger Sense: WIS Power. For the next d4 rounds the room target is lowered by 1
Destiny	Destiny Totem: When rolling to REVIVE, a roll of 15 or higher revives you to 1 HP

ESP	ESP: WIS Power, You can read the aura of 1 person in NEAR range, determining their INTENT
Faith	Holy Icon: When dealing with members who follow the same higher power or religion, you Checks are at +2
Fast on Your Feet	Running Shoes: Move 1 and ½ times normal amount
Focused Hunter	Hunter Hex Bag: You are adept at hunting and killing 1 thing. Pick 1 monster or animal. All Attempts against it are +4
Formidable Presence	Intimidation Totem: +2 to all rolls to INTIMIDATE
Gear Head	Mechanic Tools: +3 to all CHECKS and ATTEMPTS dealing with machines(not computers or electronics, for that see Tech Expert)
Good-Natured	Brooch Of Kindness: +2 to CHA
Hardy Constitution	Brooch Of Toughness: +2 to CON
Higher Education	Brooch Of Thought: +2 INT
In Plain Sight	Brooch Of Shadows: +2 Dex
Intuitive Leaps	Intuition: INT Spell, Once per session you can ask the GM ayes or no question, and he must answer TRUTHFULLY
Light Sleeper	Trance: WIS Power. You enter a restful Trance, granting all effects of natural sleep, but wake up at the smallest noise or sound
Low Profile	Historic Hex Bag: No matter how much someone tries, no information about your past can be found
Lucky	Rabbits Foot: You NEVER suffer Blunders, Backfires, ETC
Medium	Speak With Dead: Wis Power. Can communicate with the dead and spirits for d6 rounds
Mystic Protection	Protection Talisman: gives 1 type of creature (chosen by you or GM) -2 to all rolls against you
Natural Athlete	Brooch Of Strength: +2 STR
Natural Linguist	Rosetta Stone Pebble: Know and Speak ALL Languages.
Ordained	Holy Collar: This item gives you a place of authority in a religious organization. When you're trying to influence, inspire, or even command the faithful, your rolls are +2

Premonitions	Premonition: INT Spell. You can try to pick up a reading or a flash of a future event by concentrating. The Game Master can drop any hints or warnings into this image that he likes, and it ain't set in stone. You may still have a chance to change it.
Safe House	Safe House Key: You've got a hiding spot, a safe place that no one knows about. Nobody can find you there.
Sharp Sense	Brooch Of Senses: + to to any checks involving 1 of the 5 senses(Spot, Scan, Listen, ETC)
Spirit Guide	Spirit Guide: WIS Power. You summon a ghost to fight alongside you for d4 rounds. It has 1 heart
Sure Footed	Sure Feet: INT Spell: for the next D4 rounds all DEX checks grant +2 and all DEX ATTEMPTS are EASY
Tech Expert	Electronic Tools: +3 when dealing with electronics or computers.
Tough	Same as Heart Stone in ICRPG Core Book
Unbreakable Will	Curse Protector: An Item that gives you +2 on all rolls to resist FEAR, MIND CONTROL, or other things that effect the mind.
Uncommon Knowledge	Library Card: Any CHECK involving knowledge can NEVER be hard
Wealthy	3000 Coin