

MAGIC GEAR

For use with the MEP Light RPG System. This supplement is compatible with Realmwalkers Light™, Hero 8™, Cychosis™, TekHL™, Soul Axis™, and Placidhaven™.

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Magic Gear are items that contain magic properties. Most commonly these items are rings and jewelry, wands and staves, clothing, and weapons and armor. Their properties may be used at any time during the game.

Potions, ointments and scrolls are more simple magic items. Their properties may only be used once per story, but may be purchased up to three times, to be used up to three times per story.

Any magic gear may have any properties, such as talents, powers (Hero 8™), magic powers (from Hero 8™ Magic), or psychic powers (from Hero 8™: Inner Mind). However, when selecting powers, the same rules apply as though they were originally intended. For instance, when selecting magic or psychic powers, the effects of a power lasts one round per level of the character, and any power that costs over three points may only be used once per confrontation.

The Magic Gear Character

The character receives the same amount of points to be created as the regular character, even gains in level as the regular character (Realmwalkers Light™ or Hero 8™). The magic gear character may have any number of magical items. However, each item may not have more than five properties. When recording properties of a magic gear character, record them as **MG** for **Magic Gear** on each item. Beneath the item list its properties the item contains.

For example, Blademoon is a Magic Gear character in Hero 8™ who wields a sword as his main weapon. On his character sheet, the sword is recorded as follows.

| Type | Cost | Power, Talent, Gear |
|-----------|----------|--|
| MG | 1 | Sword: if strong, scores +1 point |
| P | 2 | Strong: non-ranged attack scores +1 point |
| T | 4 | Fast Attack: 2 turns on even # rounds |
| M | 2 | Fear: 1X per confrontation, can incite fear in his opponents. He must make a successful roll against each opponent. Those rolls that are successful result in the opponent's running away for a number of rounds equal to one roll of a six-sided die. |

Making Magic Items

There may come a time in play when a character will want to play out him making a magic item of his own. This requires him having a talent called **Magiccraft**. This talent costs 2 points and allows the character to create spells and magic items.

For every point the item will have in properties, the character must score 3 points to create it, but may subtract one point per level he has achieved. The character may only roll once per day in game time when attempting to make magic gear.

For example, Darius, a sixth level mage in Placidhaven™ is attempting to create a staff. The staff has the following properties.

| Property | Cost |
|----------------------------|-----------|
| ◆ Magical Glow: 5ft radius | 1 |
| ◆ Lightning Bolt | 3 |
| ◆ Invisibility | 2 |
| ◆ Lucky: Auto-Hit (Talent) | 3 |
| ◆ Slow Motion (Power) | 4 |
| 5 properties totaling | 13 points |

Multiply by 3 to find total points required to be scored; 13X3=39. Darius is sixth level, so subtract 6 points; 39-6=33. Darius may roll one time per day to attempt to score points. When he has scored 33 points or more the item is created. In this case; 4, none, 2, none, none, 6, 6, 1, none, 2, 1, 4, none, 2, none, 4. He has scored 34 points. It took him 17 days or about 2 1/2 weeks to make the item.

Of course, this is only the game mechanics that are involved in making the item. Most referees will require that the character go on some kind of quest(s) to obtain materials to make the item. Then spend the 2 1/2 weeks combining them.