



1d20	DISCREET PROPERTIES
1	<i>Indestructible:</i> The item cannot be marked, damaged or destroyed by anything less than a supernatural entity of demigod like status. When reduced to zero hit points, the user has advantage when determining (i) whether he is <i>All Dead</i> or <i>Mostly Dead</i> , and (ii) when rolling on the <i>Injuries & Setbacks</i> table.
2	<i>Vorpal Blade:</i> This weapon is impossibly sharp against flesh, bone and sinew. On a natural 19 or 20 attack roll, the target loses a limb or is beheaded. Check for a <i>Dark & Dangerous Magic</i> effect each time this occurs.
3	<i>Telepathic:</i> the user may communicate telepathically with one intelligent creature at a time within 120 ft. A recipient may respond in kind if it wishes, assuming it understands the user's language. This ability is at will. Check for a <i>Dark & Dangerous Magic</i> effect after each telepathic conversation.
4	<i>Magic Resistance:</i> The user gains continual 50% magic resistance (including against beneficial effects). The user can turn this resistance on or off with an action. Check for a <i>Dark & Dangerous Magic</i> effect each time the magic resistance negates a magical effect.
5	<i>Speaker of Tongues:</i> The user understands, speaks and reads all languages. Test for a <i>Dark & Dangerous Magic</i> effect after each translation or conversation in a language usually unknown to the user.
6	<i>Resilience:</i> The user reduces all damage suffered by 2 hit points, and critical hits against the user are treated as normal hits instead.
7	<i>Fortune:</i> The user gains a 33% chance to ignore any reduction of his <i>Luck</i> attribute. Test for a <i>Dark & Dangerous Magic</i> effect each time the effect occurs.
8	<i>Deflection:</i> Once per round, after being hit by a ranged attack, the user may choose to make a Dex check to negate the attack.
9	<i>Darkvision:</i> Once per day, the user may cast <i>Darkvision</i> .
10	<i>Mage Sight:</i> Once every 1d4 days, the user may spend an action to detect within 60 ft (i) magic, (ii) invisible creatures or objects, and (iii) illusions. The effect lasts for 1d6 x 10 minutes.
11	<i>Thieflly Arts:</i> Once every 1d4 days, the user may automatically succeed at picking a lock, picking a pocket, or hiding. This ability may be invoked immediately after failing the roll to attempt such an action.
12	<i>Jack of All Trades:</i> While the user possesses this item, they count as trained in all skills, and gain one additional <i>Reroll Pool</i> die. Test for a <i>Dark & Dangerous Magic</i> effect when using a bonus skill or the bonus reroll die.

13	<i>Iron Grit:</i> When reduced to half maximum hit points, the user gains a +2 bonus to AC, and rerolls any failed <i>Luck</i> saves. Check for a <i>Dark & Dangerous Magic</i> effect when a <i>Luck</i> reroll succeeds.
14	<i>Sure Striking:</i> Once every 1d4 days, the user may turn a missed attack roll, or ordinary successful hit, into a critical hit instead.
15	<i>Uncanny Parry:</i> Once per day, the user may negate a melee weapon attack that would otherwise hit or damage him.
16	<i>Natural Prowess:</i> Anyone may wield this weapon or don this armour even if it is not on their class list. Test for a <i>Dark & Dangerous Magic</i> effect during each combat in which the weapon or armour is used.
17	<i>Sixth Sense:</i> The subject is never surprised, automatically wakes from sleep if in danger, and gains advantage on initiative checks. Test for a <i>Dark & Dangerous Magic</i> effect each time the user would have been surprised, but for this item.
18	<i>Shroud of Secrets:</i> The user has advantage on all knowledge checks and may sometimes make a check for information she couldn't possibly know (GM discretion). Test for a <i>Dark & Dangerous Magic</i> effect if both dice roll 15 or higher, or the user recalls information they could not know.
19	<i>True Blood:</i> The user is immune to poisons and diseases of all kinds (including magical). Check for a <i>Dark & Dangerous Magic</i> effect every time the character would have been poisoned or diseased, but for this item.
20	<i>Fleet of Foot:</i> The user gains a +15 ft bonus to his speed, and has advantage on <i>Interception</i> and <i>Chase</i> checks. Check for a <i>Dark & Dangerous Magic</i> effect each time the user exceeds his normal speed.

