

PotLuck

Miscellaneous Gear

EARTH

Wind Cloak

Price: **Ex(+4)(30)**

- Material: **Ou(+3)(20)**, enchanted leather and silk
When first donned, the cloak re-sizes itself to perfectly fit its wearer. It retains the size of its last wearer until a differently-sized wearer puts it on.
- “Speed” Boost - Air: **Ph(+5)(40)**, 480 kph (300 mph)
The cloak allows its wearer to fly by mental command. Unlike a typical Speed Boost, the cloak’s boost, and thus its airspeed, is based on the wearer’s Willpower. The stronger the mind, the faster it goes. A wearer can use it to hover in place or even fly backwards.



Gel Pistol

Price: **Ou(+3)(20)**

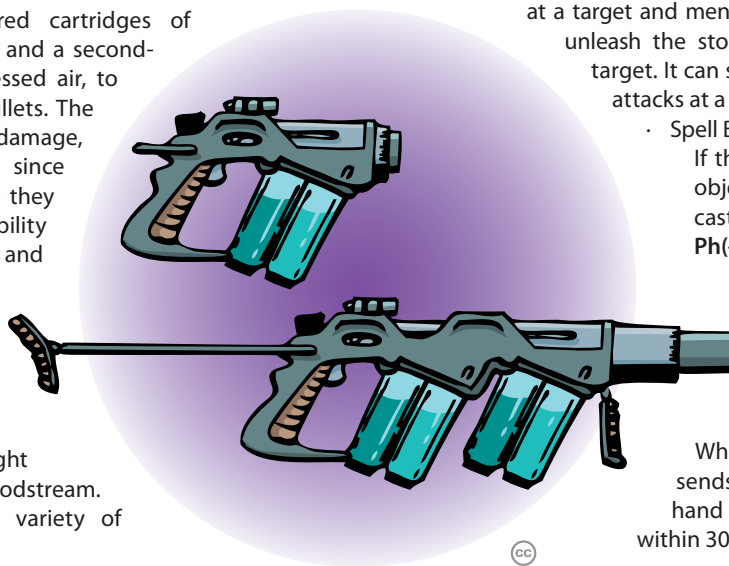
- Material: **Gr(+2)(15)**, high-impact plastics
- Range: **Gr(+2)(15)**, 300 m (900 ft)
- Damage: **Dr(-3)(1)**, blunt; Dimethyl sulfoxide gel mix
- Shots: **40**
- Extra Attacks: +1
- Laser Sight: **Gd(+1)(10)**; Ignore all range penalties
- Requires one turn to reload

Gel Rifle

Price: **Ex(+4)(30)**

- Material: **Gr(+2)(15)**, high-impact plastics
- Range: **Ex(+4)(30)**, 600 m (1,800 ft)
- Damage: **Dr(-3)(1)**, blunt; Dimethyl sulfoxide gel mix
- Shots: **80**
- Extra Attacks: +3
- Laser Sight: **Gd(+1)(10)**; Ignore all range penalties
- Requires two turns to reload; one turn to reload 40 shots

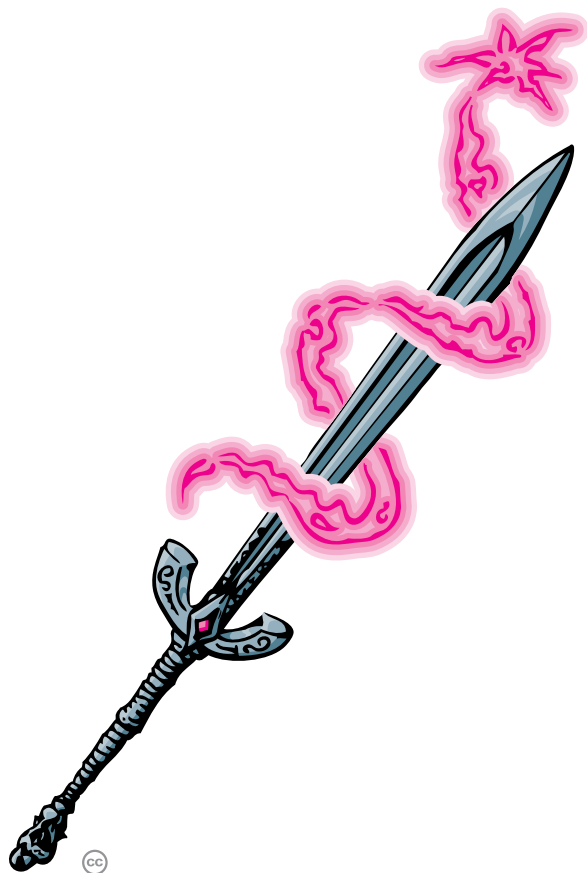
These weapons use paired cartridges of dimethyl sulfoxide (DMSO) and a secondary chemical, plus compressed air, to form and fire stable gel bullets. The gel bullets do very little damage, dissolving on impact, but since they’re made from DMSO, they have the **Extraordinary** ability to penetrate human skin and porous or woven materials—even latex and kevlar. In addition, the DMSO allows many chemicals that are normally blocked by the surface of the skin to go right through it, into the bloodstream. These weapons accept a variety of secondary chemicals.



Spellbane (Great Sword)

Price: **Fa(+6)(60)**

- Material: **Fa(+6)(60)**, enchanted steel, sharp
On mental command, the sword can shrink and curl itself around the wielder’s finger like a ring, or uncurl and pop back to full size.
- Spell Bending: **Ph(+5)(40)** Protection from Magic
The sword can catch and entangle a **Phenomenal** amount of magical energy around its blade, absorbing the first 40 points of any magical attack directed at its wielder. If it absorbs the entire attack, it will be stored in the blade for up to 40 turns, after which it dissipates. Any time before then, the wielder can point the sword at a target and mentally command the sword to unleash the stored magical attack on that target. It can store up to five such magical attacks at a time.
 - Spell Breaking: **Ph(+5)(40)**
If the sword strikes a person or object on which a spell has been cast, it can reduce that spell a **Ph(+5)(40)** amount by unraveling it. It cannot unravel the permanent magic of magical gear nor the Magic power itself.
 - Spell Finding:
Gr(+2)(15) Sense Magic
When gripped, the sword’s hilt sends a vibrating pulse into the hand of its wielder any time it gets within 300 m (900 ft) of other magics.



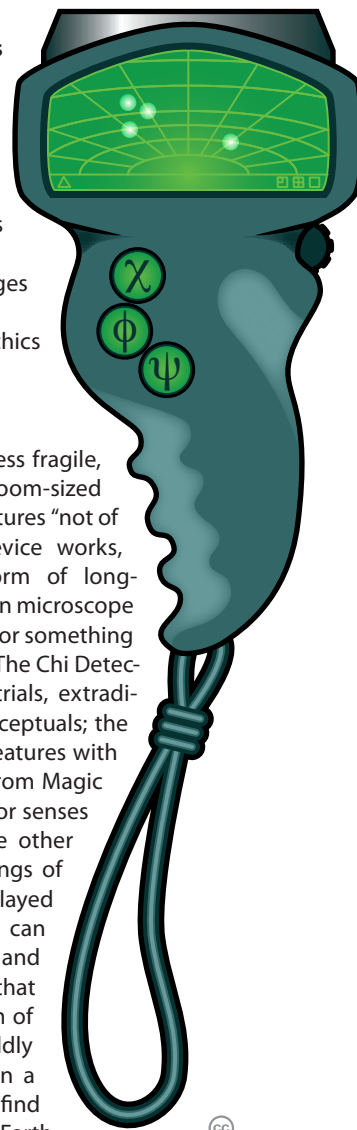
Where Does It All Come From?

Outsiders who visit Earth sometimes leave behind the odd trinket. Few of these items can be triggered by mere humans; even fewer can be controlled without killing their users or driving them mad; but a very few can actually be reverse-engineered and mated with terrestrial technology.

Dorf Box (Portable Von Dorf Series Anomaly Detector)

Price: Ph(+5)(40)

- Material: Gd(+1)(10), plastics & electronics
- Chi Detector: Ou(+3)(20) Sense Aliens
- Phi Detector: Ou(+3)(20) Sense Mages
- Psi Detector: Ou(+3)(20) Sense Psychics
- Range: Cm(0)(6), 120 m (360 ft)



This is the less sensitive, less fragile, portable version of a room-sized machine that detects creatures “not of this Earth”. How the device works, whether it be some form of long-distance tunneling electron microscope or chemical spectrograph or something more exotic, is unknown. The Chi Detector senses all extraterrestrials, extradimensionals, and extraconceptuals; the Phi Detector senses all creatures with the Magic or Protection from Magic power; and the Psi detector senses creatures with any of the other Mental powers. The findings of all three detectors are displayed on a small screen that can indicate the number and direction of any creatures that it detects. It’s an amalgam of terrestrial and otherworldly technology that has given a few humans the ability to find Outsiders passing through Earth.

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I chose to release this work in this way so you can adjust it to suit the needs of you and your friends, and so you can create your own characters and stories based on this game and still own them yourself—which is as it should be. I do ask that you give me credit when you make something based on this work (preferably by linking to www.TenThousandWorlds.org) and I ask that you not try to make any money off of it.

This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.