

Item Sorcerers

Not all Sorcerers have spent their lives studying ancient texts and locked away in hidden libraries. Not all sorcerers gained their powers from centuries old ceremonies. Some have stumbled upon their power through luck, or misfortune, depending on how one looks at it.

Item sorcerers are ordinary people who have stumbles on magical items and somehow figured out how to use it. The first item is rare, but than the would be item sorcerer must find more magical items. With enough magical items, the item sorcerer becomes one of the Cursed.

It tends to be treasure hunters, archeologists, museum curators, and thieves that become item sorcerers. They are not the only people who become item sorcerers however. A person who walks into a pawn shop and picks up a guitars that absorbed someone soul could become one, as could someone who was digging around his crazy uncles attic, sorting out the uncles things after the funeral. Sometimes an item sorcerer is made on purpose, with someone giving the individual magical items and explaining how to use them. The ranks of the item sorcerer tend to be extremely varied.

Becoming an Item Sorcerer

An item sorcerer was an ordinary person who stumbled upon a magical item. Seeing as how common magical items are, that is not unusual, nearly everyone owns at least one or two magical items. The unusual part is that the would be item sorcerer learns how to activate the item.

As rare as that is, however, there is more to becoming an item sorcerer. He must get a hold of at least five magic items and use them for at least a month. The energies of activating and using so many items fills the individual with mystical powers. After the person becomes an item sorcerer he must have at least one magic item in his possession to use his powers, including the powers of being one of the Cursed. If the item sorcerer has no magic items and falls prey to a transformation into one of the undead, except for one of the rare few undead that the Cursed can become, he loses his Cursed abilities completely, even if he gains a magic item.

Item Sorcerer Penalties

While it is not as demanding to become an item sorcerer as it is to become a regular sorcerer, the Mind stat of 5 is not required, it is still a rather unusual circumstance that leads to the creation of a new item sorcerer. To become an item sorcerer the person needs to gain and learn to use at least five different magic items that he uses at least a dozen times each in a month. He loses his powers if he has no magic items on him. If he

gets another magic item he gains back his powers unless he was somehow transformed while not carrying a magic item. Item sorcerers tend to become obsessed with magic items. Also the item sorcerer does not get points for spells since he does not cast any spells on his own.

Item Sorcerer Bonuses

1) An Eye for the Finer Things

An item sorcerer has a strong bond with magical items. It is the items that give him his power. An item sorcerer can recognize a magic item on sight, unless it was made to hide its aura, in which case he gets a chance to recognize it for what it is. The GM makes a Riddles check for him with a difficulty level of Average. If he gets it than he knows the object is magical.

2) A Walking Manuel

An item sorcerer knows much about magical items. He develop a bond with them. With a successful Riddles check with a difficulty level of Average the item sorcerer can tell what a magical item does. If there is a trigger the roll tells the item sorcerer what that trigger is. The item sorcerer also get +5 on concentration checks when trying to activate an item.

3) Making it on My Own

An item sorcerer can open objects up to the potential of holding magic. This power works much like Enchant Object spell, except it cannot be used on an object twice to create a magic eater. Otherwise it is exactly the same. He starts with 5 ranks in this power and can buy more later with starting points or XP.

4) Saving That for Later

When the item sorcerer has an item that is ready to contain a spell and is near (seven metres (about 21 feet)) a spell being cast than the item sorcerer can force the spell into the item. This requires a magic check with the target number being the roll to cast the spell.

5) Educational Toys

An item sorcerer can learn powers from magical items. Any power in a magical item can be learned by the item sorcerer with a month of studying the item and a successful Magic skill check. The item sorcerer cannot use the power himself but can put it in an item. Learning the power cost the same as learning a spell, the item is the trainer. In order to use this power the item sorcerer must have at least 10 ranks in magic.

6) Building a Better You

Since item sorcerers don't get spells, they do get 10 extra free points at character creation.

Item Sorcerer's Opinion of the Other Cursed

Shamans - They deal with things more ancient than earth. They know old secrets. That is not what concerns me, what does, however, are the items they create. Their fetishes are fascinating. I can learn so much from them.

Mystics - They are wise in the ways of magic and know more than they should. The problem with the mystics is that they trust too much in what they can do and dismiss what they can create all too often.

Psychics - A few neat tricks, but ultimately useless to me. I want to understand the nature of magic by studying the artifacts we can create, but psychics do not create any artifacts. It is like they are a burst of flame with nothing to consume. Brilliant, powerful, but leave no trace behind.

Sorcerers - Hooded figures that meet in dark places. They are shrouded in mystery and people say we are connected somehow, I don't see it though. They do, however, usually have great store houses of ancient and lost magical artifacts. Make friends with them and they may let you into their vaults.

Summoners - They say summoners are pure evil. I don't know about that, sure there is something creepy about them, but they make the most interesting items. Honestly, I couldn't care less if they have high tea with Lucifer himself every Sunday, I'll be a friend of a summoner if he will let me study some of those items he can make.

The Blessed - Not only are they useless in my research, they try to lock away some of the most powerful artifacts. They are a menace.

Changelings - These guys are weird. We may be different from the average person, but at least we are still human which may be more than I can say about these guys. You can see it in their eyes.