

# WEAPON ENHANCEMENTS

## MASTERWORK ARMAMENTS

Some armor and weaponsmiths seek to bring the pinnacle of their craft to ever greater heights without resorting to magic. These master craftsmen are able to create equipment of truly outstanding quality, able to surpass even minor magic items in their worth.

The weapon enhancement bonus has been completely overhauled, replaced with a masterwork gradient. Thus, a masterwork weapon now gives a +1 masterwork bonus to attack and damage rolls. Moreover, armor and weaponsmiths can create even greater works, increasing this bonus to a maximum of +5. This replaces the traditional weapon enhancement bonus; weapons with these Inherent bonuses do not count as magic weapons unless further enchanted.

The price to purchase armor or weapons of this quality is listed under the table **Masterwork Armaments**. In order to craft masterwork armor or weapon, you must purchase base materials equal to one-third the base cost of the quality you seek to create. Armor and shields only cost half the amount listed. When making your craft check to create that equipment, the DC for the Craft (Armaments) check is increased by +3 per +1 masterwork bonus for the piece of equipment to a maximum of +15 to craft armor or weapons with a +5 masterwork bonus. Craft (Armaments) can be used to craft both weapons and armor.

The item you create will have a masterwork bonus equal to the highest permitted by your check and the materials you used; you cannot create an item of superior value to the original materials you used to create it in the first place. A natural one on this check always results in the item you sought to create, but with no masterwork bonuses.

### MASTERWORK ARMAMENTS

Masterwork Bonus	Base Price (gp)
+1	750
+2	1,500
+3	3,000
+4	6,000
+5	12,000

The above costs can be used to craft masterwork ammunition. A successful check allows you to craft 50 arrows or 20 crossbow bolts.

## ARMAMENT ENHANCEMENTS

Armaments with the masterwork quality are able to be enhanced with various magical qualities. In order to enhance an armament, it must have a masterwork bonus greater than or equal to the level of the magical enhancement that is to be placed on it. A sum total of the level of all magical weapon enhancements placed upon the armament cannot exceed its masterwork bonus.

In addition to ordinary magical enhancements, any armament may be enhanced with a single 0th level enhancement. You may trade a +1 magical enhancement to instead give an armament two additional 0th level enhancements.

The base price of giving a weapon a magical enhancement is listed under the table **Armament Enhancement Costs**. In order to enhance an armament, you must possess either the Craft Wondrous Item feat or Craft Magic Arms and Armor feat. You must have magical components equal to one-third the base cost of the enhancement you wish to place upon the object. The components to enhance an armor or shield only cost half the amount listed. When you are enhancing the armament, you must make a Spellcraft check with DC equal to 10 plus 5 for each level of enhancement you wish to place on the armament.

### ARMAMENT ENHANCEMENT COSTS

Enhancement Level	Base Price (gp)
0th	300
1st	6,000
2nd	12,000
3rd	24,000
4th	48,000
5th	96,000

Adding an alchemical enhancement to ammunition does not reduce the amount of magic enhancements you may place on ammunition. The above table allows you to magically enhance ammunition of a similar quantity as crafting masterwork ammunition (50 arrows or 20 bolts). However, magic enhancements placed on ammunition are consumed after being fired once.

## NEW WEAPON ENHANCEMENTS

The following are a list of new weapon enhancements that may be applied to a masterwork weapon.

### 0TH LEVEL ENHANCEMENTS

#### BLOODLETTING

**Aura:** faint necromancy

Creatures reduced to negative hit points by this weapon take an additional -1 penalty on Fortitude saves made to stabilize.

#### BRIGHTSTEEL

**Aura:** faint evocation

Upon command, emits a soft glow, increasing the light level by 1 step in a 10-ft radius (does not affect magical darkness).

#### CRITICAL STRIKER

**Aura:** faint necromancy

You gain a +1 bonus to confirm critical hits with this weapon.

#### ELEMENTAL SPARK

**Aura:** faint evocation

Choose a type of elemental damage. Upon a successful hit, this weapon deals 1 point of damage of that type.

#### HOMING

**Aura:** faint divination

You gain a +1 bonus to hit.

#### TOUCH OF MAGIC

**Aura:** faint transmutation

This weapon is considered magical for the purpose of overcoming damage reduction.

### 1ST LEVEL ENHANCEMENTS

#### FEINTING

**Aura:** faint illusion

When you feint, add a bonus equal to twice this weapon's masterwork bonus to your Bluff check.

#### SICKENING

**Aura:** faint necromancy

After confirming a critical hit against a target, it is sickened for one round.

### 2ND LEVEL ENHANCEMENTS

#### ARMOR PIERCING

**Aura:** strong divination

When attacking, this weapon ignores armor bonuses up to its masterwork bonus. It does not ignore natural armor or shield bonuses.

#### LOYAL

**Aura:** strong enchantment

Only the owner of this weapon can use it. Whenever another creature attempts to use this weapon, they take a penalty equal to this weapon's masterwork bonus on attack and damage rolls instead of a bonus, unless the owner gives them explicit permission. The owner is decided when this weapon is crafted, and can only be changed if the owner gives it to another willing creature, or if they are killed; upon death, the weapon transfers to their killer.

Furthermore, this weapon actively seeks out its owner. If it is lost from the owner's possession, after 3d6 days it will return to them via some route or another.

### 3RD LEVEL ENHANCEMENTS

#### ORGAN STRIKER

**Aura:** strong divination

When you make called shots, reduce the penalty to hit by half this weapon's masterwork bonus rounded up (to a maximum of a -1 penalty to attack).

#### PROJECTING

**Aura:** strong conjuration

When attacking, you may emit a shockwave from your weapon which can strike opponents up to 5 feet per masterwork bonus away. You still make a melee attack roll against their flat-footed AC, but blunt, piercing, and slashing damage is reduced by half and converted to force damage.

This enhancement can be added to ranged weapons, enabling them to shoot without ammunition.

### 4TH LEVEL ENHANCEMENTS

#### COVETOUS

**Aura:** strong abjuration

As per the wizard spell Covetous Aura, but it only affects spells of second level or lower and the range is reduced to a 10-foot radius. The caster level is considered 4th.

#### DECEITFUL

**Aura:** strong illusion

Whenever you make an attack with this weapon, you may make attempt to Feint as an immediate action beforehand.

## 5TH LEVEL ENHANCEMENTS

### INSANITY

**Aura** : strong enchantment

Upon successful hit, you may deal an additional 1d6 points of Intelligence, Wisdom, or Charisma damage to the target. This effect may not target the same creature more than once per day. A Will save with DC 10 plus twice this weapon's masterwork bonus reduces to half (minimum 1).

### PLAGUE

**Aura** : strong necromancy

When this enhancement is created, choose a disease with a save DC no higher than 10 plus twice this weapon's masterwork bonus. All creatures hit with this weapon must make a successful save or become infected with that disease. This effect may not target the same creature more than once per day.

## NEW ARMOR ENHANCEMENTS

The following are a list of new armor enhancements that may be applied to masterwork armor.

## 0TH LEVEL ENHANCEMENTS

### ADAPTIVE

**Aura** : faint transmutation

Reduce the ACP of this armor by 1 (to a maximum of 0).

### CRITICAL GUARD

**Aura** : faint abjuration

Whenever a creature rolls to confirm a critical hit against you, treat your AC as +1 higher for the purposes of negating critical hits.

### DONNING

**Aura** : faint transmutation

It takes you half as long to don this armor.

### ELEMENTAL SHARD

**Aura** : faint abjuration

Choose one type of elemental damage. You gain resistance +1 to that type of damage.

### MAINTAINING

**Aura** : faint transmutation

This armor is very easy to repair. Whenever you make a Craft (Armaments) check to repair it, gain a +5 enhancement bonus.

### WARY

**Aura** : faint divination

Whenever you choose to fight defensively or take the total defense action, increase the AC bonus you gain by +1.

## 1ST LEVEL ENHANCEMENTS

### ATTRACTIVE

**Aura** : faint enchantment

This armor attracts the attention of nearby creatures. It can affix the gaze of up to 4 HD of creatures per masterwork bonus, targetting the lowest HD creatures first. A creature affixed to this armor cannot make attacks of opportunity unless they succeed a Will save DC 10 plus twice this armor's masterwork bonus.

### VIBRATING

**Aura** : faint evocation

This armor sends powerful vibrations through things that strike it. Creatures who make melee attacks against you must make a Fortitude save with DC 5 plus twice this armor's masterwork bonus, or drop their weapon.

## 2ND LEVEL ENHANCEMENTS

### LEARNING

**Aura** : strong enchantment

This armor learns the attack pattern of foes over time. When in combat, choose a target. At the start of your turn every turn, your AC against that target increases by +1 to a maximum of this armor's masterwork bonus. Acquiring a new target resets this bonus.

### SACRIFICIAL

**Aura** : strong necromancy

This armor protects its bearer to the point of damaging itself. As a swift action after being attacked, you may transfer damage up to this armor's masterwork bonus to it. This enhancement does not function if the armor has broken.

### 3RD LEVEL ENHANCEMENTS

#### PAIRED

**Aura** : strong conjuration

This armor is bonded to specific piece of equipment, such as a weapon or shield. As a standard action, the bearer of this armor may teleport the bonded item to their grasp. If something is actively keeping it away from them, they must make a steal combat maneuver check, gaining an insight bonus equal to this armor's masterwork bonus.

Forging or replacing a bond with a piece of equipment takes 1 hour of concentration.

#### SOMATIC

**Aura** : strong transmutation

The arcane spell failure chance of this armor is reduced by 5% per masterwork bonus, to a maximum of 25%.

### 4TH LEVEL ENHANCEMENTS

#### CHAMELEON

**Aura** : strong illusion

This armor takes on the coloration of nearby objects. Its bearer gains a bonus to Stealth checks equal to twice this armor's masterwork bonus, and gains partial concealment against ranged attacks.

#### MERMISH

**Aura** : strong transmutation

Grants its bearer the ability to breathe water and its ACP does not count against swim checks. Furthermore, its bearer gains a competence bonus on swim checks equal to this armor's masterwork bonus.

### 5TH LEVEL ENHANCEMENTS

#### PUPPETEERING

**Aura** : strong necromancy

When you are reduced to negative hit points, this armor assumes control of your body, enabling you to take actions as if only staggered. The armor will attempt to preserve your body, preferring to flee rather than fight.

#### AXIOMATIC WARD

**Aura** : strong alignment [good, evil, lawful, or chaotic]

When enhanced, the enhancer chooses an alignment: either good, evil, lawful, or chaotic. Once chosen, this alignment cannot be changed. While wearing the armor, the bearer is under the effects of a continuous Protection spell from that alignment.

### NOTES FOR GMs SEEKING TO USE THESE RULES

- The primary stimulus for these altered rules is to increase the power of crafting and decrease party dependence on simply purchasing magic items. Thus, overall, high quality masterwork weapons and magical enhancements for them are much more accessible to crafters and buyers alike.
- These significantly reduce the cost of magical armaments, making them much more accessible at early levels. You may wish to adjust the costs of masterwork armaments or magic enhancements to increase their scarcity.
- The rules listed here combine Craft (Weapons) and Craft (Armor) into one single Craft (Armaments) skill. If you are concerned about the increased versatility of this skill, you may wish to separate them again.
- This greatly increases the power level of Craft (Weapons and Armor), while at the same time making the Craft Magic Arms and Armor feat almost completely useless. To reduce the power of the Craft skill, consider increasing the DC per masterwork bonus to +4 (keeping in mind that the base DCs of weapons are 12 for simple, 15 for martial, and 18 for exotic). If you are adopting these rules mid-campaign, consider letting any PCs who have taken Craft Magic Arms and Armor replace it with Craft Wondrous Item.
- These rules limit the total amount of magical enhancement bonuses to just 5 levels. If you desire a higher amount, consider allowing additional enhancement slots, such as an additional +1 slot for doubling the price of materials, or for high-magic campaigns, allowing two levels of magic enhancement per masterwork bonus (which will greatly increase the effectiveness of enhanced weapons).
- Many pre-existing weapon enhancements give a bonus which scales with the total weapon enhancement bonus. To adapt such enhancements to this system, I recommend simply changing the enhancements to give a bonus equal to twice the masterwork bonus of the weapon.
- The sample bonus enhancements for weapons were created with melee weapons in mind, but I leave it to GM discretion whether to allow them for ranged weapons (or to use them at all). Similarly, the armor enhancements were created with armor in mind, but some may be applicable to shields.