

The GM should be cautious about letting Powerstones or other power sources benefit from these rules – they could easily gain *considerable* power over the centuries. It's easy to justify a veto, though: because a Powerstone soaks up energy from its surroundings by recharging, there's none left to enhance it. If such things *do* improve over time, then they should probably gain major quirks, too; "Will only recharge on the spot where it spent 200 years" would be fine.

## ENCHANTMENT THROUGH DEEDS

Noteworthy deeds may enhance already-enchanted items and/or grant magical power to mundane objects through a process similar to but faster than *Enchantment Through Age* (pp. 110-112). In particular, enchantment through deeds shares the property of allowing artifacts to gain power by being used in great events, perhaps because of their symbolic significance or because of the associated emotional energies (especially when death and destruction are involved) – most fabled magic items *are* said to have been present at historic incidents. While there are no simple rules to cover this effect, the following examples provide rough guidelines:

- Killing someone with a weapon – enchanted or not – can grant power, provided that the killing was a goal in itself. For instance, assassinating a ruler would count, but not merely eliminating another guard (although slaying 100 guards might be noteworthy enough to confer some dark power). This may grant from 20% to 100% of the victim's character-point value as energy points; 100% is the recommended default. Defeating monsters, spirits, etc., also qualifies, *if* they're famous or important, and not just another minor incident in an adventuring career.

- Stealing the crown jewels using a cloak of magical stealth or a lockpick inherited from a master thief could be worth dozens of energy points – or *hundreds*, if the general public learns some of the details. Stealing a flagon of wine from a shop would be worth nothing, *unless* the act became a key part of the legend of a great romantic rogue.

- Negotiating peace between two kingdoms is potentially a legendary deed, although one that tends to be overlooked in stories. Doing so with the aid of a mind-control device cheapens the accomplishment, however, and so would only be worth a few points. The circlet worn by one of the kings involved, mentioned in ballads and depicted in a famous painting of the event, could gain some points toward a charisma-enhancing enchantment, or one that helps in assessing or calming others' emotions.

- The act of creating an item can *itself* be a significant or famous deed. The smith who forges a very fine blade for the founder of the empire, or the jeweler who carves a huge gem into an uncannily lifelike shape, may find that he has imbued his work with magic. Optionally, any time a craftsman rolls a critical success for an important act of creation, roll again. A second critical success gives the item a noteworthy enchantment of the GM's choice, as well as ensuring that it's of the best possible quality. (If subsequent rolls are required, and any are critical failures, then the enchantment can gain a significant quirk.) Ordinary success on the second roll may give the object a minor enchantment, at the GM's option.

In all cases, divide energy by 25 if you need character points for the enchantment.

This approach is easy to combine with enchantment through age: an item can have a long history of dedicated use that includes some special incidents, and together these grant it substantial power. It's also possible to use this system in concert with *Magic Items as Advantages* (pp. 113-115); simply take the character-point value of the deed or incident for this purpose.

### *Naming Objects*

It may help enchantment through deeds if the item involved has a *name*. Unlike other aspects of the effect, this can be consciously controlled – although famous objects may also pick up informal nicknames. To be magically effective, a *deliberately* given name has to be decided while the artifact is being made. During the crafting process, the maker must inscribe the name on his work; this requires a Symbol Drawing roll, by either the craftsman or somebody who can instruct him. Alternatively, if the GM uses *Talents as Magic* (pp. 198-199), he might allow craft skills aided by magical Talents to produce named items. In all cases, the creator must be literate in order to mark the name correctly.

If the GM decides that the name is appropriate, the object looks the part and works very well (which usually requires it to be of at least fine quality), *and* the owner makes an effort to make the item famous (bribing bards to mention it in tales, brandishing it and saying its name in public whilst making a Public Speaking roll, etc.), then the item might receive 3d energy points immediately. The process then continues as above, under GM control. The item should have a good chance of eventually developing *some* kind of powers, however.

Generous GMs may even make this a primary method for enchanting items. In that case, a PC who uses famous, named items on an adventure gets bonus character points equal to what he earned for himself to divide equally among those items; multiply by 25 to get equivalent energy points. Less-generous GMs can give items only 1/2 or 1/3 as many points. The GM still controls what enchantments develop, but the wielder may be able to influence this by how he uses the item, using Divination spells or astrology to determine the influences at work on it, or carefully casting temporary spells through it.

### *Traumatic Enchantment*

A variant of enchantment through deeds is enchantment through an emotionally or psychically *significant* incident – which may be more failure or disaster than "deed." This often involves a death, with the individual's life force being converted into magical energy; for example, a hero cut down while attempting a task that he had sworn on his life to accomplish may imbue his weapon with the power of his determination. Death isn't absolutely required, though; for instance, a betrayed lover might leave rage and spite imprinted on the necklace that he bought as a love-gift before he learned of the infidelity. And death might not be enough if it's ordinary – even a soldier dying in battle doesn't necessarily release appropriate psychic energies.