

# JT's PF1 Hombrew: Apex Items

*Apex items are the PF2 version of stat boosters. They are more flavourful but also in some ways more limited than the PF1 equivalents. They will therefore only really be useful in campaigns where the normal stat boosters are not available or useful.*

Apex items increase one ability score, and also provide other benefits or abilities. To use an apex item, a character must undertake a short ritual to attune the item, and then wear it for 24 hours. If the character takes the item off during that initial 24 hours, they must begin the process again. The ritual takes ten minutes; anyone in possession of the item will automatically know how to perform it.

After that, the character can take it off – although they lose the immediate benefits until they put it back on, they do not lose the attunement. If an Apex item affecting bonus spell slots is removed, the extra spell slots or prepared spells are not lost until the character next regains spell slots. Once attuned, the apex item remains attuned until the character attunes another apex item, performs another ritual to de-attune the item, or dies - or until someone else attunes the item.

A character can only attune one apex item at a time; performing the attunement ritual for a second apex item causes the first one to cease to function immediately. Apex items also cannot be combined with items which give enhancement bonuses to ability scores – if a character wears such an item which attuned to an apex item, neither item functions until the offending item is removed. An apex item can only be attuned to one person at a time.

Each item increases an ability score by +2 or to 18, whichever is leads to the higher ability score. Apply all other increases and bonuses (including enhancement bonuses from non-item sources) before making that determination.

*For example, a character with an underlying base Strength of 11 benefiting from Bull's Strength spell and an Apex Belt of Giant's Strength would first apply the +4 enhancement bonus increasing Strength to 15 and then the belt would increase it to 18. If the underlying strength was instead 15, and then spell would make it 19 and the Belt would increase it to 21. In either case, when the spell ended the Belt would increase both the 11 and the 15 to 18.*

The character gains the full benefit for a permanent increase in the affected ability score. If this leads to additional character creation choices, such as languages for an Apex Diadem of Intellect, the choice is made when the item is first attuned and remain even if the character later attunes a different item affecting the same ability score. However, they can be changed by retraining them while wearing the item, using the usual retraining rules. In the specific case of intelligence and skill ranks, the character chooses one skill per point of Int bonus increase, and gains one skill rank per level in each of those skills. In the event the permanent increases in the underlying ability score, they choose which benefit the item no longer provides, and which item their own ability score provides which may be the same but are not required to be.

*For example, a character with an underlying base Intelligence of 15 (+2 bonus) wearing an Apex Headband of Intellect which increased it to 18 (+4 bonus) would gain two languages*

and a rank per level in two nominated skills. If on levelling up they increased their underlying Int to 16 (+3 bonus), they would choose one language to remove from the item and one to gain themselves (which may or may not be same language). Similarly, they would nominate one skill to be removed from the item and would gain one skill rank per level to spend as they wish.

Apex items usually provide small bonuses if worn, even when not attuned. Exactly what does and does not function without attunement is specified in the individual item entries. An unattuned apex item does not interact negatively with items that provide enhancement bonuses to ability scores (except where they occupy the same slot).

### Apex Anklets of Alacrity

**Aura** strong transmutation; **CL** 17th; **Identification DC** 32

**Slot** feet; **Price** 48000; **Weight** -

#### Description

When properly attuned and worn (see the general rules for apex items above), these ornate but lightweight anklets increase dexterity to 18 or by +2, whichever leads to the higher score. They also give a +3 competence bonus on Acrobatics checks.

Three times per day they can be activated as a swift action to provide a +20 enhancement bonus to all speeds and the effect of a [water walk](#) spell (on the wearer only) for ten minutes.

If worn without attunement the bonus on Acrobatics checks functions, but the other features do not.

#### Construction

**Requirements** Craft wondrous item, *cat's grace*, *water walk*, creator must be 17th level; **Cost** 24000

### Apex Belt of Fortitude

**Aura** strong transmutation; **CL** 17th; **Identification DC** 32

**Slot** belt; **Price** 48000; **Weight** 1 lb

#### Description

When properly attuned and worn (see the general rules for apex items above), this thick belt increases constitution to 18 or by +2, whichever leads to the higher score.

As a swift action once per day, you may activate the belt to provide fast healing 10 for 2d4 rounds. You do not regain hit points at the start of any turn where you took fire or acid damage since the start of your previous turn.

Apex Belt of Fortitude has no effect if worn without attunement.

#### Construction

**Requirements** Craft wondrous item, *celestial healing* or *infernal healing*, *bear's endurance*, creator must have a minimum caster level of 17; **Cost** 24000

### Apex Belt of Giant Strength

**Aura** strong transmutation; **CL** 17th; **Identification DC** 32

**Slot** belt; **Price** 48000; **Weight** 1 lb

#### Description

When properly attuned and worn (see the general rules for apex items above), this wide leather belt with an ornate buckle increases strength to 18 or by +2, whichever leads to the higher score. They also give a +3 competence bonus on strength checks to break items, burst bonds, and lift heavy objects, and on Swim and Climb checks, and Acrobatics checks to jump.

When you are targeted by a thrown rock or a rock would fall on you, as an immediate action you may attempt to catch it. Make a special check using your base reflex save bonus plus your strength bonus. Against a thrown rock the DC is 10 plus the strength bonus of the thrower. Against a falling rock, it is the reflex DC of the rockfall. In either case, if you succeed you take no damage and are holding the rock. If you fail the attack or rockfall is resolved normally. However, if you fail by ten or more or on a natural one, then you take full damage from the rock without a reflex save or even if the attacker misses.

If worn without attunement the bonus on strength, Climb, Swim, and Acrobatics checks functions, but the other features do not.

#### Construction

**Requirements** Craft wondrous item, *monkey fish* or *shatter*, *bull's strength*, creator must have a minimum caster level of 17; **Cost** 24000

### Apex Circlet of Charm

**Aura** strong transmutation; **CL** 17th; **Identification DC** 32

**Slot** head; **Price** 48000; **Weight** -

#### Description

When properly attuned and worn (see the general rules for apex items above), elegant silver circlet increases strength to 18 or by +2, whichever leads to the higher score. It also gives a +2 competence bonus on Diplomacy and Bluff checks.

If you are a spellcaster and *charm person* and *charm monster* are on your spell list, they are automatically added to your spells known (in addition to your normal allotment) once you can cast spells of the appropriate levels.

If worn without attunement the bonus on Diplomacy and Bluff checks functions, but the other features do not.

#### Construction

**Requirements** Craft wondrous item, *charm monster*, *eagle's splendour*, creator must have a minimum caster level of 17; **Cost** 18000

### Apex Diadem of Intellect

**Aura** strong transmutation; **CL** 17th; **Identification DC** 32

**Slot** head; **Price** 48000; **Weight** -

#### Description

When properly attuned and worn (see the general rules for apex items above), the elegant, jewelled headband increases intelligence to 18 or by +2, whichever leads to the higher score. It also gives a +2 competence bonus on Knowledge checks and Linguistics checks.

Three times per day, when making a knowledge or Linguistics check, you may roll two dice and keep the highest. This must be declared prior to rolling the check, but does not require an action.

If worn without attunement the bonus on Knowledge & linguistics checks functions, but the other features do not.

#### Construction

**Requirements** Craft wondrous item, *comprehend languages*, *fox's cunning*, creator must have a minimum caster level of 17; **Cost** 24000

### Apex Headband of Wisdom

**Aura** strong transmutation; **CL** 17th; **Identification DC** 32

**Slot** head; **Price** 48000; **Weight** -

#### Description

When properly attuned and worn (see the general rules for apex items above), the simple cloth headband increases wisdom to 18 or by +2, whichever leads to the higher score. It also gives a +2 competence bonus on Knowledge checks.

Three times per day you may cast *augury* as a swift-action spell-like ability.

If worn without attunement the bonus on Knowledge checks functions, but the other features do not.

#### Construction

**Requirements** Craft wondrous item, *augury*, *owl's wisdom*, creator must have a minimum caster level of 17; **Cost** 24000