

# Earthdawn Magic Item Sheet

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v2.02

GENERAL INFO		NOTES & DESCRIPTION	MODIFIERS	
Item:			Physical Defense Modifier	
Magical Name:			Spell Defense Modifier	
Maximum Threads:			Social Defense Modifier	
Maximum Thread Rank:			Normal/Mystical Armor Modifier	/
Spell Defense:			Movement Combat/Normal	/
Appearance:			Flying Combat /Normal Modifier	/
<b>THREADS WOVEN</b>			Max. Carry/Max. Lift Modifier	/
Primary Owner			Number of Attacks	
			Attack Step or Modifier	
			Damage Step or Modifier	
			Initiative Step Modifier	
<b>RANK 1 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				
<b>RANK 2 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				
<b>RANK 3 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				
<b>RANK 4 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				
<b>RANK 5 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				
<b>RANK 6 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				
<b>RANK 7 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				
<b>RANK 8 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				
<b>RANK 9 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				
<b>RANK 10 THREAD</b>			Thread Cost:	
Knowledge or Deed Required:			Knowledge:	
Effect:				