DUALINK

David's Jacket

Magic Item



Cyberpunk Edition

David's Jacket

Wondrous item, rare (requires attunement)

A yellow paramedic jacket with reflective stripes, scuffed at the elbows and too big in the shoulders. It belonged to someone who spent her life getting other people home.

First Responder. When a creature you can see within 30 feet of you drops to 0 hit points, you can use your reaction to move up to half your speed toward it without provoking opportunity attacks. If you end this movement within 5 feet of it, it regains hit points equal to 1d8 + your Wisdom modifier. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Her Dream. While wearing the jacket, you have advantage on Psychosis Saves. If your table doesn't use *Chrome & Cyberpsychosis*, you instead have advantage on saving throws against being charmed or frightened.

Hand-Me-Down. If you attune to the jacket after its previous owner died while attuned to it, you also have advantage on death saving throws while wearing it.

"She always said the jacket was too big for me. I figured I'd grow into it."
~ Scrawled on the inside collar