



Bracelets of Friendship

A Customizable Magic Item to Share with Your Friends



by Woopdeedo

Bracelets of Friendship

Bracelets of Friendship are customizable magic items made of colorfully braided enchanted threads. They are found in sets of 2, 3, or 4 and grant abilities to others who wear a bracelet from the same set. You can use the table below to determine how many are in a set (each set can be given a unique name, so there can be multiple sets if needed).

d6	Number of Bracelets in a Set
1-2	2 (uncommon)
3-4	3 (uncommon or rare)
5-6	4 (uncommon or rare)

Creating a Bracelet of Friendship

Method A: Roll 1d12 until you have rolled 4 different numbers. Using the table below find the abilities that correspond with the numbers you have rolled and add them to a template below.

Method B: Provide embroidery threads (or similar) that match the colors listed on the table below to the players. Have the players choose 4 different thread colors and make a physical bracelet. Players can then exchange the completed bracelets with each other. Next, use the table below to find the abilities that correspond to the colors on each bracelet and add them to a template below.

d12	Abilities	Colors
1	Enduring Ally. The target gains 2d4 Temp Hit Points.	
2	Loyal Sacrifice. You take 2d8 necrotic damage and the target regains a number of hit points equal the necrotic damage you take.	
3	Friendly Recharge. The target's Bracelet of Friendship regains 1 expended charge.	
4	Direct Message. You send a short telepathic message of twenty-five words or less to the target. If the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.	
5	Safeguard. The target's AC increases by 2 until the beginning of your next turn.	
6	Bond of Resistance. The target has resistance to piercing, slashing, and bludgeoning damage until the beginning of your next turn.	
7	Bond of Elemental Resistance. The target has resistance to fire, cold, lightning, thunder, acid, and poison damage until the beginning of your next turn.	
8	Encouragement. The target can roll a d4 and add it to their next attack roll or saving throw. After 1 minute, if the target has not used the d4, this ability ends and has no effect.	
9	Get Loud. A thunderous sound emits from the target and can be heard up to 100 feet away. Each creature within a 5 foot radius of the target must make a (DC 13) Constitution saving throw or take 1d6 thunder damage.	
10	Rad Strike. The target's next weapon attack deals an extra 1d8 radiant damage on a hit. After 1 minute, if the target has not hit with a weapon attack, this ability ends and has no effect.	
11	Swift Step. The target can immediately move up to half their speed.	
12	Bring the Heat. A momentary circle of flame sweep around the target. Each creature within a 5 foot radius of the target must make a (DC 13) Dexterity saving throw or take 1d6 fire damage.	

Examples

Bracelet of Friendship Set Name: <i>Super Best Buddies</i> <i>Bracelet, uncommon (requires attunement)</i>	○○ Charges
While wearing this bracelet you can use a bonus action to expend 1 charge and choose a creature who is wearing a Bracelet of Friendship from the same set as yours to be the target of one of the abilities listed below. This bracelet holds 2 charges and regains 2 expended charges each dawn. A creature can not become attuned to more than one of these bracelets at a time.	
Rad Strike. The target's next weapon attack deals an extra 1d8 radiant damage on a hit. After 1 minute, if the target has not hit with a weapon attack, this ability ends and has no effect.	
Swift Step. The target can immediately move up to half its speed.	
Safeguard. The target's AC increases by 2 until the beginning of your next turn.	
Bring the Heat. A momentary circle of flame sweep around the target. Each creature within a 5 foot radius of the target must make a (DC 13) Dexterity saving throw or take 1d6 fire damage	

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Friendly Recharge. The target's Bracelet of Friendship regains 1 expended charge.	
Enduring Ally. The target gains 2d4 Temp Hit Points.	
Encouragement. The target can roll a d4 and add it to their next attack roll or saving throw. After 1 minute, if the target has not used the d4, this ability ends and has no effect.	
Swift Step. The target can immediately move up to half their speed.	

Templates

Uncommon: Bracelet of Friendship

Uncommon bracelets hold 2 charges and regain 2 expended charges each dawn.

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Bracelet of Friendship Set Name:*Bracelet, uncommon (requires attunement)*○○
Charges

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Bracelet of Friendship Set Name:*Bracelet, uncommon (requires attunement)*○○
Charges

While wearing this bracelet you can use a bonus action to expend 1 charge and choose a creature who is wearing a Bracelet of Friendship from the same set as yours to be the target of one of the abilities listed below. This bracelet holds 2 charges and regains 2 expended charges each dawn. A creature can not become attuned to more than one of these bracelets at a time.

Rare: Bracelets of Greater Friendship Templates

Rare bracelets hold 4 charges and regain 4 expended charges each dawn. They also allow you to expend an additional charge to choose a second target.

Bracelet of Greater Friendship Set Name: <i>Bracelet, uncommon (requires attunement)</i>	○○○○ Charges
While wearing this bracelet you can use a bonus action to expend 1 charge and choose a creature who is wearing a Bracelet of Friendship from the same set as yours to be the target of one of the abilities listed below. Additionally, you may expend 1 extra charge to choose a second (different) creature wearing a Bracelet of Friendship from the same set as yours to be a target of the same ability. This bracelet holds 4 charges and regains 4 expended charges each dawn. A creature can not become attuned to more than one of these bracelets at a time.	

Bracelet of Greater Friendship Set Name: <i>Bracelet, uncommon (requires attunement)</i>	○○○○ Charges
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Woopdeedo (2019)

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