

## Master Crafted Production 2010

### Master Craftsman Status

Any character that has ten or more levels in a single Production Skill is considered a Master Craftsman in that skill only. A character can attain Master Craftsman status in as many Production Skills as he wants, so long as he achieves the requirement for ten levels in each.

### The Coin Cost of Creating Master Crafted Items

The coin cost for creating Master Crafted items is five times that of normal production cost. This does not apply to set costs listed in the descriptions below. Please note that if using the Smithing Playtest coin must still be paid for the creation of Master Crafted items, and the costs for such Master Crafted Production are calculated based on 4 PP per level used in the creation of the item.

### Alchemy

The Master Alchemist has the following abilities.

*Create Elixir of Water Breathing* – This elixir costs 40 Production Points to create. It will allow its target to breathe water for 1 hour. This will allow for underwater speech and spell casting, but will not alleviate any other restrictions imposed by being underwater.

*Create Instant Death Gas* - The cost to create this gas is 40 production points. It acts in all ways like an Instant Death Elixir, except that it is delivered as a gas.

*Create Philosophers' Stone* – By expending 40 PP and a single Formal Component, the Master Alchemist can create a Philosophers' Stone. This wondrous item will allow the alchemist to perform many transmogrifying acts, including those outlined below:

Alter Formal Component – By using his Philosophers' Stone the Master Alchemist can change a Formal Component of any type into a Formal Component of any other type by expending 12 PP. The changed component will have the same strength (common, uncommon, rare, or scarce) as it had prior to the change.

Create Formal Component - By using his Philosophers' Stone the Master Alchemist can create any common or uncommon Formal Component. This ability costs 40 PP.

Create Adamant – By expending 40 PP the alchemist can create a block of Adamant. Adamant can be used as an S/R 1 Formal Component, or for other uses as outlined in this packet.

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**Create True Silver** - True Silver is actually a substance that can be created by the Master Alchemist. In order to do so, the Master Alchemist must have a Block of Adamant and 40 silver pieces. The silver required must be paid in actual silver, and not in other coins of equivalent value. These materials must be combined to create a Block of True Silver, and this process costs 40 Production Points. The copper cost associated with the production point requirements of creating True Silver is separate from and in addition to the required amount of silver, and the amount of silver pieces required cannot be reduced in any way. True Silver is a very stable and fine material. Only the finest smiths and alchemists can work in this material, and as such it is not only extremely valuable, but also carries a large amount of prestige with it.

**Alter Alchemical Substances** – By means of this ability the Alchemist can change any alchemical item to another alchemical item of equal or lesser PP cost. This costs the Alchemist 4 PP, and the new item has the same transferability and expiration as the original item.

### **Create Potion**

The Master Apothecary has the following abilities.

*Create Life Potion* – This potion costs 40 Production Points to create.

*Create Mana Potion* - This type of potion will add to and/or rejuvenate the ability of the target to cast spells. When created, a Mana Potion will cost the Master Potion Maker 40 production points plus 4 per level of the potion. No single Mana Potion can contain more than 24 levels of energy. Once consumed, the potion allows the character that drinks it to cast a number of spell levels equal to the potion's level. Spells must be chosen immediately and must come from the spell levels already known by the imbiber of the Mana Potion. The caster can never have more levels of spells from Mana Potions at any one time than he has total spell levels in his skill set. For example, a character with three level one spells, two level two spells, and a single level three spell could never have more than 10 levels worth of Mana Potions in his system at one time. All spells cast while using the power from a Mana Potion act the same with respect to their in-game effect, and any formal magic items created using spells cast from mana will automatically be LCO in nature. Mana Potions must be consumed in their entirety, and characters cannot choose to "sip" or otherwise consume less than all of a potion for partial effect. If the consumption of a potion of this type would give the target more levels than he is allowed, the drinker will receive the maximum allowed and the excess levels will be lost. Mana Potions are not school specific, and any character capable of casting spells of any school can benefit from the use of them. Once consumed, the mana granted by this effect is valid until used or until the end of the current game day, whichever is sooner.

*Absorb Potion* – The Master Potion Maker can ingest potions in such a way that they will be added to his or her skill set instead of having their standard effect. The potion maker must say "absorbed" as an out-of-game verbal at the time of

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consumption, and the potion will become a cast-able spell as if it was already a part of the apothecary's standard skills. The drinker does not need to have the proper prerequisites when using this spell, and as such a character without a level 8 spell slot could absorb a Life Potion and cast it without issue. All spells gained in this way are lost at the end of the next Full Reset.

### Create Runic Tattoo

The Master Tattoo Artist has the following abilities.

*Create Level 9 Tattoo* – The legitimate level 9 spells that can be made into tattoos by a Master Tattoo Artist are Banish, Circle of Power, Regenerate, and Petrify. These tattoos cost 40 Production Points each to create.

*Create Tattoo of Animal Form* – By means of this tattoo the wielder can assume the form of an animal of one of the following types:

Alligator	Boar, Giant Wild	Stalker Tree
Ape	Cat, Large	Stingray, Large
Bear, Large	Condor	Wolf, Dire
Beaver, Giant	Dolphin	Worm, Giant Carnivorous
Beetle, Giant	Newt, Giant	

In all cases the target retains his own intellect, but cannot use any of his game skills. The change in form will require the target to provide proper phys reps of the innate weaponry and appropriate makeup and/or costuming. The change will take at least 60 seconds of Concentration, and it will not be completed until the proper costuming is worn by the target. While in this form the character will be indistinguishable from a creature of the given type. The character's game skills are inaccessible while he is in this form, and he will fight and function as the creature in all aspects. If the listed creature normally has less body points than the character, then the character's body points will be kept throughout the change. If the creature has more body points, then the character will gain temporary body points when he changes into the animal form. These act in all respects like normal body points, except that they will be lost first in all instances. When the character changes back to his real form, his total body points will return to normal and he will not be able to keep any temporary body points that remain above his normal maximum. The character that changes form via this effect will be unable to speak, although he will understand what is going on around him as well as he normally would. He may be able to communicate via growls, barks, roars, clicks, or other types of noises appropriate to his new form. In order to return to form the target must spend 60 seconds Concentrating. If at any time while he is in his animal form a character is reduced to 0 body points for any reason, he will immediately and uncontrollably return to his normal form via a three-count. If the character does not return to form in any other way, he will automatically return to form at the end of the game

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day via a three-count. The creature that the Rune of Animal Form will transform into is chosen at the time of creation, and it will remain potent for a full year or until it is used, whichever comes first. Activation of a Rune of Animal Form is an Alteration as defined by the WAR Transformation and Alteration Package, and follows the guidelines and restrictions outlined within that document in addition to those expressed here.

*Imbue Tattoo* – The Master Tattoo Artist can store any Nature spell from memory onto a willing target as a tattoo. This requires a one minute Meditation for both the target and the Master Tattoo Artist during which the target must remain within arm's reach of the Master Tattoo Artist. During this one minute time frame multiple spells can be scribed as tattoos, but only one character can be targeted. The target must have the ability to cast tattoos in order to cast spells imbued in this way. Tattoos that are scribed using this ability will last until the end of the current event only.

### **Create Scroll**

The Master Scroll Maker has the following abilities.

*Create Level 9 Scroll* – The legitimate level 9 spells that can be made into scrolls by a Master Scroll Maker are Circle of Power, Duplicate Ward Key, Eldritch Blast, Imprison, Magic Storm, and Ward. These scrolls cost 40 Production Points each to create.

*Create Formal Scroll* – This ability allows the Master Scroll Maker to make a one times ever, LCO formal magic scroll. The scroll maker can create a scroll of any school. Creating a Formal Scroll in this way will cost the Master Scroll Maker 40 production points plus 8 production points per level of the scroll. This skill does not require the use of formal components, a circle of power, nor any skill in formal magic whatsoever.

*Channel Carried Scrolls* – The Master Scroll Maker can cast properly phys. rep.'d scrolls carried on his or her person without the need to read them or touch the face of them. When cast in this way, the Master Scroll maker must say "Activate <incant>" in a way similar to casting from a magic item. This skill will otherwise follow all of the rules of casting from a magic item.

### **Create Trap**

The Master Trap Smith has the following abilities.

*Improved Area Trap* – This skill will make a trap that has a radius of 10' instead of 5'. In order to create this type of an item, the trap maker will have to spend 40 production points plus production points equal to the normal cost of the trap. An item created in this way will follow all of the other rules for a normal trap.

*Create Strengthened Lock* – This skill will create a lock that will resist shatter. The number of resists is equal to 1 for each 10 PP spent in its creation, and the amount spent can be anywhere between 40 and 80 PP. There is no need to use

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S/R Components or any other type of component when strengthening a lock in this way. This skill requires the Trap Maker to have the skill Craftsman (Locksmith).

*Uncanny Success* – The Master Trap Smith can, once per day, snatch success from certain failure when attempting to disarm a trap. If the trap goes off, the Master Trap Smith can declare the use of this ability. If the Trap maker can describe an effective method for disarming the trap at that point, the residing Game Marshal will declare the trap disarmed. Otherwise, the trap will be reset and the Master Trap Smith can retry to disarm it.

## Smithing

The Master Smith has the following abilities.

*Balanced Weapon* – A balanced weapon is made extremely well and allows its wielder to deliver more precise and damaging strikes. Creating a weapon in this way will allow it to increase its base damage by one. This bonus is in no way magical. The bonus added by means of this ability will not be cumulative with a Damage Aura or other type of formal magic that adds to the damage of the weapon. If a Balanced weapon receives a bonus in this way the highest bonus will apply, although both will be present. The use of less permanent blade enhancing effects (i.e. Flame Blade, Enchanted Blade, and Vorpall Coating) will add damage as normal to a Balanced weapon. The cost to create a Balanced weapon is 80 Production Points (20 levels if using the Smithing Playtest) in addition to the base cost of the weapon.

*Fitted Armor* - Fitted armor gives its wearer a Threshold according to the size of the suit created. Fitted armor of size 11 – 20 gives the wearer a Threshold of 2, 21 – 30 gives a Threshold of 3, 31 – 40 gives a Threshold of 4, and 41+ gives a Threshold of 5. As the armor gets breached and drops in overall value its Threshold rating drops appropriately. Fitted armor is a tailored suit that is created specifically for a single individual and no character may ever wear a Fitted suit that has not been made for him. Each tag will have the appropriate character's in-game name listed on it. The cost to create a suit of Fitted armor is the base cost of the suit plus an additional 80 production points (20 levels if using the Smithing Playtest). Armor may only be Fitted at the time of its creation and an existing suit may never be made into Fitted armor.

*Work With Legendary Materials* – Forging weapons from Legendary Materials requires the Master Weaponsmith to spend five times the usual number of PP in the creation of the weapon, as well as a number of Blocks of the material according to what type of weapon is created. Weapons made of Legendary Materials will have special abilities according to the type of material. Existing weapons cannot be altered in this way, and this can only be done at the time of the weapon's creation. Items made in this way are not magical in nature, and cannot be destroyed via a Destroy Magic formal spell, nor will the effects granted by Legendary Materials take up one of the five item slots associated with Formal Magic. The following Legendary Materials are approved for use:

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*Adamant* – Weapons and armor made from Adamant will be indestructible.

*Gandielean Crystal* – Weapons and armor made from Gandielean Crystal will have a once per day *Cloak* of the creator's choosing. This can be a standard cloak of any school as found in the most recent version of the core Formal Magic Rules.

*True Silver* – Weapons and armor made from True Silver will be indestructible and deliver the base damage type "Silver" where applicable.

*Vanadium Stone* – Weapons and armor made of Vanadium Stone will have the ability to store up to four levels of spells in them per block used in its creation. This will follow the rules of *Spell Store* as outlined in the latest version of the Formal Magic Rules.

For armor, a single block of material is needed per ten points of the suit (rounded up) such that a 1 to 10 point suit needs 1 block, 11 to 20 point suit needs two blocks, 21 to 30 point suit needs 3 blocks, etc. The following table shows how many blocks of material are needed for each weapon type.

<b>Weapon Type</b>	<b>Blocks Needed</b>
Small, Short, Javelin	1
Long, Shield, Spear	2
Two-Handed	3