

Open Legend is well known for its ability to be used in any scenario. Originally, this was a system I designed with Magi involved, after gaining inspiration from [this post](#). I found the ideas interesting, so I made a Magic version of this page. However, to fit the style of Open Legend (it's any setting style) I chose to rewrite and re-word a lot of this in order to make it more stylistic to varying settings. So, without further adieu, I present to you the Extraordinary Player Expansion!

Enhanced Weapons

Enhanced Weapons found themselves in multiple settings. Whether it be the powerful Archmagi and his Staff, the fresh Atlesian recruit and his trusty laser gun, or an AI with an augment allowing it to access new systems, these weapons harbor intense power that are simply too good to pass up. To begin, we will find ourselves looking at the new Weapon Type!

Weapon Type: Enhanced

Weapons with the Enhanced property can be used to make attacks, inflict banes and defend with an associated Extraordinary attribute at the range of 25 feet, rather than the range they can use by base. So even if you have a Lvl 5 in your Entropy, your Enhanced Item cannot be used further than 25 feet. Don't worry, this will get remedied later! Along with that however, you are also able to place two Enhancing Properties; that is, the properties useful to the Extraordinary Statistics. They are listed here.

Altering - Can be used to attack and invoke banes and boons with Alteration.

Creative - Can be used to invoke banes and boons with Creation.

Charged - Can be used to attack and invoke banes and boons with Energy.

Entropic - Can be used to attack and invoke banes and boons with Entropy.

Beguiling - Can be used to attack and invoke banes and boons with Influence.

Kinetic - Can be used to invoke banes and boons with Movement.

Protecting - Can be used to invoke banes, boons and defend with Protection.

Foreknowing - Can be used to invoke banes and boons with Prescience.

You can have two of these properties on an Enhanced Item, but no more than 2. One must be picked as a Major Property, and the other must be picked as a Minor Property. Major properties are able to be used to Attack and cast Boons and Banes, while the Minor can only be used to cast Banes. Furthermore, one can choose to forgo the usage of the Minor Property in exchange for 1 advantage. These weapon properties can only be found on Enhanced weapons.

Furthermore, using any of these properties means you must have at least one level in the statistic. An Enhanced Weapon cannot have the Forceful or Precise properties.

A person can only have one Enhanced Item at a time. If they have more than one on them, one of them must be considered "active". An active Enhanced Item can only be changed once per 24 hours of the last activated item.

Weapon Property: Directing

A glaring fault in any Enhanced Item is its poor range. 25 feet is very short, and usually your Enhanced Characters aren't the tankiest of the group. Whether you're a Mage with their magical ring, a soldier with a shield generator or anything else, the further away you can utilize your abilities, the better. This is where the Directing property comes into play. With every level of this property on an item, the range extends by 25 feet. The max range of 100 feet can be obtained, regardless of one's power level. The highest tier one can get is Directing 3. The Wealth Level modifier is +1 WL per tier.

Weapon Property: Empowering

These Enhanced items are clearly not of any regular persuasion. For the most part, they are vastly different than your standard Sword or Gun. Thus, an Enhanced Item can be "Empowered". When an item has the Empowering property, it gains the ability to inflict a second bane only if you deal 15 or more damage. This does not interfere with the normal bane inflicted by dealing over 10 damage. This allows a Magi to afflict two banes, rather than a single bane. This is a +2 WL Modifier.

This property can only be used on an item that is an Empowered weapon.

Weapon Property: Proficient

Enhanced items can be very much intensified. Normally, unless otherwise omitted, an Enhanced item is only allowed to have a Major and Minor enhancing property. When an item has the Masterful property, the item can instead have two Major Properties rather than one Major and one Minor. This allows a weapon to have two attacking stats, rather than one. It also lets the caster cast Boons with both properties. This is a +1 WL modifier.

Weapon Property: Afflicting

Banes are just so useful to apply. No matter what the setting, a Bane could be used to effectively control an entire battlefield. Some Extraordinary users prefer to make use of that concept. As such, these Enhanced Items can be given the "Afflicting" property.. When using a bane attack for a bane listed on the item, you gain 2 advantage on the attack rather than the normal 1. This is a +1 WL Modifier.

Weapon Property: Orderly

Enhanced Items are clearly very potent. These items can especially be useful when it comes to the fact that they can also apply Boons. When it comes down to that, the Orderly property is very potent. When casting Boons associated with the Major Property of an item, you gain 2 advantage on the casting. If you have a Boon Focus for the boon you are casting, the casting can instead affect two people instead of one person. This is a +2 WL modifier.

Note: All of these properties can only be applied to Enhanced Items. Melee and Ranged Physical weapons cannot be given these properties.

Weapon Examples

Shield Generator

Type: Enhanced

Properties: (Charged, Protecting), Empowering

Banes: Dispel, Stunned

Wealth Level: 3

Necromancer's Cane

Type: Enhanced

Properties: (Beguiling, Entropic), Afflicting, Directing I

Banes: Dominated, Sickened

WL: 3

Laser Duality Gun

Type: Enhanced

Properties: (Charged, Entropic), Masterful, Directing II

Banes: Disarm, Persistent DMG, Demoralize

WL: 4

Staff of the Grand Mage

Type: Enhanced

Properties: (Beguiling, Divining), Directing III, Proficient, Afflicting, Orderly, Empowered

Banes: Mind Dredge, Charmed, Dominate

WL: 9

Staff of the Archmage - Extraordinary Item

Type: Enhanced

Properties: (Charged, Entropic), Deadly III, Directing III, Proficient

WL: 9

Mini Negatronic Collider - Extraordinary Item

Type: Enhanced

Properties: (Entropic, Beguiling), Afflicting, Potent, Powerful III, Directing II

WL: 9

And that's all there is for this section! If you liked this, I'll be working on a few other expansions; namely the Melee Expansion, the Ranged Expansion and the Defensive Expansions! I'll inevitably make these at... some point? I guess?