

Materials

Common Materials

Copper: Weapons forged of copper deal Fire damage.

Crystal: Weapons forged of crystal deal Crystal damage.

Kobold Bone: Weapons forged of Kobold bone deal Ice damage.

Aerobark: Weapons forged of aerobark deal Lightning damage.

Gryphon Hide: Armaments crafted of gryphon hide reduce the amount of falling damage taken by the wielder by half, and makes her immune to the first rank of falling damage.

Nightshade: Armaments crafted of nightshade grant the wielder one periodic use of the skill Purify to use only on herself.

Tamaril Fur: Armaments weaved of tamaril fur reduces the duration of effects that render the wielder Charmed to one minute.

Uncommon Materials

Initrium: Weapons forged of initrium deal Sonic damage.

Twilight Shard: Weapons forged of twilight shard deal Starlight damage.

Demonbone: Weapons forged of demonbone deal Aether damage.

Glimmerwood: Weapons forged of glimmerwood deal Mystic damage.

Drake Scale: Armaments crafted of drake scale grant the wielder ten bonus armor points that refresh periodically. The bonus AP may not be repaired.

Creeping Dusk: Armaments crafted of creeping dusk reduce the activation time of a Movement ability by half.

Harpy Feather: Armaments weaved of harpy feathers increase the distance of movement abilities used by the wearer by two paces.

Exceptional Materials

Silver: Weapons forged of silver deal Silver damage.

Meteoric: Armaments forged of meteoric grant the wearer one periodic use of the skill Elemental Shield, which resists an attack that deals Fire, Ice, Lightning, or Crystal damage.

Kapren Carapace: Armaments crafted of kapren carapace grant the wielder one periodic use of the skill Deflect.

Wytchwood: Armaments crafted of wytchwood grant the wielder one periodic use of the skill Natural Counterspell.

Dire Beast Hide: Armaments crafted of dire beast hide grant the wielder one periodic use of the skill Willpower.

Faery Moss: Armaments crafted of Faery Moss grant the wielder one periodic use of the skill Shimmer, which resists a Detection ability.

Riftsilk: Armaments weaved of riftsilk reduce the duration of effects that render the wielder Hobbled by half.

Transcendent Materials

Mythril: Armaments forged of mythril are unbreakable. Armor and relics forged of

mythril grants the wielder fifteen additional Armor points.

Sphinx Heart: Armaments forged of sphinx heart reduce the distance of Knock Back abilities by two paces.

Lycanbone: Armor crafted of lycanbone repairs one AP per minute while out of combat.

Corpsewood: Armaments crafted of corpsewood reform if held together for two minutes.

Wyvern Scale: Armaments crafted of wyvern scale grant the wielder two periodic attacks of her base damage that also inflict the Poisoned status on the target.

Manaleaf: Armaments crafted of manaleaf allow the wielder to refresh one periodic skill or five Mana points periodically.

Runic Weave: Armaments weaved of runic weave reduce the Mana point cost to cast an effect by one, to a minimum of one, chosen periodically.

Special and Crafted Materials

[coming soon!]

Armaments

Armor

Armor is a worn armament that covers more than half of the specified location. Armor can be made in different weights; the heavier the armor, the more protection it provides in combat. Every armor location provides a specified amount of *base armor points* (AP) that are combined into the wearer's armor point total. Details can be found in the section describing each armor type. Armor can be made of any material; plate armor made of cloth is considered to be made of steel with an ornate cloth decoration.

Shoulders (1 Unit)

Shoulder armor grants five AP. Shoulder armor includes pauldrons, mantles, and other armor that covers the shoulder or upper arm.

Forearms (1 Unit)

Forearm armor grants five AP. Forearm armor includes bracers, gloves, and other armor that covers the wrists or lower arms.

Upper Legs (1 Unit)

Upper leg armor grants five AP. Upper leg armor includes tassets, pants, and other armor that covers the thighs.

Lower Legs (1 Unit)

Lower leg armor grants five AP. Lower leg armor includes boots, greaves, and other armor that covers the shins.

Chest (2 Units)

Chest armor grants ten AP. Chest armor includes breastplates, tunics, and other armor that covers the torso.

Shield (2 Units)

Grants no armor, but gains the material benefit.

Light Armor

Light armor is made of cloth, or lightweight soft leather. It does not provide any base armor points to the wearer, but allows the character to stack an additional use of any latent effect she is capable of casting if she is wearing a full set of light armor.

Medium Armor

Medium armor is made of heavyweight soft leather, hardened leather, or maille. It provides an armor location's base armor points. A layer of medium armor may be stacked with a layer of any armor type; the wearer gains the combined armor point value of both layers.

Heavy Armor

Heavy armor is made of plate. It provides double an armor location's base armor points.

Armor Material Benefits

When wearing armor equalling at least ten base AP, regardless of whether the armor grants armor points or not, the wearer gains the ability of the material type of which the armor is made. She may benefit from no more than one use of each material ability per period, even if she is wearing multiple pieces of armor made of the same material, and no more than four total from armor.

If the character wears a full set of armor (shoulder, forearm, upper leg, lower leg, and chest) of a single material, she gains +10 AP and an additional use of the material's ability. A character may only gain the material benefit of one piece of armor per location, even if she is wearing more than one layer.

Weapons

Weapons can be made of any type of material; a sword made of a leather material, for example, is simply considered to be made of steel with an ornate leather grip. The following materials may be used: Copper, Crystal, Kobold Bone, Aerobark, Initrium, Twilight Shard, Demonbone, Glimmerwood, Silver, or any Transcendent Material. A weapon made of any other material does not gain the benefit of that material. Small and medium weapons cost one unit of material and all other weapons cost two units of material to create.

A character may benefit from no more than two material benefits from weapons per encounter. They may not be the same benefits as conferred by her Armor. The benefits of Mythril, Corpsewood, and any material that changes the damage type of the weapon are considered to benefit the weapon and not the character – as such, there is no limit to how often they may be used in a single encounter.

A weapon made of basic materials, such as a steel sword or wooden staff, does not require an item card to use. However, a character may only carry as many basic weapons on her person as she has physreps.

Melee Weapon

Melee weapons do not require a skill to use. This category includes *small weapons* (such as daggers), which deal a base of one damage; *medium weapons* (such as shortswords and maces), which deal a base of one damage; *large weapons* (such as greatswords, warhammers, and polearms), which deal a base of three damage; *shafted weapons* (such as staves and spears), which deal a base of two damage, but may be used either one- or two-handed, *thrown weapons*, which deal a base of one damage; and *javelins*, which deal a base of three damage.

Ranged Weapon

Ranged weapons require a skill to use. This category includes *bows*, *crossbows*, and *arquebuses*, which each deal a base of five damage. Arquebuses are represented with approved cap guns; they autohit their damage at up to a twenty-five foot range and the cap must go off for the gun to fire. This attack has a five second cooldown. Bows and crossbows must follow their associated safety requirements and cannot be used at closer than a fifteen feet range. Ranged weapons may not be used in melee combat or to block attacks.

Casting Phokus

Casting phoki require a skill to use. This category can include anything from wands, gems, tarot cards, holy symbols, or any other item to allow the caster to focus her power through it. The casting phokus requires a hand to use and deals a base of three damage as an autohit attack at a ten foot range, augmented by the character's aspected damage type. This attack has a five second cooldown.

Oculus

Oculus require a skill to use. This item allows the character to select five consumable items and prepare them for use by clipping them to her character card. At any time, she may invoke the prepared items without needing to hold them in hand, and without spending the normal activation time.

Other Armaments

These armaments do not gain the benefits of any components used in their creation. **Note while parts of the Rulebook are not yet visible - these items require any Rank IV component to create.**

Grimoire

Grimoires do not require a skill to use. This item is a book or other written document that requires a hand to use. Grimoires reduce the casting time of all spells by one second.

Buckler

Bucklers do not require a skill to use. This item allows the character to strap a shield to her arm of no more than twelve inches in any dimension and block attacks with it. The character may still use her hand for any other actions while using the buckler.