

## Fuse

Fuse is a mechanic introduced in Tears of the Kingdom used to magically combine items used by both Link and many NPCs.

Fusion costs 1 listed Fused Material, which the Rank of the fusion is then based on; and one Base Weapon, which the effects of the fusion are applied to.

You may Fuse a number of weapons equal to (Smithing + 1) during a Short Rest or any number of weapons during an Extended Rest. When Fused, the base weapon's Durability increases by the Rank of the fused material.

*You can only have one fusion on a weapon at a time, no matter Rank. You may use an enchanted weapon as the base weapon, but never as a fused material.*

If you decide a fusion doesn't cut it for you anymore - you can always reverse it! However, by removing a fused material, you destroy it, leaving only the base weapon. Worse - the weapon loses durability equal to the Rank of the fused material! (This cannot destroy a weapon, though. If it would, the base weapon is left at 1 Durability)



## Weapon Fusions

### Aegis

**Fused Material:** Gem

**Base Weapon:** Defensive Weapon

**Effect:** When you use Deflect, roll To-hit the attacker's Concentration; on a success, the attacker is inflicted with a status effect corresponding to the Fused Material (see below).

*Gemstone - Status Effect*

Diamond - Cursed

Emerald - Rusted

Onyx - Sick

Opal - Soaked

Ruby - On Fire

Sapphire - Slowed

Topaz - Off-Balance

### Bouncer

**Fused Material:** Food (mushroom)

**Base Weapon:** Any Weapon

**Effect:** When you successfully make a Basic Attack, the target(s) of the attack are knocked backwards (1 + (Rank/3)) squares.

### Caster

**Fused Material:** Gem

**Base Weapon:** Melee or Arcane Weapon

**Effect:** If the weapon is not already Arcane, it is now an Arcane Weapon, in addition to the previous type of weapon. When you use Magic Salvo with a Caster weapon, the elemental energies within the gem swell up and the attack gains the element associated with the fused Gem (see below).

*Gemstone - Element*

Diamond - Light

Emerald - Earth

Onyx - Dark

Opal - Water

Ruby - Fire

Sapphire - Ice

Topaz - Shock

### Flyer

**Fused Material:** Monster Part (wing)

**Base Weapon:** Any

**Effect:** Increase the range of any Projectile attacks made via the fused weapon by (Rank + 1) squares

## Gatherer

**Fused Material:** Any

**Base Weapon:** Two-Handed Weapon

**Effect:** The shaped materials make the fused weapon perfect for gathering materials. Pick one of the following materials, based on the fused material: this choice is permanent, until the fused material is removed.

*Fused Mat. - Mat. Choices*

Ancient - Ancient

Cloth - Critters

Metal - Food, Metal, Wood

Stone - Gemstones, Metal, Stone

Wood - Cloth, Gemstones

During each Extended Rest, you may spend 1 weapon durability to harvest up to (base Discipline/3) units of that material, of up to Rank (Rank/3). If you gather Critters or Food Ingredients, they have the Healthy Trait.

## Homing

**Fused Material:** Monster Part (eye)

**Base Weapon:** Ranged Weapon

**Effect:** Increase the Weapon's Accuracy by (Rank + 1)

## Hybrid

**Fused Material:** Any Weapon

**Base Weapon:** Any Weapon

**Effect:** The Weapon gains all the Keywords of the fused Weapon. The weapon's Attack Power is increased by the Attack power of the fused material, and its Durability is increased by (1 + (Rank/2)).

## Pounder

**Fused Material:** Monster Part (spike)

**Base Weapon:** Melee or Arcane Weapon

**Effect:** The Weapon's Attack Power is increased by (Rank + 1). If the weapon is not already Blunt, it is now a Blunt Weapon, instead of the base damage type.

## Reaper

**Fused Material:** Monster Part (horn)

**Base Weapon:** Melee or Arcane Weapon

**Effect:** The Weapon's Attack Power is increased by (Rank + 1). If the weapon is not already Slash, it is now a Slash Weapon, instead of the base damage type.

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## New Feats & Spells

Along with the new downtime activity of fusing items, you can now use Tokens of Heroism to increase your Fusion effectiveness!

### **Pelison's Precise Parting** (*Feat*)

*3 Tokens*

**Learn Requirements:** Smithing 6

**Effect:** You take your time to tear apart equipment, going gently and with a nice *pop*, the two pieces come apart - good as new. If you remove a fused material during an Extended Rest, you do not destroy the material. However, the base weapon still loses Durability from this.

### **Fist of Fusion** (*Spell*)

*3 Tokens*

**Use Requirements:** The weapon you are using to cast the spell is not Fused

**Cost:** (target's Rank x 4) Magic (minimum 2)

**Range:** 1 target within 8 squares

**Effect:** Target one unattended material or weapon. You immediately fuse the target (as a Fused Material) to the weapon you used to cast this spell with (as a Base Weapon).