

FURTHER FABRICATIONS

Additional House Rules for Fabricated Adventurers

Fantastic Talents

When creating characters that have special innate or paranormal talents, whether by means of ancestry, magic, mutation or other means, you can use these guidelines:

- Re-skin the *Cantrip* talent for a 1/hr effect.
- Create a talent that costs MP to use, regardless if the character is a caster or not.
- Create a talent that describes a feature that would grant +1 bonus to a skill or trait when applied.
- Alternately, a feature could grant Advantage on a particular action.
- Lastly, you can use a talent to describe a trait other characters normally would not have.

Examples:

Telepathy

You may spend 1 MP to mentally communicate with another within 10 yards.
INS (Int) to resist if unwanted.

Firebreath

You may perform a natural breath attack 1/hr, dealing 1d6 fire damage to anyone within a yard of you.

Gills

You have the natural ability to breathe underwater.

Tough Hide

You have a natural +1 DEF to physical attacks.

Magical Item Creation Talents

With these rules, you do not have to be a spell caster to create magical items, but do need to take the appropriate talents. You're still investing Magic Points into the creation of magical effects (as well as other ingredients) but the trade off is being able to prepare and save these items for later usage. Of course, these items may be stolen or looted from the character and lost.

Regardless of the talent used to create a magical item, the costs are generally the same:

- An investment of MP, as if the creator cast a spell effect of equivalent power.
- 5 gp per MP of the effect
- 10 minutes of preparation and creation per MP of the effect.

Alchemist

You may brew a magical potion, with an effect that is either triggered by consumption or combustion. Anyone may use a potion, but each one counts as 1 item toward equipment and encumbrance.

Scroll Scribe

You know and understand the symbolism and techniques of binding magic to parchment. Scrolls may only be used by those with the *Read Magic* talent. You can stack multiple scrolls as one inventory slot.

Enchanter

You are able to *enchant* items; that is, to bestow a permanent magical effect to an item. In addition to the creation costs listed above, the enchanter must define a trigger for use. Also, the MP invested into the item is **permanently** spent and cannot be recovered.

The GM has final say on how frequently the enchanted property may be used on the item.

Determining Scroll Levels

The core VE rules weren't clear on any guidelines for how the GM should arbitrate caster levels for scrolls. After looking at their example spell list, I've decided to adopt the following: **(1/2) MP Spell Value, Rounded Up.**

Example: A scroll of *Magic Missile* (1 MP) requires the caster to be Level 1. A scroll of *Dark Tentacles* (7 MP) requires Level 4.

(Slightly) More Bad-ass Advancement

Admittedly inspired by more modern fantasy games and simulacrum - for those who want a little bit of meat in their leveling. In addition to HP, INS, MP and Skill gains, apply the following:

- Gain a new **Talent** at 3rd, 6th, and 10th Levels.
- Every level up, choose two ability scores. Roll 1d20; rolling over the score lets you raise that ability by +1. Scores still cap at 18.

