

# Create Vessel

## Lesser Guardian — Metal Automaton

**Tinkering, Rank 1**

**Duration:** Eight ( 8 ) Game Events

**Difficulty:** Three ( 3 ) Dice

**Casting Time:** Five ( 5 ) Minutes

**Scroll Uses:** ○ ○ ○

**Mana Cost:** 5

**Core Components:** 1x Guardian Idol, Lesser

**Vital Components:** 1x Automaton Spark

**Material Components:** 5x Bar Stock, [ Any Metal Type ]

**Vessel Attributes:**

[ 6 ] Machine

[ 4 ] Flesh

[ 2 ] Divine

**Description:**

This recipe will create a vessel with type Guardian, Lesser Metal Automaton. This vessel will be named: " [ Metal Type ] Golem ". The vessel will have the base Automaton stats:

**Description:** A seven ( 7 ) foot tall man made of [ Metal Type ].

**Lore:** Automaton

**Base Intelligence:** Automaton

**Base Speed:** Half Speed

**Base Attack:** 1 Physical Claw

Takes twenty ( 20 ) damage points from Shatter tagline.

Takes double ( 2x ) damage points from the Acid tagline.

Immune to Alchemical, Death, Mental, Paralyze, Sleep, Toxic.

**Attributes:**

Use Attribute - Armor in place of Hit Points.

Remove up to three ( 3 ) Difficulty dice added from Attribute - Strength attributes.

**Improvements:**

One Six: Mana not consumed.

Pair: Material Components not consumed.

Two Pair: Vital Components not consumed.

Small Straight: Core Components not consumed.

Three of a Kind: Duration is Twelve ( 12 ) Game Events.

Full House: Scroll Use not consumed.

# Compile Attributes

**Ritual, Rank 3**

**Duration:** Special

**Difficulty:** Special

**Casting Time:** Special

**Scroll Uses:** ○ ○ ○

**Mana Cost:** Special

**Core Components:** 1x or more Vessel Attribute Components

**Vital Components:** 1x Target Vessel

**Material Components:** 3x "B" Ticket, 3x "D" Ticket

## Description:

This recipe will apply the Vessel Attributes onto the Target Vessel, permanently occupying the vessel's Attribute Slots.

The recipe Difficulty, Casting Time, and Mana Cost will be determined by the Vessel Attribute components, as listed on their Component Card. The Target Vessel card may also list additional crafting modifications.

The Duration of the combined Vessel and Attributes will be the oldest Duration of either the Vessel or the Attributes being used. Compiling a Vessel will not "extend" the Duration of any effects beyond their original Duration.

If the Target Vessel has fewer Attribute Slots than the Vessel Attribute Components attempting to be applied, the crafting cannot be initiated.

If the Target Vessel type is Guardian, there must be at least one Attribute providing Hit Points, otherwise the crafting cannot be initiated.

If the Target Vessel type is Living, such as a Player or NPC, the target must be at Living status and consent to the Alteration for the duration of the crafting, otherwise the crafting cannot be initiated.

## Improvements:

Two Sixes: Material Components not consumed.

Small Straight: Mana not consumed.

Three of a Kind: Scroll Use not consumed.

Large Straight: Core Components not consumed.

Three Sixes: Duration of Vessel and Attributes is Twelve ( 12 ) Game Events.

# Craft Component

## Lesser Guardian Idol

**Runecraft, Rank 1**

**Duration:** Eight ( 8 ) Game Events

**Difficulty:** Two ( 2 ) Dice

**Casting Time:** Five ( 5 ) Minutes

**Scroll Uses:** ○ ○ ○

**Mana Cost:** 5

**Core Components:** None

**Vital Components:** None

**Material Components:** 5x "C" Ticket

### Description:

This recipe will create a Lesser Guardian Idol component. This component is used in the crafting of Lesser Guardian recipes.

### Improvements:

- One Six: Mana not consumed.
- Pair: Material Components not consumed.
- Two Sixes: Two ( 2 ) Lesser Guardian Idol components created.
- Two Pair: Duration is Twelve ( 12 ) Game Events.
- Small Straight: Scroll Use not consumed.

# Craft Component Automaton Spark

**Ritual, Rank 2**

**Duration:** Eight ( 8 ) Game Events

**Difficulty:** Three ( 3 ) Dice

**Casting Time:** Five ( 5 ) Minutes

**Scroll Uses:** ○ ○ ○

**Mana Cost:** 10

**Core Components:** None

**Vital Components:** None

**Material Components:** 3x Polished Gemstone

**Required Lore:** Automaton

## Description:

This recipe will create an Automaton Spark component. This component is used in the crafting of Automaton recipes.

## Improvements:

- |                  |   |
|------------------|---|
| One Six:         | Mana not consumed.                            |
| Pair:            | Material Components not consumed.             |
| Two Pair:        | Two ( 2 ) Automaton Spark components created. |
| Three of a Kind: | Duration is Twelve ( 12 ) Game Events.        |
| Full House:      | Scroll Use not consumed.                      |

# Craft Component

## Polished Gemstone

**Tinkering, Rank 1**

**Duration:** Eight ( 8 ) Game Events

**Difficulty:** Two ( 2 ) Dice

**Casting Time:** Five ( 5 ) Minutes

**Scroll Uses:** ○ ○ ○ ○ ○ ○ ○

**Mana Cost:** 5

**Core Components:** None

**Vital Components:** None

**Material Components:** 1x "B" Ticket

### Description:

This recipe will create Three ( 3 ) Polished Gemstone components. This component is used in the crafting of Vessels and other Crafted Components.

### Improvements:

Pair: Mana not consumed.

Two Pair: Material Components not consumed.

Small Straight: Five ( 5 ) Polished Gemstone components created.

Three of a Kind: Duration is Twelve ( 12 ) Game Events.

Full House: Scroll Use not consumed.

# Craft Component

## Bar Stock, Iron

**Blacksmithing, Rank 1**

**Duration:** Eight ( 8 ) Game Events

**Difficulty:** Two ( 2 ) Dice

**Casting Time:** Five ( 5 ) Minutes

**Scroll Uses:** ○ ○ ○ ○ ○ ○ ○

**Mana Cost:** 5

**Core Components:** None

**Vital Components:** None

**Material Components:** 1x "A" Ticket

### Description:

This recipe will create Five ( 5 ) Bar Stock, Iron components. This component is used in the crafting of Vessels and other Crafted Components.

### Improvements:

One Six: Mana not consumed.

Pair: Material Components not consumed.

Two Sixes: Seven ( 7 ) Bar Stock, Iron components created.

Two Pair: Duration is Twelve ( 12 ) Game Events.

Small Straight: Scroll Use not consumed.

# Craft Attribute

## Divine — Lesser Strength

**Runecraft, Rank 2**

**Duration:** Eight ( 8 ) Game Events

**Difficulty:** Three ( 3 ) Dice

**Casting Time:** Five ( 5 ) Minutes

**Scroll Uses:** ○ ○ ○

**Mana Cost:** 10

**Core Components:** None

**Vital Components:** None

**Material Components:** 3x "D" Ticket

### Description:

This recipe will create a Vessel Attribute — Divine, Lesser Strength component. This component will have the following attributes:

This Attribute will grant one ( 1 ) Rank of Strength, which will permit the Vessel to Break out of effects which confine their movement.

This Attribute is cumulative. One ( 1 ) total Divine Attribute Slot is consumed for each four ( 4 ) uses of this Attribute.

**Casting Time:** Add one ( 1 ) Minute per each use of this Attribute

**Mana Cost:** Add one ( 1 ) Mana per each use of this Attribute

**Difficulty:** Add two ( 2 ) Difficulty per each use of this Attribute

Add one ( 1 ) Penalty per each use of this Attribute if the Target Vessel type is Living.

### Strength Ranks:

1: Break Root

3: Break Root, Bind, Web

5: Snap Root. Break Bind, Web

7: Snap Root, Bind. Break Web

9: Snap Root, Bind, Web

11: Snap Root, Bind, Web, Stasis

2: Break Root, Bind

4: Snap Root. Break Bind

6: Snap Root. Break Bind, Web, Stasis

8: Snap Root, Bind. Break Web, Stasis

10: Snap Root, Bind, Web. Break Stasis

### Improvements:

One Six: Mana not consumed.

Pair: Material Components not consumed.

Two Pair: Duration is Twelve ( 12 ) Game Events.

Small Straight: Scroll Use not consumed.

Three Sixes: Two ( 2 ) Vessel Attribute components created.

# Craft Attribute

## Flesh — Lesser Power

**Alchemy, Rank 2**

**Duration:** Eight ( 8 ) Game Events

**Difficulty:** Three ( 3 ) Dice

**Casting Time:** Five ( 5 ) Minutes

**Scroll Uses:** ○ ○ ○

**Mana Cost:** 10

**Core Components:** None

**Vital Components:** None

**Material Components:** 3x "C" Ticket

### Description:

This recipe will create a Vessel Attribute — Flesh, Lesser Power component. This component will have the following attributes:

This Attribute will add one ( 1 ) additional point of Attack Damage.

Two ( 2 ) Flesh Attribute Slots are consumed by this Attribute.

**Casting Time:** Add two ( 2 ) Minutes

**Mana Cost:** Add five ( 5 ) Mana

**Difficulty:** Add one ( 1 ) Difficulty

Add one ( 1 ) Penalty if the Target Vessel type is Living.

### Improvements:

One Six: Mana not consumed.

Pair: Material Components not consumed.

Two Pair: Duration is Twelve ( 12 ) Game Events.

Three of a Kind: Scroll Use not consumed.

Full House: Two ( 2 ) Vessel Attribute components created.



# Craft Attribute

## Machine — Lesser Armor

**Blacksmithing, Rank 2**

**Duration:** Eight ( 8 ) Game Events

**Difficulty:** Three ( 3 ) Dice

**Casting Time:** Five ( 5 ) Minutes

**Scroll Uses:** ○ ○ ○

**Mana Cost:** 10

**Core Components:** None

**Vital Components:** None

**Material Components:** 3x "A" Ticket

### Description:

This recipe will create a Vessel Attribute — Machine, Lesser Armor component. This component will have the following attributes:

This Attribute will permit the Vessel to wear 20 points of additional Armor.

Two ( 2 ) Machine Attribute Slots are consumed by this Attribute.

**Casting Time:** Add two ( 2 ) Minutes

**Mana Cost:** Add five ( 5 ) Mana

**Difficulty:** Add one ( 1 ) Difficulty

Add one ( 1 ) Penalty if the Target Vessel type is Living.

### Improvements:

One Six: Mana not consumed.

Pair: Material Components not consumed.

Two Pair: Duration is Twelve ( 12 ) Game Events.

Small Straight: Scroll Use not consumed.

Three of a Kind: Two ( 2 ) Vessel Attribute components created.