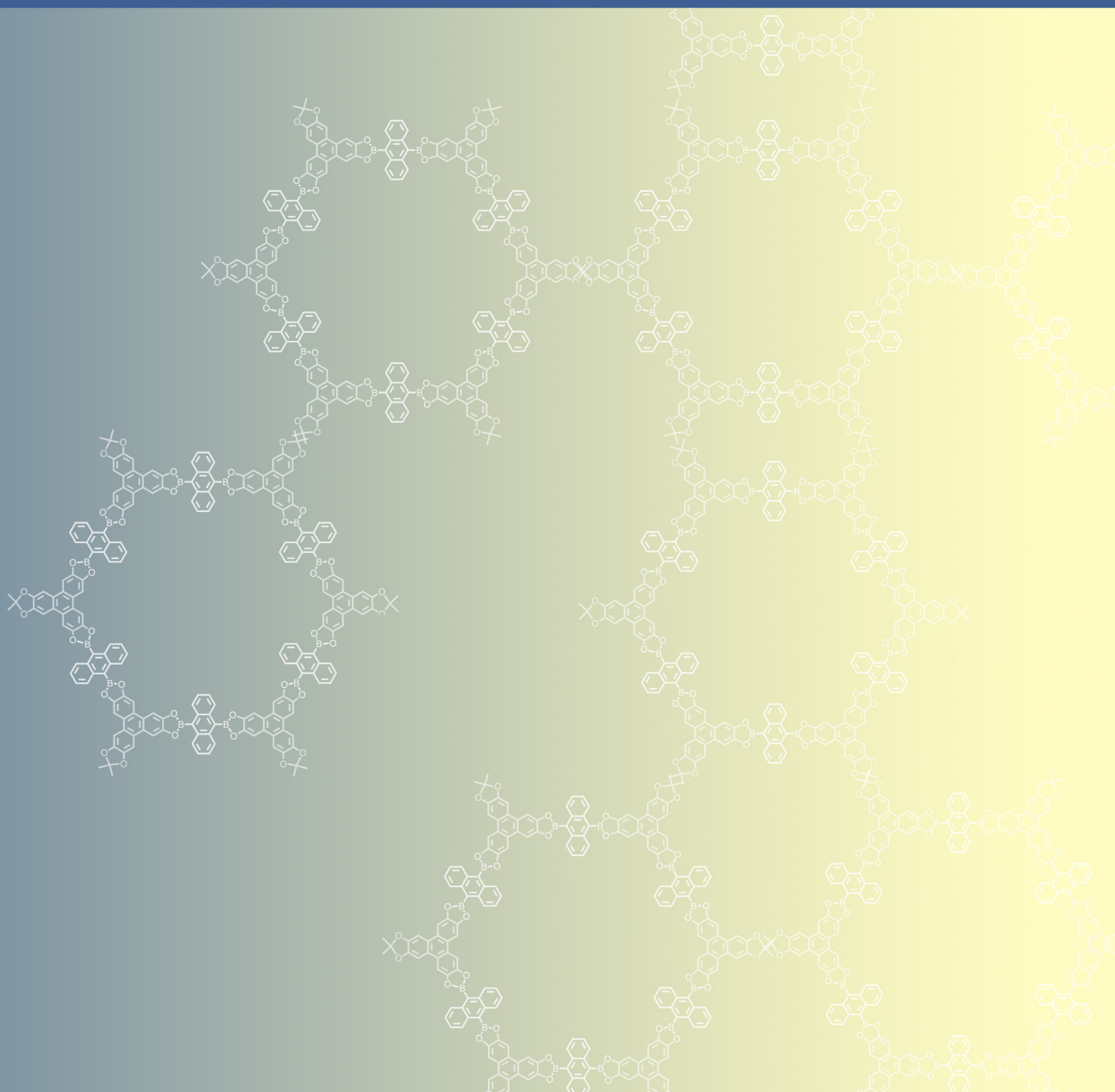


Chemistry Handbook

Dr. Wizard Knows



We here at Education in Science and Math want to both thank and congratulate you on purchasing this textbook.

First off, we wouldn't be able to perform our mission of providing education in the hard disciplines to the underprivileged youth of today without your support. By purchasing books such as this one, donating to our cause directly, and volunteering your time in our learning centers across the world, you take an active part in helping us shape the children of today into the leaders of tomorrow.

Second, we want to congratulate you on spending your money wisely. The book you're reading now will unlock whole worlds of educational fun and scientific entertainment. While some may think "chemistry sets" are passe, we know that by combining some widely available household chemicals in proper proportion and in proper fashion you can achieve some really spectacular results.

So thank you, esteemed reader, and congratulations on unlocking the door to a whole world of possibilities!

Intrinsic Production Points:

You can receive Intrinsic Production Points from 3 sources:

1. The Basic Chemistry Skill. At the beginning of each event you will receive 10 Intrinsic Production Points for having Level 1 Basic Chemistry, plus another 12 points if you have Level 2, plus another 14 points if you have level 3 (to a possible starting total of 36). These points do accumulate if they are not spent.

2. Loot. Various objects found through the course of the game may well have an Intrinsic Production Point value attached to them. By scanning them at the Central Hub or adding them to your inventory in some other way you can add the Intrinsic Production Point value of the Loot to your total. Bear in mind—once an item is converted into Production Points, it cannot be retrieved!

3. Bits. Bits earned through donations or CP exchanges can be converted into Production Points and the rate of 1 Bit for 20 Production Points.

Crafting an Item

When creating an item, you must spend Intrinsic Production Points. To determine the total number of required Intrinsic Production Points for a given item, follow these steps:

- 1) Choose the Effect and Trait you want the item to have.
- 2) Figure out how often you to be able to use the item.
- 3) Decide how long you want the item to last.
- 4) Do a bunch of math (or let the computer do it for you, if you're using the Central Hub)
- 5) Add 4.

In Detail:

1. Find value V. To find V, choose the Effect you want the item to have when used. Unless otherwise noted, Effects may not be Chained. Effects are categorized in Tiers, and each Tier lists a number of Intrinsic Production Points. V equals the number of Intrinsic Production Points.

2. Find value W. To find W, choose which Trait will be associated with the item's Effect. Traits, like Effects, are categorized into Tiers, again with Intrinsic Production Points associated. W equals this number of Intrinsic Production Points. You may purchase more than one Trait for the same item if you wish.

3. Find value X. To find X, choose the item's delivery method. Each method carries an Intrinsic Production Point value, and X is equal to this value.

4. Find value Y. To find Y, choose how often the finished item will be useable per event. Each option carries an Intrinsic Production Point Multiplier. Y equals this number.

5. Find value Z. To find Z, choose how long the item will last once created. Each option carries a Intrinsic Production Point Multiplier. Z equals this number.

Once you have all those numbers, perform the following equation:

$$[(V+W+X) * Y * Z] + 4$$

Or in other words: add the cost of the effect to the cost of the trait and the cost of the delivery method. Then multiply all that by how often the item can be used. Then multiply all that by how long the item lasts. Then add 4.

It'll make sense, I promise. Or at least be automated.

Effects

Please note that some Effects are marked with an asterisk. Check below the table for further information.

Tier 1: 4 Points	Tier 2: 8 Points	Tier 3: 12 Points
Damage (2)	Agony	Cure/Remove* (Tier 3)
Diagnose*	Damage (4)	Damage (6)
Disengage	Expose*	Refresh*
Slow	Heal	Repair
Stabilize	Maim	Repel*
	Purge*	Resist* (Tier 3 or Lower)
	Short Root	Root
	Short Silence	Stricken
	Slam	
	Weakness	

Cure/Remove: When creating an item which can be used to Cure or Remove an Effect or Trait the creator must purchase both the Cure/Remove Effect and an Effect or Trait of equal or lesser Tier to Cure or Remove. **SPECIAL NOTE: YOU MAY NOT BUILD AN ITEM TO CURE OR REMOVE A REPEL EFFECT.**

Diagnose: An item which can be used to Diagnose can be used to Diagnose Stable, Unstable, or Dead. Alternatively, the item can be used to Diagnose a trait purchased from the appropriate list, though in this case the end result item will be used thusly: "Diagnose (Trait selected) by (Default Genre Trait)."

Expose: An item which can be used to Expose can be used to Expose a trait purchased through the standard item creation means from the appropriate list, though in this case the end result item will be used thusly: "Expose (Trait selected) by (Default Genre Trait)."

Purge: When creating an item which can be used to Purge an Effect or Trait the creator must purchase both the Purge Effect and an Effect or Trait to Purge. The target must roleplay a Purge Effect for 3 seconds before it actually works. **SPECIAL NOTE: YOU MAY NOT BUILD AN ITEM TO PURGE A REPEL EFFECT.**

Refresh: An item which can be used to Refresh can refresh 1 point of one of the following Attributes: Earth, Air, Fire, or Water.

Repel: Items can only ever deliver a Repel as a direct Attack. Items may never defend *against* a Repel Effect (e.g., you may not Purge or Resist a Repel, etc.).

Resist: When creating an item which can be used to Resist an Effect or Trait, the creator must purchase both the Resist Effect and an Effect or Trait of equal or lesser Tier to Resist. **SPECIAL NOTE: YOU MAY NOT BUILD AN ITEM TO RESIST A REPEL EFFECT.**

Traits

Default (2 points)	Tier 1: 4 Points	Tier 2: 8 Points
Weapon (unstated, for offensive effects)	Chemistry	Confusion
Medicine (for beneficial effects)	Disease	Pain
	Fire	Science
	Lightning	Sound
	Poison	

Delivery Method

Delivery Method	Melee/Thrown Weapon	Touch Cast*	Packet / Dart / Disc
Item Point Cost	1	1	3

*: Beneficial Effects Only

Number of Uses Per Event

Number of Uses Per Event	1	2	3	Once Per Reset
Multiplier	1	2	4	6

Duration of Item

Number of Events	3 Days	4 Months	8 Months	1 Calendar Year
Multiplier	1	2	4	6

Proper Licensing

All items must be properly licensed. When you craft an item the Central Hub will print a tag with your name on it. There will be 2 blank lines beneath that. At any time you may strike through your name and add someone else's name to the blank line below it, and they may do the same. That's as far as the chain goes, though—whoever is on that last line is the last legal holder. If at any point in time you are caught holding an item that does not have your name on it, that item (and all other items in your possession) are immediately and permanently Destroyed.

