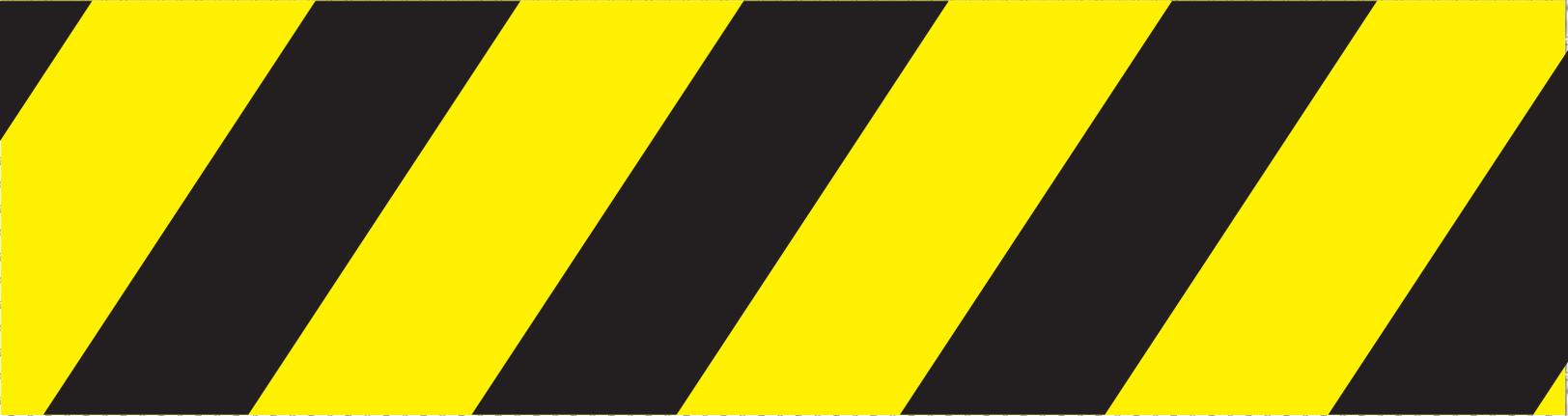


# **DO IT YOURSELF**

**VOLUME 47, ISSUE 13**



Howdy, friend, and welcome to another installment of Do It Yourselfer. In this issue... well, let's just say we've got a lot to show you! Yessiree Bob, we do indeed. Carla almost didn't want to go to print because she wouldn't hear about a double issue, but I talked her into it (love you, honey!). Brass tacks. Am I right?

This issue we're going to talk about a whole mess of new tools and trade secrets that are creeping out of the woodwork--that's right! Woodwork! Awls, hawsers, and jigsaws are up for review, plus we're going to show you how to dovetail a drawer joint so it slides in just so.

Next up we'll go through a variety of the brand new power tools coming out of Japan. Now I know we want to support American Made whenever we can, but sometimes you just have to give credit where credit is due, and some of the applications the Japanese have come up with for the new superconductors are beyond effective. Read the article--you'll see!

Last but not least, we'll walk you through how to:

- a) Build a deck for the ages.
- b) Weatherize it.
- c) Not light it on fire with the barbecue pit we'll show you how to build, and
- d) Make a mean set of ribs.

We don't usually go in for cooking in here, for obvious reasons, but you'll just have to try this recipe to figure out why we'd go to all that construction business!

As always, we hope you have as much fun trying this stuff out as we did.

--Gary Trudeau  
Editor

## Intrinsic Production Points:

You can receive Intrinsic Production Points from 3 sources:

1. The Tinker Skill. At the beginning of each event you will receive 10 Intrinsic Production Points for having Level 1 Tinker, 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.

<b>TIER 1: 4 POINTS</b>	<b>TIER 2: 8 POINTS</b>	<b>TIER 3: 12 POINTS</b>
Damage (2)	Agony	Damage (6)
Diagnose*	Damage (4)	Grant Armor (1)*
Disengage	Expose*	Parry
Slow	Maim	Repair
Stabilize	Purge*	Repel*
	Short Root	Resist*(Tier 3 or Lower)
	Short Silence	Root
	Slam	Stricken
	Weakness	

*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).”

*Grant Armor (1):* This item will Grant the user a point of Armor which can be repaired as normal. This armor may not be combined with any other Grant Armor effects from Item Tags (it will combine with Costume Armor and Armor granted by a Skill). So long as the item grants only 1 point of Armor the item does not require a physical representation.

*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.**

*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

<b>DEFAULT (2 POINTS)</b>	<b>TIER 1: 4 POINTS</b>	<b>TIER 2: 8 POINTS</b>
Weapon (unstated, for offensive effects)	Fire	Pain
Medicine (for beneficial effects)	Lightning	Sound
	Poison	

## Delivery Method

<b>DELIVERY METHOD</b>	<b>MELEE/THROWN WEAPON</b>	<b>TOUCH CAST*</b>	<b>PACKET / DART / DISC</b>
Item Point Cost	1	1	3

\*: Beneficial Effects Only

## Number of Uses Per Event

<b>NUMBER OF USES PER EVENT</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>ONCE PER RESET</b>
Multiplier	1	2	4	6

## Duration of Item

<b>NUMBER OF EVENTS</b>	<b>3 DAYS</b>	<b>4 MONTHS</b>	<b>8 MONTHS</b>	<b>1 CALENDAR YEAR</b>
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.

