The Long Hidden Friend

A companion to those in the workings and knowings of the Art
as pertaining to the Crafting of Objects of Power

Welcome, friend, and be welcome indeed, for the kennings contained herein are many and plentiful to the studious eye. Be both generous and cautious with the knowledge held hereby, for while much good can be wrought, so can much harm should the understandings be gifted to the foolish or wicked.

Ours is the lesser known path, often derided or decried by those grown twisted and bitter on the worm of blind faith. It is for us to know the Truth as it has been given to us, and while that Truth is sterner and more solid than any length of wood, yet so is that Truth limited in scope. We can work our will as we choose, but that should neither serve as proof or denial of any other powers, divine or mundane alike, and the Reader is tasked to remember their mores and ethics in the application of the Powers at their beck and call.

Remember, too, that nothing comes without cost.

Gold or blood, love or dirt, everything must come from something, and so too must the Will Worker be prepared to pay the costs of whatsoever they choose to craft. Work well, my friend, and may the fruits of thy labor be both helpful and strong.

Alfred Cobus,
Written in this the Year of Our Blessed Lord 1683, 30 October.

Paranormal Production Points:

You can receive Paranormal Production Points from 3 sources:

1. **The Speilwerk Skill.** At the beginning of each event you will receive 10 Paranormal Production Points for having Level 1 Speilwerk, 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 a Paranormal 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 Paranormal Production Point value of the Loot to your total. Bea r 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 Paranormal Production Points. To determine the total number of required Paranormal 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 Paranormal Production Points. V equals the number of Paranormal 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 Paranormal Production Points associated. W equals this number of Paranormal 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 a Paranormal 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 a Paranormal 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 Paranormal 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*	Heal (3)
Slow	Grant Protection (1)*	Parry
Stabilize	Heal	Refresh*
	Maim	Repair
	Purge*	Repel*
	Short Root	Resist*(Tier 3 or Lower)
	Short Silence	Root
	Slam	Stricken
	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)."

Grant Protection: Please recall that separate Grants of Protection do NOT stack and that a character may only have 3 Grants on them at a time.

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
Magic	Acid	Hex
	Fire	Will
	Ice	
	Lightning	
	Poison	
	Stone	
	Wind	

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.