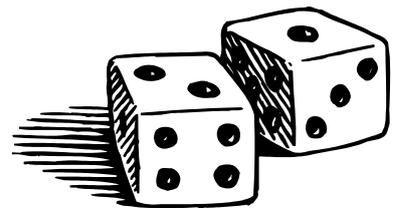


System Design Sample

A short sample from my Live Action Role-Playing rulebook

Tobias Heussner

Copyright by Tobias Heussner



The Alchemy System in short

Every character, who wants to create ointments, tinctures, powders or potions, must have learned one of the alchemy skills (Alchemy, Pharmacy, Toxicology) from the area of academic skills. In all descriptions, because of simplicity, every product which can be created with this skill is referred as potion. It doesn't matter if a character is an orc shaman, who creates boiling potions; a herbalist, who mixes ointments or someone completely different, the time needed to create a specific potion is always the same.

Levels of Alchemy

In total there are 5 levels of alchemy (= 5 potion levels). Only a character, who has the required level of alchemy is allowed to create the corresponding potions. The level of alchemy depends on the character profession and his total number of survived adventure days.

Maximal levels of alchemy

The maximal level of alchemy for a character depends on his profession as defined below

-Academics are allowed to train up to the 5th level of alchemy

-Mages are allowed to train up to the 3th level of alchemy

All other professions can only train up to the 2nd level of alchemy

Preconditions for acquiring a higher level of alchemy

The moment when a character can acquire a certain level of alchemy, depends on his total number of adventure days and on the general system for acquiring a higher level.

Points of Alchemy (AP)

How skilled an alchemist is depends on his points of alchemy. These points determinate, how well he can write special recipes and how likely it is that he'll fail create the desired potion. An alchemist may notice when he fails a potion, but he doesn't have too. If he recognize his failure is decided by the game master as soon as the potion is finished. The bumbler pool to decide if he fails is made up of murmurs.

| | |
|--------------------------------------|------------------------------|
| Level 1 Beginner | = 3 AP => 3:1 bumbler pool |
| Level 2 Student of Transformation | = 6 AP => 6:1 bumbler pool |
| Level 3 Senior of the art of alchemy | = 9 AP => 9:1 bumbler pool |
| Level 4 Scholar of mythic potions | = 12 AP => 12:1 bumbler pool |
| Level 5 Master of alchemy | = 15 AP => 12:1 bumbler pool |

Recipes

The character always needs the recipe of the corresponding level, either as scroll or written in his recipe book, to create a specific potion. The character should be encouraged to write recipes into his recipe book. There is no predefined length for any recipes, but each recipe has to be designed by spending points of alchemy. All this should encourage characters to develop many different versions of a specific potion. To learn a new recipe and to write it into a character's potion book, a character has to spend experience points, equal to the appropriate level of the skill "Recipe" from the list of academic skills. A scholar of mythic potions or a master of alchemy can teach recipes to other character by a one skill level discount and half the time usually needed. If someone wants to learn a new recipe, he has in general the following two possibilities:

- The character found the recipes and has to follow strictly its written form to create a potion
- The character learns the recipes from another character and may do some research to modify it according his understanding

More can be found in the rulebook „Spider haulm and Witchcraft“

Creation times

The creation time for a specific potion depends on the alchemist's skill level and maybe active modifiers from equipment and/or specialization.

| | |
|------------------------------|---|
| Beginner | = 30 min per potion level +/- modifiers |
| Student of Transformation | = 25 min per potion level +/- modifiers |
| Senior of the art of alchemy | = 20 min per potion level +/- modifiers |
| Scholar of mythic potions | = 15 min per potion level +/- modifiers |
| Master of alchemy | = 10 min per potion level +/- modifiers |

Addiction

Potions have a natural tendency to cause an addiction, which means that a character with an addiction needs to drink a certain potion with a certain level at least once a day.

A character, who consumed more than 5 potion levels within 12 hours, will become addicted to the potion with the highest level, if he rolls an uneven number on a 6-sided dice. Does a character consume potions worth of more than 8 potion levels within 12 hours or has the flaw "Vulnerable to Addiction" and consumed more than 5 potion levels, he'll automatically become addicted to the one with the highest level.

Effects

The abilities and attributes of a character who has an addiction are mottled until the character is freed from his addiction. Furthermore, as long as he suffers under his addiction he's not allowed to carry and use heavy weapons (weapons that cause 3 or more damage points) and he can only cause 1 damage point with any other weapon.

He also has to consume the potion, to which he's addicted at least once every day, otherwise within the following 15 hours he'll become insane, starts babbling and becomes unable to even fulfill the simplest task. During that time he would do everything to get the right potion, even stealing, blackmailing and worst.

Detoxification

Detoxification can start earliest after the first day of addiction.

To heal a character from his addiction, a character with the skill "Addiction Expert" has to oversee the addicted character, while he is consuming the appropriate potion with a by one decreased potion level until he reaches a potion level below 1. He is only allowed to consume one potion per day and to finalize the detoxification he has to drink an antidote with a potion level equal to the one he originally was addicted to.

Only an addicted character with the merit "Self Control" can try the detoxification without a specialized healer.

Any other way of healing may work, but it depends on the decision of the game master and for sure you would need to shackle the addicted character, cause as said before he would do all he can to get the right potion.

Adverse Effects

Potion can have very strong adverse effects and also interactions are possible. Especially potions with a high potion level tend to not only give the desired advantages to their users, but also disadvantages. This applies also for ointments, tinctures, powders and talismans, even so the adverse effects may have a different appearance.

More can be found in the rulebook „Spider haulm and Witchcraft“

Creating Talismans

For a player who doesn't want to create potions or ointments, there is also the possibility to create talismans. Instead of creating different potions, this character would create different amulets, wristbands and so on. All these talismans would have exactly the same effect as the corresponding potion and will give their effects, just like the corresponding potion, only once.

Every talisman can have only one effect, just like a potion, and to activate the talisman it must be attached to/moved over the body just as defined by its creator.

Mystic Ingredients

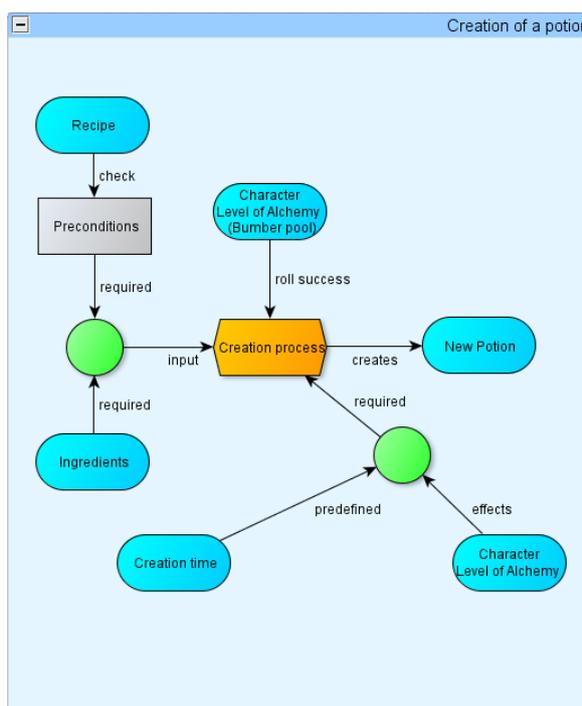
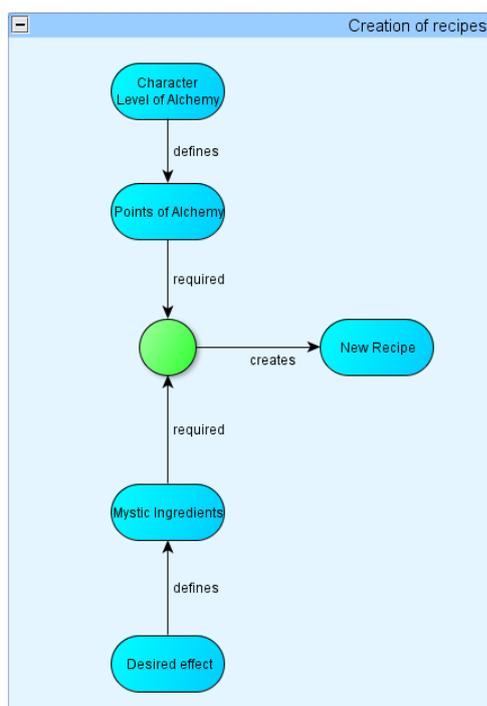
Mystic ingredients are: Magical herbs, minerals, animals and metals.

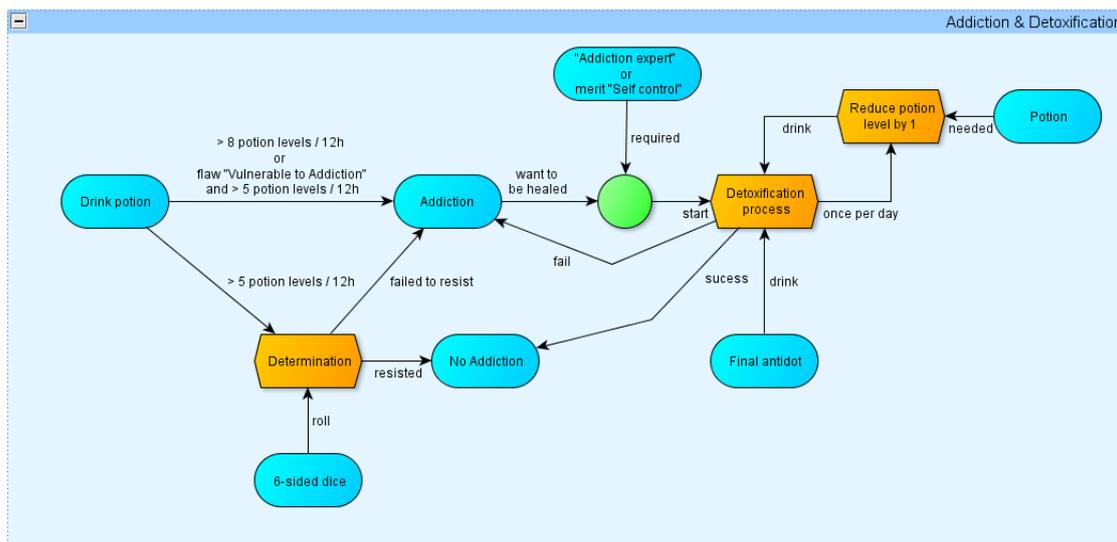
Every potion must contain mystic ingredients in a number equal to its potion level. Also all mystic ingredients have to fit to the desired effect. It doesn't matter if the alchemist mixed different kinds of mystic ingredient, as long as he used at the least the amount needed to create the desired potion.

At the start of a new adventure, all alchemists with a level of alchemy higher than 2 will receive a small pool of mystic ingredients.

System mechanics

The following graphs demonstrate the relationship between the different elements of the alchemy system.





Sample Ingredients

The following ingredients are samples taken from the ingredients chapter to show, how different ingredients are described and how they are implemented in the current alchemy system. Each ingredient has an alchemy signification, which shows which effects most likely can be created using this ingredient. The last factor for each ingredient is called "Time in minutes" and describes how long it will take to prepare a single ingredient to unlock its effect without creating a potion.

Eleven Dream

Eleven Dream is a herb, which grows on the trees of the world. It is rare and hard to find and the wood elves admire its visionary effect. The herb has almost the size of a child's head and a red coloring.

The hard shell is uneatable. Right after its harvest, the herb is best prepared by an experienced cook to a simple meal, which best goes with potatoes, lamb or cooked ground meat. In combination with a sauna this herb can easily create visions and dreams. How much one can eat from this herb depends on his age and weight and whatever the plant will reveal to him depends on his spirit and expectations. The wise man says: "Expect nothing than it will excel all your expectations."

| | |
|------------------------|--------|
| Alchemy signification: | Dreams |
| Time in minutes: | 10 |

Night root

The night root is a parasite which grows on birch roots and feeds from the life energy of the tree. The herb looks similar to the birch roots, it has the same color and only an experienced herbalist can recognized its twisted form. The root has to be harvest by night, when the tree is resting. Also the herbalist should take a shovel and a sharp knife with him to cut off the root. Also a small light can be important so that the herbalist won't hurt the tree while harvesting the herb. The root is used as a pain killer and to prevent the deadly disease of gangrene. To treat a patient with this herb, the herbalist will let the patient chew on the root until all fluid is chewed out. This treatment can be repeated up to 3 times without any danger for the patient.

| | |
|------------------------|--------|
| Alchemy signification: | Relief |
| Time in minutes: | 5 |

Fire salamander

The fire salamander is a very shy animal, which favors wet clearings in the deeps of the forests. For centuries the old writings mention this animal, which excretes a slime on its skin that can perfectly be used as treatment against burnings or as a cleansing ointment. The effect of the slime will immediately end when the animal is killed, thus the animal is considered a very precious, but hard to keep treasure among alchemists. To keep this animal one will need wet grass and earth as well as a shadowy place. The animal needs to be fed with small insects and needs at least 5 of them per day. If the animal is kept well, one will be able to harvest up to 1.5oz of slime per day. This amount will be enough for a 34oz of fire fluid or 3.5oz of cleansing ointment.

| | |
|------------------------|------------------|
| Alchemy signification: | Fire & Cleansing |
| Time in minutes: | 5 |

Scale lizard

The scale lizard is known among alchemists for its extremely hard shell. The lizard lives in the fields and loves sunny spots. Usually a skilled person can remove the hard shell without hurting the animal. This shell is known as an important ingredient to harden leather in such a way that it will become almost like iron. Also the skin of a human can be hardened with the help of this shell in a way that it becomes a natural leather armor. On dead material this effect will last for at least an hour, whereas some sources report that the effect will last for about 3 hours on living material. The scale lizard is an easy to keep animal and only needs a hand full of seeds plus a lot of sun each day. The daily amount of shell material that can be harvested is enough to cover an arm or an armor piece of similar size.

| | |
|------------------------|--------------|
| Alchemy signification: | Armor & Heat |
| Time in minutes: | 10 |

Amber

Amber is the mineral of magic. For centuries it is known that amber can keep magic energies and grants every magician additional magic points, if he drinks the crushed dust of this mineral with water. Amber of the size of a marble will grant a sorcerer 4 additional magic points. But everyone shall be warned, whoever drinks such a potion more than 3 times a day, will be drawn into the realm of magic, unable to act. While this person will be in the realm of magic, the body will stay defenseless at the place where she consumed the 4th potion.

| | |
|------------------------|-------|
| Alchemy signification: | Magic |
| Time in minutes: | 10 |

Jade

Jade is a timeless beautiful stone, which has the ability to stop the time in a small room (30x30 feet) for a few seconds, if it is crushed. If someone puts jade dust upon a wound or drinks it as a potion against a disease or a poisoning, the pain or effect of the disease/poison will stop for an hour. For such a treatment one needs at least an amount of dust equal to a jade stone of the size of a marble.

| | |
|------------------------|------|
| Alchemy signification: | Time |
| Time in minutes: | 20 |

Mithril

Mithril is called the mineral of the stars and only glows by moon and starlight. It is extremely hard, but yet very light. This metal can't be smelted or crafted with normal fire and even an expert blacksmith needs to study years before she can craft anything out of mithril. Armors made out of mithril have 3 armor points more than the comparable items made out of iron, but even for a leg splint a relative huge amount of mithril is needed. Mithril can be found deep in the mines of the dwarfs and very, very rarely in small nuggets on the surface.

| | |
|------------------------|------------|
| Alchemy signification: | Protection |
| Time in minutes: | 20 |

Star metal

Star metal can only be found in places where a star fell from the sky. This metal is surrounded by a dark aura and is only appreciated by the masters of dark magic. Weapons made out of this metal will always cause 2 more damage points than normal weapons. For a simple sword an expert blacksmith will need 175oz of this metal in its purest form. A being with a good and lawful alignment will always feel uneasy and rejection when being confronted with a blade out of star metal.

| | |
|------------------------|-------|
| Alchemy signification: | Demon |
| Time in minutes: | 10 |

Sample potions

The following sample potions been taken from the potion chapter and should show, what kind of potions a character can create using this system. These potions are only samples and players should have the freedom to create own potions as long as they work with the above system. Final decision is always in the hands of the Game Masters. Each potion has at least one specific effect and a specific effect duration, which is connected to an appropriate potion level. If the effect duration is marked with "na", this means that a potion of this level does not exist and thus can't be created. The character either needs to create a potion of a higher or lower level, depending on his skill value, if he wants to create a potion with the desired effect.

Protection against *Element*

This potion protects the one who used it for the effect duration against all elemental damage from the specific *Element*. Each character can only be protected against one element at the same time. Also the potion only protects against the damage from a certain element, not its effects. For example: An earth missile won't cause any damage, whereas an earthquake spell will still knock over a character. The creator of the potion has to define during the creation process against which *Element* the protection will be.

| Potion level | Effect duration |
|--------------|-----------------|
| Level 1 | na |
| Level 2 | na |
| Level 3 | 10 minutes |
| Level 4 | 20 minutes |
| Level 5 | 60 minutes |

Sleep poison

The victim of this poison will immediately fall asleep for the time of the effect duration. Any damage caused to the victim will immediately end the effect.

| Potion level | Effect duration |
|--------------|-----------------|
| Level 1 | na |
| Level 2 | 5 minutes |
| Level 3 | 10 minutes |
| Level 4 | 15 minutes |
| Level 5 | na |

Love potion

The character who uses this potion will immediately fall in love for the time of the effect duration with the next person he sees. This effect has nothing to do with blind lust or embarrassing actions. Instead the character will do almost everything to gain the attention, love from this person. He'll not ignore his moral standards and will not commit suicide, but he may will help his loved one to escape or he may will defend her. The effect of this potion can be resisted with the skill "mental strength", which has to be at least of an equal level compared to the potion level.

| Potion level | Effect duration |
|--------------|-----------------|
| Level 1 | na |
| Level 2 | na |
| Level 3 | 15 minutes |
| Level 4 | 30 minutes |
| Level 5 | na |

Invisibility potion

The character and everything she is carrying at the moment when she is using this potion will become invisible for the time of the effect duration. If the character attacks any other person or object she'll become visible right away. The effect will also end, if she gets caught by a trap or been captured by chance.

| Potion level | Effect duration |
|--------------|-----------------|
| Level 1 | na |
| Level 2 | na |
| Level 3 | 10 minutes |
| Level 4 | 20 minutes |
| Level 5 | 30 minutes |