

AI — SKILL SUPPLEMENT

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“I don't give a rat's ass whether it's science or magical power. No, I guess if I had to choose, I'd rather put my money on the power of science.”

Cid Highwind
FINAL FANTASY VII

This Appendix acts as an extension to **Chapter 5**, explaining the uses and utilities of various Technical Skills. However, the bulk of the material presented here discusses how characters can make things: devices, weapons, potions, furniture, clothing, and everything in between.

THE BASICS OF TECHNICAL SKILLS

Though each kind of crafting has its own peculiarities, all crafted items follow the same fundamental set of rules. These rules are:

Time

Many kinds of crafting require a certain time investment — characters aren't going to be forging swords and armor in a fifteen-minute break. To reflect this, major projects require players to spend a certain number of **Workshop Hours** into completing them. A Workshop Hour represents one hour of uninterrupted work in a space that has all the materials and equipment needed for the crafter to do his work. For an artist, this would be an atelier, while an alchemist would need a cauldron and associated glasswares and metalworkers a forge or fully-equipped smithy.

A whole day devoted to nothing but crafting will net a character between 8 to 10 Workshop Hours, depending on how long the space takes to set up and clean up before and after work. If the character cannot get access to the space and equipment they need, they will receive no Workshop Hours, even if they have the free time to craft. In general, this means that characters can only craft in villages or towns, though they may encounter abandoned workshops on their travels that can be converted to fit their needs.

Workshop Hours in a space can be divided between several projects if the player chooses. A metalworker may, for instance, put 5 of the 7 Workshop Hours they have in a given day towards forging a Sword and the remaining 2 into making a Helmet. However, this is only possible if all projects fall under the same Skill Specialization — otherwise, the available WHs are reduced according to the amount

of time it takes to clean up one space and move on to the next. Depending on the circumstances, a character who wanted to put some of his time into making a Robe or Hat in addition to the Sword might see the number of available WHs might drop from 7 to 5, with 2 WHs lost to cleanup, preparation, and transit time.

Note that characters are not required to put in all of the Workshop Hours required to finish a project in just one sitting. It is perfectly feasible to split those Hours over however many sessions the character needs to wrap up their work. However, each time they begin a new session, they must prepare the space anew, eating into their available Hours accordingly.

GROUPWORK AND TECHNICAL SKILLS

Players can also reduce the amount of time needed to finish a project by giving some of the work to apprentices or assistants. If they have the relevant *Crafting** Skill, assistants can contribute Workshop Hours towards the project's requirements as normal. However, doing so requires them to make a successful Task Check beforehand. In this case, the Conditional Modifier depends on how much of the actual workload the assistants are shouldering:

CONDITIONAL MODIFIERS

Assistants contributing less than 10% of total WH:	+60
Assistants contributing up to 25% of total WH:	+40
Assistants contributing up to 50% of total WH:	0
Assistants contributing up to 75% of total WH:	-40

If the Task Check succeeds, all of the assistants' Workshop Hours count toward the project's total requirement. If the Check fails, only **50%** of those Workshop Hours count towards the total. A Botch means that none of the assistants' Workshop Hours count towards the total. Critical Successes have no additional effect. Note that regardless of the outcome, assistants cannot contribute more than **75%** of the total Workshop Hours needed to complete a project.

Materials

The majority of crafting projects also require raw materials to carry out. Craft Points track how many resources the project consumes — the larger the number, the more resource-intensive the project. If characters do not have enough Basic, Special, or Alchemical Materials in their Inventories to cover the project's needs, they need to obtain them before they can start working. These raw materials, called “Craft Points”, are described in **Chapter 6**.

DISSOLVING MATERIALS

An alternative to buying, questing, or scavenging materials is to obtain them from breaking down existing items. *Dissolving* allows a character to reduce Weapons and Armor in their Inventory to their components, making it possible to create another piece of equipment with the raw materials reclaimed. However, this can only be attempted once – once the player has opted to *Dissolve* a piece of equipment, it will automatically be removed from his or her Inventory.

Dissolving requires a number of Workshop Hours equal to **10%** of the total Craft Points in the piece, as well as a successful Task Check against the relevant *Crafting** Skill with the modifier given below.

CONDITIONAL MODIFIERS

Dissolving Tier 1 item:	+40
Dissolving Tier 2 item:	+30
Dissolving Tier 3 item:	+20
Dissolving Tier 4 item:	+10
Dissolving Tier 5 item:	0
Dissolving Tier 6 item:	-10
Dissolving Tier 7 item:	-20
Dissolving Tier 8 item:	-30

By default, successfully dissolving a piece of equipment allows the player to add **75%** of the Craft Points spent on the basic piece of equipment and **50%** of the Craft Points spent on its Abilities to his Inventory. If the Task Check fails, only **25%** of the Craft Points spent on the basic piece of equipment are recovered; any Craft Points used to add Abilities are lost. A Botch destroys all Craft Points contained in the item. Critical Successes have no additional effect.

Skill Test

Almost every major form of crafting requires a successful Task Check to complete. While certain types of crafting bring their own Conditional Modifiers to the table, there are certain conditions which will affect all crafting attempts equally. Suggested modifiers for these are:

CONDITIONAL MODIFIERS

Inadequate tools:	-20
Inadequate workspace:	-10
Attempting to finish in 25% of given time:	-60
Attempting to finish in 50% of required time:	-40
Attempting to finish in 150% of given time:	+10
Attempting to finish in 200% of given time:	+20

If the Task Check is passed, the item is crafted without a problem. If it fails, something has gone wrong. At this stage, the player must decide whether to abandon the project or attempt to salvage it.

Salvaging a project is treated as a crafting project in its own right, with the same modifiers and time requirements as the failed project but only **50%** of the Craft Points originally required. The character may continue retrying if the second attempt fails, but must expend

time and materials for each subsequent attempt. A Botch destroys the project completely; if the character wishes to try again, they will have to start from the beginning.

INVENT

Inventions are quirky devices custom-built to fulfill a very particular function. Even if two Engineers create Inventions for the very same purpose, chances are that the resulting devices are radically different in form and execution. In the **FFRPG**, Inventions are effectively an Ability Set that Engineers can design on the fly, creating new powers as situations demand.

Because Inventions are uniquely attuned to their creators, they may only be used by the Engineer who originally created them. However, an Engineer does have the option of breaking down another Engineer's Invention into its component Parts and reusing these in an Invention of his own devising.

Time

Though experienced Engineers usually maintain a workshop, many Inventions are built and refined on the fly. As long as an Engineer has access to his tools and materials relatively uninterrupted, he can create Inventions without the need to invest Workshop Hours; instead, the new Invention will be ready for use at the beginning of the following Scene.

Materials

Instead of using Basic and Special Materials, Inventions are created by putting together a series of Parts, each with its own distinctive effect. A basic Invention has a set of Effect Parts – divided into **Damage Parts** and **Status Parts**, depending on what the Invention does – a **Targeting Part** that determines what the Invention affects, and a **Trigger Part** that determines the effect's chance of success. More complex Inventions may also add **Special Parts** that adjust or enhance the basic effects of an Invention in a significant manner.

The Parts given in this Appendix are left vague in terms of form, but have clearly-defined functions. This is intentional, and allows players and GMs a free hand in deciding just what Parts and Inventions look like in their games. The conventional view of Parts as gears and mechanical bits assembled by a scientific genius works quite well, but an oddball 'Engineer' character might use a somewhat more unusual type of Part, such as small bioengineered lifeforms.

However, most Inventions can only mount a limited number of Parts, based on the overall sophistication of the device. In **FFRPG** terms, this is expressed by letting the Engineer's player pick an **Invention Level** for the device at the time of creation, ranging from 1 to 10. An Invention accommodates **10 + (5 x Invention Level)** 'slots' worth of Parts; how many slots a Part takes up depends on its overall power and sophistication. Every Invention must have one Targeting and Trigger Part; any Slots left over after these two have been installed can be used on other Parts of the Engineer's

choosing.

Almost all Parts listed below have a price and Availability Rating, and must be bought or acquired through adventuring before they can be incorporated into an Invention.

Targeting Parts

Every Invention has one Targeting Part – no more, no less.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Self	1	0	---	100%	Invention becomes Target: Self
Single	1	1	10	95%	Invention becomes Target: Single
Random	1	1	10	95%	Invention targets random opponent; random ally for Positive Status effects
Group	1	6	100	95%	Invention becomes Target: Group
Unfocused	3	4	200	80%	Invention becomes Target: All

Trigger Parts

Like Target Parts, each Invention only ever mounts a single Trigger Part.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Tool ACC	1	3	50	95%	Invention CoS is Expertise, Evasion Can only be used with Negative Status Parts
ACC	1	4	100	95%	Invention CoS is Accuracy, Evasion Can only be used with Damage Parts
Touch	1	1	25	95%	Invention CoS is flat 30% Can only be used with Negative Status Parts
Strike	6	7	1250	50%	Invention CoS is flat 60% Can only be used with Negative Status Parts
Slam	9	13	---	Artifact	Invention CoS is flat 90% Can only be used with Negative Status Parts
Auto-Hit	1	4	50	95%	Will always succeed Can only be used with Positive Status Parts

Damage Parts

For Inventions capable of dealing damage, Damage Parts determine how both what kind of damage they inflict, and how much of it. A Damage effect is created by combining one or more Damage Scale Parts together with an Attribute Base Part and, if desired, Added Effect Parts. The resulting Invention deals damage like an attack, but cannot land Critical Hits unless specifically enabled to do so by the Engineer.

DAMAGE SCALE PARTS

Damage Scale Parts determine an Invention's Damage Scale. Damage Scale parts may be taken multiple times to enhance an Invention's overall effectiveness.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Damage	1	3	100	95%	+1 DS
Damage+	2	4	300	85%	+2 DS
Damage++	5	5	750	60%	+3 DS
Max Damage	9	6	---	Artifact	+5 DS

ATTRIBUTE BASE PART

Attribute Base Parts determine what Attribute is used to do damage, and in turn help determine the actual form of the Invention.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Base: AGI	1	1	50	95%	Invention damage is (DS x AGI) and resisted by ARM
Base: MAG	1	1	100	95%	Invention damage is (DS x MAG) and resisted by MARM
Base: STR	1	0	10	95%	Invention damage is (DS x STR) and resisted by ARM

ADDED EFFECT PARTS

Added Effect Parts are effectively Equipment Abilities for Inventions, giving them additional capabilities.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Ranged	1	1	50	95%	Invention's attack is Ranged
Critical Strike	5	1	1000	65%	Invention can land Critical Hits
Critical+	7	2	3000	40%	As per Equipment Ability of the same name
Critical++	9	3	---	Artifact	As per Equipment Ability of the same name
Elemental Affinity	1	1	50	95%	Invention deals Elemental damage Must be combined with Element Part
HP Drain	7	13	3000	45%	As per Equipment Ability of the same name
HP Siphon	3	5	1000	80%	Attacks restore Hit Points by 25% of damage dealt
MP Damage	2	5	500	85%	As per Equipment Ability of the same name
Piercing	5	3	2000	60%	As per Equipment Ability of the same name
Melting	9	5	---	Artifact	Attacks with Invention ignore all ARM or M. ARM
Power Strike	10	10	---	Unique	Damage increased by +50% .

Status Parts

Status Parts add both positive and negative Status Conditions to targets. Almost all Status Parts must be combined with Duration Parts to function, though some Conditions have fixed durations; if so, this will be noted in the Part's description. All Status Parts CoS is determined by the Trigger Part they are attached to.

POSITIVE STATUS PARTS

Positive Status Parts bestow various beneficial Status Conditions, and must be paired with an Auto-Hit Trigger Part to function.

TYPE	TIER	SLOTS	COST	AVAILABILITY	NOTES
Aura	9	20	---	Artifact	Must be combined with Duration Part
Float	1	6	50	95%	Must be combined with Duration Part
Haste	10	30	---	Unique	Must be combined with Duration Part
Protect	3	13	1000	80%	Must be combined with Duration Part
Reflect	8	19	5000	35%	Must be combined with Duration Part
Shell	3	13	1000	80%	Must be combined with Duration Part
Vanish	9	25	---	Artifact	Must be combined with Duration Part
Wall	10	29	---	Unique	Must be combined with Duration Part
Element Resist	2	11	500	90%	Must be combined with Duration Part Must be combined with Element Part
Element Immune	5	21	2000	60%	Must be combined with Duration Part Must be combined with Element Part
Element Absorb	9	31	---	Artifact	Must be combined with Duration Part Must be combined with Element Part
Element Enhancer	7	19	3000	45%	Must be combined with Duration Part Must be combined with Element Part
Status Immune: Fatal	9	26	---	Artifact	Must be combined with Duration Part
Status Immune: Mystify	9	22	---	Artifact	Must be combined with Duration Part
Status Immune: Seal	9	24	---	Artifact	Must be combined with Duration Part
Status Immune: Time	9	24	---	Artifact	Must be combined with Duration Part
Status Immune: Toxin	9	21	---	Artifact	Must be combined with Duration Part
Status Immune: Transform	9	23	---	Artifact	Must be combined with Duration Part
Status Immune: Weak	9	25	---	Artifact	Must be combined with Duration Part
Agility Up	1	6	50	95%	Must be combined with Duration Part
Armor Up	2	13	750	85%	Must be combined with Duration Part
Magic Up	5	19	3000	60%	Must be combined with Duration Part
Mental Up	2	13	750	85%	Must be combined with Duration Part
Power Up	5	19	3000	60%	Must be combined with Duration Part
Spirit Up	1	6	50	95%	Must be combined with Duration Part

NEGATIVE STATUS PARTS

Negative Status Parts inflict negative Status Conditions on a target, and must be paired with a Touch, Strike, Knock, or Tool ACC Trigger Part to function.

TYPE	TIER	SLOTS	COST	AVAILABILITY	NOTES
Zombie	5	21	1250	60%	Duration (∞)
Condemned	7	23	3000	45%	Duration (4)
Death	10	36	---	Unique	----
Eject	6	20	1750	50%	----
Frozen	9	27	---	Artifact	Must be combined with Duration Part
Heat	9	27	---	Artifact	Must be combined with Duration Part
Berserk	2	13	1000	85%	Must be combined with Duration Part
Charm	9	25	---	Artifact	Must be combined with Duration Part
Confuse	4	13	1000	75%	Must be combined with Duration Part
Poison	5	9	100	60%	Duration (∞)
Venom	7	21	4000	40%	Must be combined with Duration Part
Blind	1	6	50	95%	Must be combined with Duration Part
Curse	3	13	1000	80%	Must be combined with Duration Part
Petrify	6	21	3000	50%	Duration (4)
Silence	2	13	1000	85%	Must be combined with Duration Part
Sleep	1	6	200	95%	Must be combined with Duration Part
Stone	5	33	2000	60%	Duration (∞)
Disable	2	13	1000	85%	Must be combined with Duration Part
Immobilize	2	6	200	90%	Must be combined with Duration Part
Slow	2	6	50	90%	Must be combined with Duration Part
Stop	8	19	5000	30%	Must be combined with Duration Part
Sap	6	21	3000	50%	Must be combined with Duration Part
Mini	8	19	5000	30%	Must be combined with Duration Part
Toad	8	19	5000	30%	Must be combined with Duration Part
Agility Down	1	6	50	95%	Must be combined with Duration Part
Agility Break	5	13	2000	60%	Must be combined with Duration Part
Armor Down	3	13	1000	80%	Must be combined with Duration Part
Armor Break	7	19	2500	45%	Must be combined with Duration Part
Element Weakness	6	15	1500	50%	Must be combined with Duration Part Must be combined with Element Part
Magic Down	4	13	1000	75%	Must be combined with Duration Part
Magic Break	7	19	5000	40%	Must be combined with Duration Part
Meltdown	9	25	---	Artifact	Must be combined with Duration Part
Mental Down	3	13	1000	80%	Must be combined with Duration Part
Mental Break	7	19	2500	45%	Must be combined with Duration Part
Power Down	4	13	1000	75%	Must be combined with Duration Part
Power Break	7	19	5000	40%	Must be combined with Duration Part
Spirit Down	1	6	50	95%	Must be combined with Duration Part
Spirit Break	5	13	2000	60%	Must be combined with Duration Part

DURATION PARTS

Duration Parts must be taken in conjunction with a Positive or Negative Status Part, and determine how long Status Conditions added by the Invention last.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Duration (2)	1	0	10	95%	---
Duration (4)	2	3	100	85%	---
Duration (6)	5	7	1000	60%	---
Duration (∞)	9	12	---	Artifact	---

Special Parts

Special Parts are 'wild cards' that increase the flexibility and utility of Inventions. These are typically rare, and generally only available to higher-level Engineers. Some Special parts allow for additional Effect Parts to be added to an Invention; any Parts added in this manner are subject to the normal Slot restrictions.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Mystical	3	0	50	80%	Replace EVA with M. EVA in one Trigger Part
Dual Effect	2	0	250	85%	See notes below
Triple Effect	7	0	1500	40%	See notes below
Twin Effect	4	0	1000	75%	See notes below
Triune Effect	9	0	---	Artifact	See notes below
Dual Defect	4	1	250	70%	See notes below
Triple Defect	8	2	750	30%	See notes below

SPECIAL RULES

Dual Effect: The Invention can mount up to two types of Effect Part, or two separate Damage or Status effects. The Engineer must choose which of the two effects he uses every time the Invention is used during the course of play.

Triple Effect: The Invention can mount up to three types of Effect Part, or three separate Damage or Status effects. The Engineer must choose which of the three effects he uses every time the Invention is used during the course of play.

Twin Effect: The Invention can mount two separate Status or Damage effects. Both effects are applied every time the Invention is used. However, each effect requires its own Triggering Part to function.

Triune Effect: The Invention can mount three separate Status or Damage effects. All effects are applied every time the Invention is used. However, each effect requires its own Triggering Part to function.

Dual Defect: The Invention can have up to two Defects. The Engineer must choose which of the Defects applies every time the Invention is used during the course of play.

Triple Defect: The Invention can have up to three Defects. The Engineer must choose which of the Defects applies every time the Invention is used during the course of play.

Element Parts

Element Parts are paired with Parts whose effects are specific to one or more Elements. An Invention effect may only ever have one Element Part assigned to it.

TYPE	TIER	SLOTS	COST	AVAILABILITY	EFFECT
Any Element	9	10	---	Artifact	<i>See notes below.</i>
Bio	1	1	10	95%	Effect is Bio Elemental
Earth	1	1	10	95%	Effect is Earth Elemental
Fire	1	1	10	95%	Effect is Fire Elemental
Holy	1	1	10	95%	Effect is Holy Elemental
Ice	1	1	10	95%	Effect is Ice Elemental
Lightning	1	1	10	95%	Effect is Lightning Elemental
Random Element	2	1	50	80%	<i>See notes below</i>
Shadow	1	1	10	95%	Effect is Shadow Elemental
Triple Element	5	1	150	60%	<i>See notes below</i>
Water	1	1	10	95%	Effect is Water Elemental
Wind	1	1	10	95%	Effect is Wind Elemental

SPECIAL RULES

Any Element: The Engineer decides which Element to apply to the Invention's effects every time the Invention is used.

Triple Element: This Part allows the Engineer to add three separate Elements to an Invention. Decide what three Elements the Triple Element Part 'contains' when first installing it in the Invention. The Engineer then decides which of the three Elements to apply to the Invention's effects every time the Invention is used.

Random Element: The Invention's effects apply to a random Element every time it is used. Roll a d10 and consult the table below to find out what Element is in effect for this particular use:

Roll	Element
1	Holy
2	Lightning
3	Earth
4	Fire
5	Ice
6	Wind
7	Water
8	Shadow
9	Bio
10	Re-roll

Defects

Inventions are typically one-of-a-kind examples of bleeding-edge science, and are never entirely free of problems. To complete the Invention, choose one Defect from the following list:

BACKFIRE

Effect: Roll a d% every time the Invention is used. On a roll of 10 or lower, the Invention has backfired. Damage and Negative Status Parts target the Engineer — in the case of a Target: Single effect — or the Party if the effect is Target: Group. For Positive Status Effects, the reverse applies; Target: Self will simply apply the Invention's effects to one random opponent. Cannot be taken in conjunction with an Unfocused Part.

DELAY

Effect: The system is sluggish, and takes a bit of time to warm up when used. The Invention gains a CT of 2 per Invention Level; a Level 5 Invention with this Defect would have CT of 10.

SURGE

Effect: The system is prone to overloading in combat, damaging other devices on the Engineer's person. Every time the Invention is used, roll a d% and consult the table on the next page. If the roll is less than or equal to the CoS given for the Invention's Level, the Invention has surged, inflicting *Curse (4)* on the Engineer; resolve the effects of the Invention before applying *Curse*. This Status cannot be blocked by effects that would normally provide Immunity to Seal-type Status Conditions or *Curse*, but can be cured in the usual fashion.

Invention Level	Chance of Surge
1 - 2	20%
3 - 4	25%
5 - 6	30%
7 - 8	35%
9 - 10	40%

TEMPERAMENTAL

Effect: The Invention requires a delicate hand to operate, and has a tendency to malfunction or fail at inopportune moments. Every time the Invention is used, roll a d% and consult the table below. If the roll is less than or equal to the CoS given for the Invention's Level, the Invention has malfunctioned, and the Action is wasted.

Invention Level	Chance of Failure
1 - 2	30%
3 - 4	35%
5 - 6	40%
7 - 8	45%
9 - 10	50%

UPKEEP

Effect: The Invention needs a regular supply of ammunition or replacement parts in order to remain usable. In game terms, the Engineer must spend a certain amount of Gil for each use of the Invention, depending on its Level.

Invention Level	Upkeep Cost
1	5 G
2	20 G
3	40 G
4	75 G
5	150 G
6	250 G
7	400 G
8	600 G
9	800 G
10	1000 G

GADGETS

Characters who have mastered the art of invention don't waste their time acquiring other skills — they simply build devices to do the tasks they can't. In the **FFRPG**, such devices are known as *Gadgets*, and act as 'skills in a can' — in other words, they give their creators a Skill Rating in a Skill they would not normally have, including Weapon Skills. This artificial Skill Rating is used in Task Checks in the same manner as a normal Skill would be. In the event that the character possesses both the Skill and a Gadget for said skill, they will use whichever rating is higher.

A Gadget can be used by any player, no matter who originally created it. Improper use of a Gadget can also be dangerous: a Botch will leave a Gadget *Damaged*, and only working at (**Skill Rating/2**). A second Botch will leave a Gadget *Broken* and unusable until fixed with the *Repair* Skill.

To create a Gadget, the player must decide which Skill the Gadget simulates, and at what level. Gadgets can confer Skill Ratings of 20, 40, 60, and 80, with each subsequent increase in Skill Rating becoming more expensive and difficult to build. Once this has been decided, the Gadget is assembled as a standard crafting project using Basic Materials.

Table AI-1: Gadgets

RATING	TIER	POINTS	HOURS	MODIFIER
20	2	12	6	-10
40	4	28	12	-20
60	5	40	18	-30
80	7	22	28	-40

SAMPLE GADGETS

The following are examples of Gadgets characters might create with the *Invent* Skill.

AUTOMAP

An electronic map capable of being continuously updated with new geographical information as its bearer moves around the immediate area. The Automap gives the Engineer *Navigation* at a Rating of 40.

GRAPPLE GUN

A pistol-style device containing an armor-piercing projectile attached to high-tension steel cable and a powerful winch. The user simply fires the gun at a flat surface to anchor the cable, then engages the winch to ascend. This effectively gives the Engineer *Climbing* at a Rating of 60.

VOICEBOX

This sophisticated electronic recording device captures a subject's voice, then stores it for future reference. When another person uses the voicebox, they can recall the stored information, allowing the device to change their voice into an exact replica of the recorded person's. The Voicebox gives the Engineer *Acting* at a Rating of 80.

REPAIR

Equipment can suffer a great deal of wear and tear during the course of an adventure. For this reason, characters with the *Repair* Skill may need use their talents to fix items which have been damaged or broken in the line of duty.

To properly repair an item, a character must devote both money and Workshop Hours to it. The money pays for the materials and tools needed to do the job, and varies depending on both the severity of the damage and the sophistication of the item under consideration. After the money has been paid, the character makes a Task Check against their *Repair* Skill with appropriate modifiers to see if the item is salvaged.

Depending on how bad the damage is, success and failure can have different consequences. Assuming the item isn't utterly destroyed, the character can try again as many times as they'd like,

though each subsequent repair attempt requires a fresh investment of time and money. Note that characters with an appropriate *Crafting** Skill can substitute it for *Repair* when making Task Checks.

Damaged Items

Equipment that is subjected to great stress in or out of combat may become *Damaged*. Until it is repaired, *Damaged* equipment loses any Equipment Abilities it would otherwise confer. Each attempt to repair *Damaged* equipment has a Gil cost equal to **10%** of the original cost of the piece being repaired. A success or Critical Success means the item has been repaired, canceling out *Damaged*. A failure means the item remains *Damaged*, while a Botch means that the item has been *Broken* during the repair attempt.

Table AI-2: Damaged Items

ITEM TIER	CONDITIONAL MODIFIER	HOURS
1	+80	1
2	+60	2
3	+40	4
4	+20	4
5	0	6
6	-20	6
7	-40	8
8	-60	8

Broken Items

In some cases, equipment may be broken in the line of duty. *Broken* items are effectively useless, and cannot be equipped until they have been repaired. Each attempt to repair *Broken* equipment has a Gil cost equal to **25%** of the original cost of the piece being repaired. A success or Critical Success means the item has been repaired, canceling out *Broken*. A failure means the item remains *Broken*, while a Botch means that the next repair attempt will cost **50%** rather than **25%** of the item's original cost.

Table AI-3: Broken Items

ITEM TIER	CONDITIONAL MODIFIER	HOURS
1	+60	2
2	+40	4
3	+20	6
4	0	6
5	-20	8
6	-40	8
7	-60	12
8	-80	14

Everyday Repairs

Repairing things other than equipment normally does not require a Gil investment, but does take time and a successful Task Check with appropriate Conditional Modifiers. Some suggested modifiers have been given below.

CONDITIONAL MODIFIERS

Repairing minor damage to simple object: **+80**
 Repairing average damage to simple object: **+40**
 Repairing minor damage to complex object: **+20**
 Repairing serious damage to simple object: **0**
 Repairing average damage to complex object: **0**
 Repairing catastrophic damage to simple object: **-20**
 Repairing serious damage to complex object: **-20**
 Repairing catastrophic damage to complex object: **-40**

CRAFTING WEAPONS AND ARMOR

Characters with the *Crafting** Skill have the ability to fashion battle-ready Weapons and Armor from a wide variety of raw materials.

Project Basics

The first step in crafting a Weapon or piece of Armor is to decide what is being crafted — in other words, the Weapon or Armor type and Tier. Characters can craft equipment of up to Tier 8; Tier 9 and 10 are reserved for treasures encountered during the course of play, representing a level of craftsmanship ordinary characters cannot match. As type and Tier affect both the price and the complexity of the project, higher-Tier equipment is best tackled by more experienced characters.

Cost and Materials

The next step is to determine how much it costs and how rare the materials involved will be. Prices and Availability for Craft Points can be found in **Chapter 6**. The number of Craft Points required will be determined by the exact nature of the item, while the Tier of the material required is equal to the Tier of the final Weapon or Armor.

Table AI-4: Item Skills and Craft Points

ITEM	SKILL USED	CRAFT POINTS
Armwear	<i>Tinkering</i>	9
Axe	<i>Weaponsmithing</i>	21
Boomerang	<i>Carpentry</i>	11
Bow	<i>Carpentry</i>	19
Claws	<i>Tinkering</i>	16
Crossbow	<i>Tinkering</i>	16
Flail	<i>Tinkering</i>	18
Gauntlets	<i>Armorsmithing</i>	9
Generic d6 Weapon	<i>Weaponsmithing</i>	11
Generic d8 Weapon	<i>Weaponsmithing</i>	15
Generic d10 Weapon	<i>Weaponsmithing</i>	18
Generic d12 Weapon	<i>Weaponsmithing</i>	21
Gloves	<i>Tailoring</i>	11
Greatsword	<i>Weaponsmithing</i>	21
Hat	<i>Tailoring</i>	12
Helmet	<i>Armorsmithing</i>	11
Instrument	<i>Varies</i>	16
Katana	<i>Weaponsmithing</i>	18
Knife	<i>Weaponsmithing</i>	11
Light Sword	<i>Weaponsmithing</i>	16
Mail	<i>Armorsmithing</i>	17
Ninja Blade	<i>Weaponsmithing</i>	15
Polearm	<i>Weaponsmithing</i>	21
Rifle	<i>Tinkering</i>	23
Robe	<i>Tailoring</i>	15
Rod	<i>Carpentry</i>	11
Shield	<i>Armorsmithing</i>	12
Staff	<i>Carpentry</i>	15
Suit	<i>Tailoring</i>	15
Swallow	<i>Weaponsmithing</i>	18

Time

Crafting an item takes 8 Workshop Hours of planning and preparation plus **(0.25 x Tier)** Workshop Hours for each Craft Point of Material involved in the project. A Tier 5 Shield, for example, would take **(0.25 x 5 x 12) + 8**, or 23 Workshop Hours to fully complete.

Adding Equipment Abilities

Adding Equipment Abilities to a piece of equipment requires a certain Tier of Special Materials, as well as 2 Workshop Hours of preparation time, plus **(0.10 x Tier)** Workshop Hours for each Craft Point of Material involved in the project. The preparation requirement can be waived if the character has already made preparations for a Weaponsmithing or Armorsmithing project.

Some Equipment Abilities may only be added to Weapons or Armor; some may be added to both. The final column in the table shows which Abilities can be added to which equipment. No piece of equipment may have more than one ability.

Table AI-5: Equipment Abilities

ABILITY	TIER	CRAFT POINTS	ADD TO
[Element] Eater	8	40	Armor
[Element] Enhancer	4	30	Either
[Element] Proof	5	20	Armor
[Element] Strike	1	10	Weapon
[Element] Ward	1	10	Armor
[Enemy Type] Killer	4	20	Weapon
+10% HP	5	10	Armor
+10% MP	6	20	Armor
+1 [Attribute]	1	10	Either
+2 [Attribute]	6	20	Either
+5 Evade	1	10	Either
+5 M. Evade	1	10	Either
+10 Accuracy	1	10	Either
+10 Dexterity	2	20	Either
+10 Evade	4	10	Either
+10 Expertise	1	10	Either
+10 M. Accuracy	1	10	Either
+10 M. Evade	4	10	Either
+10 Mind	2	20	Either
+15 Evade	7	20	Either
+15 M. Evade	7	20	Either
+20 Accuracy	5	10	Either
+20 Dexterity	6	30	Either
+20 Expertise	5	10	Either
+20 M. Accuracy	5	10	Either
+20 Mind	6	30	Either
+30 Accuracy	7	20	Either
+30 Expertise	7	20	Either
+30 M. Accuracy	6	20	Either
Auto-Float	4	20	Armor
Auto-Reflect	5	20	Either
Auto-Regen	8	40	Armor
Berserk Proof	2	20	Armor
Berserk Strike	6	30	Weapon
Berserk Touch	3	20	Weapon
Blind Proof	1	10	Armor
Blind Strike	6	20	Weapon
Blind Touch	1	10	Weapon
Charm Proof	8	40	Armor
Confusion Proof	6	30	Armor
Confusion Touch	5	20	Weapon
Critical+	7	20	Weapon
Curse Proof	5	30	Armor
Death Touch	7	40	Weapon
Disable Proof	3	20	Armor
Disable Strike	8	30	Weapon
Disable Touch	6	20	Weapon
Headhunter	1	20	Either
HP Drain	4	30	Weapon
Immobilize Proof	1	10	Armor
Immobilize Strike	6	20	Weapon
Immobilize Touch	3	10	Weapon
Mini Proof	7	20	Armor
MP Damage	3	10	Weapon

Table AI-5: Equipment Abilities

ABILITY	TIER	CRAFT POINTS	ADD TO
MP Drain	6	20	Weapon
Piercing	5	20	Weapon
Poison Proof	1	10	Armor
Poison Strike	6	20	Weapon
Poison Touch	1	10	Weapon
Sensor	1	10	Weapon
Silence Proof	1	20	Armor
Silence Strike	6	20	Weapon
Silence Touch	1	10	Weapon
Sleep Proof	2	10	Armor
Sleep Strike	6	20	Weapon
Sleep Touch	1	10	Weapon
Slow Proof	1	20	Armor
Slow Strike	8	20	Weapon
Slow Touch	2	10	Weapon
SOS-Agility Up	3	20	Armor
SOS-Armor Up	5	20	Armor
SOS-Berserk	3	10	Armor
SOS-Haste	6	30	Armor
SOS-Magic Up	7	20	Armor
SOS-Mental Up	5	20	Armor
SOS-Power Up	7	20	Armor
SOS-Protect	5	20	Armor
SOS-Reflect	2	10	Armor
SOS-Reraise	5	40	Armor
SOS-Shell	5	20	Armor
SOS-Spirit Up	3	20	Armor
Stone Touch	5	40	Weapon
Stop Proof	8	30	Armor
Toad Proof	7	20	Armor
Zombie Proof	4	20	Armor
Zombie Touch	4	20	Weapon

Skill Test

To complete the crafting process, the character must make a successful Task Check against their relevant Skill, given in Table AI-5 above. The basic modifiers for this roll are determined by the project's Tier, though the GM may add further modifiers from the list presented at the beginning of this Appendix if the situation warrants it.

CONDITIONAL MODIFIERS

Crafting Tier 1 item: **+40**
 Crafting Tier 2 item: **+30**
 Crafting Tier 3 item: **+20**
 Crafting Tier 4 item: **+10**
 Crafting Tier 5 item: **0**
 Crafting Tier 6 item: **-10**
 Crafting Tier 7 item: **-20**
 Crafting Tier 8 item: **-30**

Should the crafter pass the Task Check, the item has been crafted without a problem. If they fail, however, something has gone wrong, requiring them to invest more time and effort into the crafting process. If they want to 'salvage' the project, they must pass another Task Check with the same modifiers. Doing so requires additional time and expense — **50%** of the total cost and time initially expended on the project. The character may continue retrying if the second attempt fails, but must expend the same amount of time and money for each subsequent attempt. A Botch destroys the project completely; if the character wishes to try again, they will have to start from the beginning.

Splitting Equipment Abilities

Equipment Abilities can also be removed from an item, allowing players to transfer them to other equipment or replace them with new Equipment Abilities. However, this can only be attempted once — once the player has opted to *Split* an Equipment Ability, it will be permanently removed from the item in question.

Splitting requires 2 Workshop Hours of preparation time, plus **(0.10 x Tier)** Workshop Hours for each Craft Point of Material involved in the project. The preparation requirement can be waived if the character has already made preparations for a Weaponsmithing or Armorsmithing project.

It also requires a successful Task Check against the relevant *Crafting** Skill with the modifier given below.

CONDITIONAL MODIFIERS

Splitting Tier 1 Ability: **+40**
 Splitting Tier 2 Ability: **+30**
 Splitting Tier 3 Ability: **+20**
 Splitting Tier 4 Ability: **+10**
 Splitting Tier 5 Ability: **0**
 Splitting Tier 6 Ability: **-10**
 Splitting Tier 7 Ability: **-20**
 Splitting Tier 8 Ability: **-30**

By default, successfully splitting an Equipment Ability allows the player to add **75%** of the Craft Points spent on the Ability in question to his Inventory. If the Task Check fails, only **25%** of the Craft Points spent on the Ability are recovered. A Botch simply destroys the Ability — no Craft Points are recovered. Critical Successes have no additional effect.

PRACTICAL CRAFTING

Crafting is not necessarily restricted to grinding out weapons and armor. If they wish, characters with a *Craft* Skill can also use their talents to make a range of smaller, more mundane items; these cannot have combat applications, but can be used for any number of other purposes. Regardless of the *Crafting* specialization being used, the process always follows these same three steps:

Materials

To determine the project's basic cost, the player and GM begin by choosing the Tier that best reflects the material the bulk of the project will be made of. A brass pot or a frying pan of iron, for instance, will be made almost entirely of Tier 1 material, while a gold pendant inlaid with precious jewels is composed of materials averaging Tier 6. For purposes of calculating costs, all practical crafting is assumed to use only Basic Materials.

Size

Next, the GM assigns a **Size Grade** of 1 to 10 to the project. This is an abstract number designed to measure its rough physical scale, and determines the number of Craft Points and Workshop Hours will be required to finish it. Use the table below to find the most appropriate Size Grade.

Table AI-6: Project Size

SIZE GRADE	CRAFT POINTS	WORKSHOP HOURS
1 - 1 to 5cm	1	3
2 - 10 to 20cm	2	6
3 - 25 to 40cm	5	10
4 - 50 to 70cm	10	20
5 - 80cm to 1m	20	40
6 - 1.2 to 2m	40	80
7 - 2.5 to 4m	80	130
8 - 6 to 8m	160	240
9 - 10 to 12m	300	480
10 - Up to 15m	650	1000

Projects of a Size Grade larger than 10 are beyond the abilities of a single artisan. In the unlikely event that players will want to tackle work on this scale, they will be overseeing a larger construction team that will take care of the actual handiwork.

Complexity

Finally, the GM assigns a **Complexity Grade** from 1 to 10. This abstract number measures the intricacy of the project, and determines how much additional time and skill is required to finish the project. This is particularly important for more complex undertakings: a crude wooden container and a music box, despite being on the same scale and requiring nearly the same quantities of wood, are nonetheless worlds apart in terms of the craftsmanship involved.

Use the table below to determine the most appropriate Complexity Grade for the project:

Table AI-7: Project Complexity

COMPLEXITY	TIME MODIFIER	CoS
1 - Featureless	0.25	+60
2 - Crude Decorations	0.5	+40
3 - Basic Moving Parts	1	+30
4 - Modest Decorations	1.25	+20
5 - Modest Mechanism	1.50	+10
6 - Intricate Decorations	2	0
7 - Intricate Mechanism	2.50	-10
8 - Masterful Decorations	3	-20
9 - Masterful Mechanism	4	-30
10 - Unparalleled	5	-40

Time

Once Size and Complexity are set, find the project's total time requirement in Workshop Hours by multiplying the Workshop Hours given for the project's Size Grade by the time modifier for its Complexity Grade. For instance, a Size 5, Complexity 4 project would require (40 x 1.25), or 50 Workshop Hours.

Skill Test

As always, the final step is to make the Task Check for the crafting process. The basic Conditional Modifier for this roll is based on the project's Complexity, but additional modifiers can be levied if the GM feels it necessary. The consequences for failing and Botching the *Crafting** roll are as standard.

Selling Crafted Items

Because it has no direct mechanical benefits, characters are most likely to engage in practical crafting in order to create sellable items. By default, items sell for **120%** of the Gil originally spent crafting them. Additional Gil sunk into the project as a result of failed *Crafting** rolls does not increase an item's value.

MASTERPIECES

During practical crafting, a Critical Success on a *Crafting** roll creates an item of unusual merit, called a 'masterpiece' for short. By default, masterpieces sell for **150%** of an item's original value.

ARTISTIC MERIT

Characters with the *Art* Skill can increase the sellable value of an object by giving it artistic merit. Doing so requires the character to pass a Task Check with a Conditional Modifier determined by how much the character wants to increase the value of the object by:

Value Increase	Conditional Modifier
+10%	+20
+25%	0
+50%	-20

In the event of a failure, the item's value is *decreased* rather than increased by the given percentage. A Botch destroys the object as usual. Value modifiers for artistic merit stack with the value increase for masterpieces, for better or for worse.

Tools

Characters with a *Crafting** Skill can also use those talents to create implements for certain Skills, such as climbing hooks, skinning knives, mattocks, lockpicks, cooking pots, or splints. Such items are collectively known as *Tools*, and come in two varieties:

Standard Tools are simply basic tools of the trade – enough to get the job done, but nothing spectacular. Having Standard Tools for a Skill negates any penalties that a character might face for lacking proper equipment.

Exceptional Tools are of a high enough quality that they actually increase the user's proficiency. When using Exceptional Tools, a character gains a +10 Enhancement Bonus to whatever Skill those Tools apply to.

In either case, a Botch will destroy a Tool.

When a character wants to create Tools, the player must first decide whether they are crafting Standard or Exceptional Tools, then declare what kind of Tool they are creating and which Skill these Tools are intended to aid. Not every Skill lends itself to a Tool – talents like *Acting* and *Streetwise*, for instance, run off natural charisma, not implements. However, if the player can justify their rationale in a convincing manner, the GM should approve the Tool.

Next, the GM chooses which *Crafting** Skill is most appropriate to the tool's nature. Most tools are created using the *Crafting* (*Tinkering*) Skill, though there are exceptions. Assuming that the player's character has the required Skill, the standard crafting rules apply; Tier, Craft Points, Workshop Hours, and Conditional Modifiers for the *Crafting** Skill are found in the table below.

Table AI-8: Tools

TYPE	TIER	POINTS	HOURS	MODIFIER
Standard	1	30	6	0
Exceptional	2	20	16	-20

COOKING

Ordinary food items are mundane stuff, good for filling empty stomachs, but not much more. But truly skilled chefs can put a little something extra into their creations, turning ordinary dishes into a repast capable of spurring their comrades on to ever greater achievements.

Project Basics

Cooking can be used to prepare food items that bestow beneficial Status Conditions. Begin by selecting which one of the following six Status Conditions the food bestows: *Agility Up*, *Armor Up*, *Magic Up*,

Mental Up, *Power Up* or *Spirit Up*. Once this is done, the next step is to choose the food's category. There are several different categories of foodstuffs, each with their own duration and area of application. These are:

Drinks can be consumed at any time, and bestow a positive Status Condition (2).

Rations can only be consumed outside of battle, and bestow a positive Status Condition (4).

Libations can only be consumed during battle, and bestow a positive Status Condition (4).

Snacks can be consumed at any time, and bestow a positive Status Condition (4).

Meals can only be consumed outside of battle, and bestow a positive Status Condition (6).

Banquets are Meals that can feed an entire Party. Other than this, their effects are the same.

Food type determines how difficult the food will be to prepare, as well as the material cost.

Materials

Cooking projects use Special Materials. The Tier and quantity of Material used depends on the kind of repast being prepared – see below for more details.

Table AI-9: Special Material Costs

TYPE	TIER	CRAFT POINTS	HOURS
Drink	1	60	0.5
Ration	3	15	1
Libation	4	15	1
Snack	5	18	1
Meal	6	16	2
Banquet	7	50	4

Cost is further modified by the choice of Status Condition, as shown below.

Time

As shown above, the base number of Workshop Hours required to cook a particular food depends on the food's type. In addition, the Status Condition the cook wishes to instill in the food may also have a further effect:

Table AI-10: Status Condition Modifiers

STATUS	COST	HOURS	CoS MODIFIER
Agility Up	---	---	0
Armor Up	+25%	---	-10
Magic Up	+50%	+25%	-10
Mental Up	+25%	---	-10
Power Up	+50%	+25%	-10
Spirit Up	---	---	0

While preparing a meal requires fewer facilities than forging a sword, the cook must still have the means to whip up their creations before

they can qualify for Workshop Hours. In most cases, this means heat, utensils, and a sanitary area for chopping and other preparation.

Skill Test

Finally, the cook makes a Task Check against his *Cooking Skill*, adding any modifiers levied for his choice of Status Condition. Further modifiers are applied depending on the type of food being prepared:

CONDITIONAL MODIFIERS

Preparing Drink: **0**
 Preparing Ration: **-10**
 Preparing Libation: **-15**
 Preparing Snack: **-20**
 Preparing Meal: **-30**
 Preparing Banquet: **-40**

The GM may also add further modifiers from the list presented at the beginning of this Appendix if the situation warrants it. The consequences for success and failure are the same as with all standard crafting projects.

Sample Foodstuffs

The following are examples of some foods that might be created using the *Cooking Skill*:

BUBBLE CHOCOLATE

This Snack consists of air pockets encased in a thin shell of chocolate. If prepared correctly, bubble chocolate will actually be lighter than air; a careless eater may find their chocolate escaping from them if they don't pay close enough attention. Bestows the Status Condition *Magic Up (4)*.

COUERL SAUTEE

Honey-basted couerlmeat Libation sautéed in a mixture of pepper and olive oil. Bestows the Status Condition *Power Up (4)*.

MITHKABOB

Generic name for the roasted poultry and fishmeat kabob Rations enjoyed by the Mithra race. Bestows the Status Condition *Power Up (4)*.

THUNDERMELON

This round, yellow fruit is protected by a tough rind, and soaks up residual electric energy like a sponge. As a result, eating thundermelon Rations can be a mouth-numbing — if sweet — experience. Bestows the Status Condition *Agility Up (4)*.

VAMPIRE JUICE

This bracing red Drink is made from a blend of apple, tomato, and berry juices flavored with animal blood. Bestows the Status Condition *Armor Up (2)*.

WITCH STEW

A Meal of thick, peppery stew flavored with typically poisonous mushrooms. The removal of said poisons alone requires considerable skill on the chef's part. Bestows the Status Condition *Magic Up (6)*.

EXPLOSIVES

Characters with the *Explosives Skill* have the ability to demolish obstacles and structures using explosive devices. Typically, this will involve 'daisy-chaining' smaller bombs to destroy key points, causing a controlled collapse. More experienced bombers can use shaped charges and strategic positioning to achieve similar effects with larger, more powerful explosives.

Two things are required to successfully destroy an environmental feature or obstruction. The first is a sufficient quantity of explosives to do the job — these must be bought beforehand, and are stored in the character's Inventory as normal items. Due to the differences in technology from world to world, explosive names will not be constant. For this reason, explosives are simply rated by their explosive power, given in terms of a Level from 1 to 10 — the higher the Level, the more powerful the explosives will be. The table below shows the costs and Availability Ratings of each type of explosive. In a pinch, the Battle Items Bomb Fragment, Bomb Core, Fire Gem, and Shining Gem can be used as Level 1, 3, 7, and 9 explosives, respectively.

Table AI-11: Explosives

Power	COST	AVAILABILITY
Grade 1	100	95%
Grade 2	200	90%
Grade 3	300	85%
Grade 4	400	80%
Grade 5	500	75%
Grade 6	650	70%
Grade 7	850	65%
Grade 8	1100	60%
Grade 9	1300	50%
Grade 10	1500	40%

A successful Task Check against the character's Explosives Skill is required to set up the explosives; in this case, the Conditional Modifier will be determined by how difficult it is to achieve the kind of detonation the character is after. Blowing a hole in a solid obstruction generally has a +10 modifier; engineering the clean collapse of a reinforced multi-story structure a -50. If the roll is successful, each explosive destroys a number of points of Durability equal to its Level when detonated by the character. If multiple explosives are detonated at the same time, Durability damage is equal to that of the sum of all explosives. A failed roll will reduce the amount of Durability destroyed by 50%; a Botch will detonate the explosives prematurely, causing unchecked destruction and damage to everything in the area.

ALCHEMY

Characters with the *Alchemy* Skill have the ability to brew a wide variety of compounds, potions, and curatives from ingredients acquired over the course of their travels.

Project Basics

Regardless of whether they're cooked up in a factory vat or a meager cast-iron cauldron that doubles as a stew pot during the week, all alchemical compounds begin life as a murky brew of herbs and other raw materials. To create items, characters with the *Alchemy* Skill must first create a mixture from which to refine them, then decide how they wish to use this mixture.

Cost and Materials

To begin the brewing process, the player decides the Tier of the mixture and how many Craft Points' worth of Alchemical Materials they are sinking into it. There is no limit to the number of Craft Points that can be spent in this manner, though only ten items can be refined from a mixture at any one time. The Tier will be determined both by what the player wishes to refine as well as the kinds of Alchemical Materials available to the party.

Table AI-12: Recovery Item Crafting

RECOVERY ITEM	TIER	CRAFT POINTS
Tonic	1	3
Potion	1	7
Hi-Potion	2	7
Hyper Potion	3	7
Mega Potion	5	3
X-Potion	5	4
Ultra Potion	7	4
Tincture	1	11
Ether	3	3
Hi-Ether	4	3
Hyper Ether	6	3
X-Ether	7	7
Elixir	8	12
Phoenix Down	2	25
Phoenix Pinion	7	14
Mega Phoenix	8	8
Antidote	1	7
Eye Drops	1	7
Echo Screen	2	3
Tranquilizer	3	3
Bandage	4	2
Alarm Clock	4	2
Cornucopia	4	2
Maiden's Kiss	4	5
Soft	4	4
Holy Water	4	2
Chronos Tear	4	2
Remedy	5	11

Skill Test

Once the player has gathered the necessary materials needed for brewing to begin, they must then make one Task Check against their *Alchemy* to see if they are successful in creating a mixture that items can be refined from. The Conditional Modifiers for this roll are based on the Tier of the brew being prepared.

CONDITIONAL MODIFIERS

Brewing Tier 1 mixture: **+40**
 Brewing Tier 2 mixture: **+30**
 Brewing Tier 3 mixture: **+20**
 Brewing Tier 4 mixture: **+10**
 Brewing Tier 5 mixture: **0**
 Brewing Tier 6 mixture: **-10**
 Brewing Tier 7 mixture: **-20**
 Brewing Tier 8 mixture: **-30**

If the Check is successful, the mix is good to go; the character can now spend the available Craft Points to refine her desired items, adding them to her inventory. If the success is a failure, **50%** of the Craft Points in the mixture have been lost, but the remainder can be used to create items as normal. A Botch will destroy the entirety of the mix, forcing the character to start from the top. A Critical Success increases the available Craft Points by **25%**; items created using these additional Points do not count towards the ten-item limit, nor do they require additional Workshop Hours to make. Because of the short-lived nature of alchemical brews, any Craft Points not spent by the end of the brewing session are lost.

Time

In order to brew any alchemical item, the player must first spend 2 Workshop Hours to prepare the actual mixture for refinement, plus an additional **Tier x (Craft Points / 10)** Workshop Hours for each item brewed once the basic mixture has been successfully created.

Draughts

Once prepared, mixtures can also be used to refine items that bestow Enhancement Bonuses to Skill and Attribute Ratings, as well as practical 'everyday' items that have no direct mechanical benefits but can nonetheless affect the course of an adventure. Collectively, these items are known as *Draughts*. The time requirements for Draughts are the same as those given for normal Recovery Item above, while the Tier and Craft Points required depend on whether the Draught has a mechanical effect or not, and if so, how much of an effect.

Table AI-13: Practical Alchemist Costs

EFFECT	TIER	CRAFT POINTS
+10 to one Skill Rating (4)	1	4
+10 to one Attribute Rating (4)	2	3
+20 to one Skill Rating (4)	2	4
+10 to one Skill Rating (6)	3	3
+20 to one Attribute Rating (4)	3	3
+10 to one Attribute Rating (6)	3	4
Minor narrative effect	3	5
+20 to one Skill Rating (6)	4	2
+20 to one Attribute Rating (6)	5	2
Modest narrative effect	5	6
Major narrative effect	7	10

If the Draught affects a Skill or Attribute Rating, the player must decide which one and why the Draught would have the desired effect. If the Draught's effect is narrative, the player must describe the desired effect. The GM will then determine whether it qualifies as a minor, modest, or major narrative effect for pricing purposes. As a rough guideline: Draughts with minor narrative effects tend to have a barely appreciable impact on the current story, while Draughts with major narrative effects can change the entire course of the plot if used at the right time. The examples below give a better idea of how this breaks down in practice.

SAMPLE DRAUGHTS

The following are examples of the kinds of items characters can create with 'practical' *Alchemy*.

CHARISMA POTION

Effect: This herbal distillation makes its drinker more relaxed and confident, enhancing their natural charisma. A Charisma Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the SPR Attribute (6).

DEATH POTION

Effect: This oily, evil-looking substance suppresses chi emanations, briefly dimming life force. A Death Potion grants a +20 Enhancement Bonus to *Stealth* Checks made against anything or —one's life sense (4).

DEODORIZER

Effect: Deodorizers are powerful oils with the ability to neutralize smells. A Deodorizer grants a +20 Enhancement Bonus to *Stealth* Checks made against anything or —one's sense of smell (4).

DEXTERITY POTION

Effect: This herbal distillation improves its drinker's hand-eye coordination and steadiness. A Dexterity Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the AGI Attribute (6).

DIGESTIVE

Effect: This concoction is intended to cure stomach upsets, cramps, and bowel problems. Digestive is considered to have a minor narrative effect.

HERMES QUENCHER

Effect: A colorful, energy-rich drink designed to assist running and rapid movement. A Hermes Quencher grants a +10 Enhancement Bonus to Task Checks defaulting to the SPD Attribute (4).

INTELLIGENCE POTION

Effect: This herbal distillation improves a drinker's recall and mental clarity. An Intelligence Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the MAG Attribute (4).

MUTING POTION

Effect: This dull green potion creates a magic-dampening field on anything it comes into contact with. A Muting Potion grants a +20 Enhancement Bonus to *Stealth* Checks made against anything or —one's magic senses (4).

PERFUME

Effect: A sensual fragrance designed to increase its wearer's allure. A Perfume grants a +10 Enhancement Bonus to *Smooth Talk* Checks (4).

PRISM POWDER

Effect: This sparkling powder refracts lights, rendering objects dusted with it semi-translucent. A Prism Powder grants a +20 Enhancement Bonus to *Stealth* Checks made against anything or —one's sense of sight (4).

SILENT OIL

Effect: Dark and deceptively viscous for its relatively thin appearance. Applying Silent Oil on the soles of your feet or shoes silences your footsteps, granting the user a +20 Enhancement Bonus to *Stealth* rolls made against anything or —one's sense of hearing (4).

STRENGTH POTION

Effect: This herbal distillation increases endurance and improves the drinker's control over their own muscles. A Strength Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the STR Attribute (6).

SUPERSLICK

Effect: The 'universal lubricant' can reduce friction between objects to zero. Superslick is considered to have a modest narrative effect.

SUPERSOFT

Effect: A high-powered remedy for petrification, designed to cure stoning induced by powerful curses or exceptionally malevolent magic. Supersoft is considered to have a major narrative effect.

VITALITY POTION

Effect: This herbal distillation improves its drinker's stamina and general constitution. A Vitality Potion grants a +10 Enhancement Bonus to Task Checks defaulting to the VIT Attribute (6).

VITRIOL

Effect: For as long as mankind has created tools, they have occasionally found need for ways in which to quickly and utterly destroy them. Vitriol is the 'universal solvent' — a fast and efficient way to melt off locks, eat through chains and generally make a mess of sturdy items that other people would prefer you leave alone. Vitriol is considered to have a major narrative effect.

MIX

Mix gives an experienced Chemist the opportunity to combine Battle Items to create a more powerful offensive effect. When the Chemist elects to *Mix*, she selects two Battle Items from her Inventory and combines them, consuming both items. To see what the resulting mixture brings, the Chemist's player — or the GM — then consults the tables below. Each possible 'ingredient' is listed in the tables via a two-letter code — the Battle Item Deadly Waste, for instance, is abbreviated as 'DW'. Finding the resulting product is then just a matter of tracking down the first ingredient's column on the table and then seeing where it intersects with the row for the second ingredient. The number given at the intersection is the *Mixture Number*, and can be cross-referenced with the Effects table to determine the exact effects of the *Mix*. Once a mixture has been created, its effects must be applied immediately or discarded; the mixture is too short-lived to be stored as an Item.

TABLE KEY

Abaddon Stone = **AS** Antarctic Wind = **At** Arctic Wind = **AW** Basilisk Claw = **Ba** Black Stone = **BS** Blessed Gem = **BG** Bomb Core = **BC** Bomb Fragment = **BF** Bird Feather = **Bi** Candle of Life = **CL** Cauldron = **Ca** Dark Matter = **DM** Deadly Waste = **DW** Dream Powder = **DP** Earth Drum = **Ea** Earth Hammer = **EH** Electro Marble = **EM** Fish Fin = **FF** Fish Scale = **FS** Fire Gem = **FG** Golden Hourglass = **GH** Graviball = **Gr** Ice Gem = **IG** Impaler = **Im** Ink = **In** Lightning Gem = **LG** Lightning Marble = **LM** Loco Weed = **LW** Malboro Tentacles = **MT** Meteor Stone = **MS** Mute Mask = **MM** Shadow Gem = **Sh** Shear Feather = **SF** Shining Gem = **SG** Shrivel = **Sv** Silver Hourglass = **SH** Stardust = **St** Supreme Gem = **Su** T/S Bomb = **TS** War Gong = **Wr** Water Gem = **WG** Windmill = **WM** Zombie Powder = **ZP**

Table AI-14: Battle Mix Results [1]

	AS	At	AW	Ba	BS	BG	BC	BF	Bi	CL	Ca	DM	DW	DP	Ea	EH	EM	FF	FS	FG	GH	Gr
AS	301	207	207	287	289	207	050	050	050	049	304	207	177	243	050	207	050	207	207	050	278	193
At	207	002	001	023	025	180	179	179	001	024	304	180	179	006	179	123	001	179	001	180	019	002
AW	207	001	001	023	025	180	179	179	179	024	304	180	163	006	123	123	179	099	179	180	019	001
Ba	287	023	023	300	288	161	048	048	097	023	304	148	175	242	135	135	073	121	121	048	277	191
BS	289	025	025	288	302	208	208	208	025	024	304	208	178	244	025	208	025	025	025	208	279	194
BG	207	180	180	161	208	150	180	180	180	162	304	180	180	153	180	150	180	180	180	150	157	150
BC	050	179	179	048	208	180	027	026	026	049	304	180	179	031	179	123	026	179	026	027	044	027
BF	050	179	179	048	208	180	026	026	179	049	304	180	163	031	123	123	179	099	179	027	044	026
Bi	050	001	179	097	025	180	026	179	075	098	304	180	163	080	179	180	179	099	179	027	093	075
CL	049	024	024	303	024	162	049	049	098	303	303	149	176	303	136	136	074	122	122	049	303	192
Ca	304	304	304	304	304	304	304	304	304	303	209	304	304	304	304	304	304	304	304	304	304	304
DM	207	180	180	148	208	180	180	180	180	149	304	137	180	140	180	137	180	180	180	137	144	137
DW	177	179	163	175	178	180	179	163	163	176	304	180	163	167	179	123	163	179	163	027	171	163
DP	243	006	006	242	244	153	031	031	080	303	304	140	167	292	127	127	056	104	104	040	238	183
Ea	050	179	123	135	025	180	179	123	179	136	304	180	179	127	123	123	123	179	123	027	131	123
EH	207	123	123	135	208	150	123	123	180	136	304	137	123	127	123	124	123	123	123	180	131	123
EM	050	001	179	073	025	180	026	179	179	074	304	180	163	056	123	123	051	179	179	027	069	051
FF	207	179	099	121	025	180	179	099	099	122	304	180	179	104	179	123	179	100	099	026	117	100
FS	207	001	179	121	025	180	026	179	179	122	304	180	163	104	123	123	179	099	099	027	117	099
FG	050	180	180	048	208	150	027	027	027	049	304	137	027	040	027	180	027	026	027	028	044	027
GH	278	019	019	277	279	157	044	044	093	303	304	144	171	238	131	131	069	117	117	044	296	187
Gr	193	002	001	191	194	150	027	026	075	192	304	137	163	183	123	123	051	100	099	027	187	210
IG	207	002	002	023	025	150	180	180	002	024	304	137	002	015	002	180	002	001	002	180	019	002
Im	282	011	011	281	283	159	036	036	085	303	304	146	173	240	133	133	061	109	109	046	275	189
In	233	005	005	232	234	152	030	030	079	303	304	139	166	224	126	126	055	103	103	039	228	182
LG	050	051	051	073	025	150	051	051	052	074	304	137	052	065	052	180	052	179	179	180	069	052
LM	050	179	051	073	025	180	179	001	051	074	304	180	179	056	179	123	051	179	179	026	069	052
LW	260	008	008	259	261	155	033	033	082	303	304	142	169	236	129	129	058	106	106	042	255	185
MT	177	163	163	175	178	150	163	163	163	98	304	137	163	167	163	180	163	163	163	180	171	163
MS	050	003	002	205	302	150	028	027	076	303	209	137	164	197	124	124	052	101	100	028	201	210
MM	222	004	004	221	221	151	029	029	078	303	304	138	163	213	125	125	054	102	102	038	217	181
Sh	002	002	002	205	208	150	179	027	076	303	303	137	164	210	123	124	052	100	100	028	201	210
SF	050	179	075	097	025	180	179	075	075	098	304	180	179	080	179	180	075	179	075	026	093	076
SG	193	002	001	191	194	150	027	026	075	192	304	137	163	183	123	123	051	100	099	027	187	210
Sv	272	010	010	271	273	158	035	035	084	303	304	145	172	239	132	132	060	108	108	045	274	188
SH	267	009	009	266	268	156	034	034	083	303	304	143	170	237	130	130	059	107	107	043	262	186
St	193	002	001	191	194	150	027	026	075	192	304	137	163	183	123	123	051	100	099	027	187	210
Su	301	003	002	205	302	150	028	027	076	303	209	137	164	197	124	124	052	101	100	028	201	210
TS	207	002	001	205	208	150	027	026	075	303	304	137	163	183	123	123	051	100	099	027	201	210
Wr	252	007	007	251	253	154	032	032	081	303	304	141	168	235	128	128	057	105	105	041	247	184
WG	207	099	099	121	025	150	099	099	099	122	304	137	100	113	100	180	180	100	100	180	117	100
WM	050	075	075	097	025	150	075	075	076	098	304	137	076	089	180	180	075	075	076	180	093	076
ZP	285	012	012	284	286	160	037	037	086	303	304	147	174	241	134	134	062	110	110	047	276	190
	AS	At	AW	Ba	BS	BG	BC	BF	Bi	CL	Ca	DM	DW	DP	Ea	EH	EM	FF	FS	FG	GH	Gr

TABLE KEY

Abaddon Stone = **AS** Antarctic Wind = **At** Arctic Wind = **AW** Basilisk Claw = **Ba** Black Stone = **BS** Blessed Gem = **BG** Bomb Core = **BC** Bomb Fragment = **BF** Bird Feather = **Bi** Candle of Life = **CL** Cauldron = **Ca** Dark Matter = **DM** Deadly Waste = **DW** Dream Powder = **DP** Earth Drum = **Ea** Earth Hammer = **EH** Electro Marble = **EM** Fish Fin = **FF** Fish Scale = **FS** Fire Gem = **FG** Golden Hourglass = **GH** Graviball = **Gr** Ice Gem = **IG** Impaler = **Im** Ink = **In** Lightning Gem = **LG** Lightning Marble = **LM** Loco Weed = **LW** Malboro Tentacles = **MT** Meteor Stone = **MS** Mute Mask = **MM** Shadow Gem = **Sh** Shear Feather = **SF** Shining Gem = **SG** Shrivel = **Sv** Silver Hourglass = **SH** Stardust = **St** Supreme Gem = **Su** T/S Bomb = **TS** War Gong = **Wr** Water Gem = **WG** Windmill = **WM** Zombie Powder = **ZP**

Table AI-14: Battle Mix Results (2)

	IG	Im	In	LG	LM	LW	MT	MS	MM	Sh	SF	SG	Sv	SH	St	Su	TS	Wr	WG	WM	ZP
AS	207	282	233	050	050	260	177	050	222	002	050	193	272	267	193	301	207	252	207	050	285
At	002	011	005	051	179	008	163	003	004	002	179	002	010	009	002	003	002	007	099	075	012
AW	002	011	005	051	051	008	163	002	004	002	075	001	010	009	001	002	001	007	099	075	012
Ba	023	281	232	073	073	259	175	205	221	205	097	191	271	266	191	205	205	251	121	097	284
BS	025	283	234	025	025	261	178	302	221	208	025	194	273	268	194	302	208	253	025	025	286
BG	150	159	152	150	180	155	150	150	151	150	180	150	158	156	150	150	150	154	150	150	160
BC	180	036	030	051	179	033	163	028	029	027	179	027	035	043	027	028	027	032	099	075	037
BF	180	036	030	051	001	033	163	027	029	027	075	026	035	034	026	027	026	032	099	075	037
Bi	002	085	079	052	051	082	163	076	078	076	075	075	084	083	075	076	075	081	099	076	086
CL	024	303	303	074	074	303	098	303	303	303	098	192	303	303	192	303	303	303	122	098	303
Ca	304	304	304	304	304	304	304	209	304	303	304	304	304	304	304	209	304	304	304	304	304
DM	137	146	139	137	180	142	137	137	138	137	180	137	145	143	137	137	137	141	137	137	147
DW	002	173	166	052	179	169	163	164	163	164	179	163	172	170	163	164	163	168	100	076	174
DP	015	240	224	065	056	236	167	197	213	210	080	183	239	237	183	197	183	235	113	089	241
Ea	002	133	126	052	179	129	163	124	125	123	179	123	132	130	123	124	123	128	100	180	134
EH	180	133	126	180	123	129	180	124	125	124	180	123	132	130	123	124	123	128	180	180	134
EM	002	061	055	052	051	058	163	052	054	052	075	051	060	059	051	052	051	057	180	075	062
FF	001	109	103	179	179	106	163	101	102	100	179	100	108	107	100	101	100	105	100	075	110
FS	002	109	103	179	179	106	163	100	102	100	075	099	108	107	099	100	099	106	100	076	110
FG	180	046	039	180	026	042	180	028	038	028	026	027	045	043	027	028	027	041	180	180	047
GH	019	275	228	069	069	255	171	201	217	201	093	187	274	262	187	201	201	247	117	093	276
Gr	002	189	182	052	052	185	163	210	181	210	076	210	188	186	210	210	210	184	100	076	190
IG	003	021	014	180	001	017	180	003	013	003	001	002	020	018	002	003	002	016	180	180	022
Im	021	298	230	071	061	257	173	203	219	210	085	189	269	264	189	203	189	249	119	095	280
In	014	230	291	064	055	226	166	196	212	210	079	182	229	227	182	196	182	225	112	088	231
LG	180	071	064	053	067	067	180	053	063	053	051	053	070	068	052	053	052	066	180	180	072
LM	001	061	055	053	052	058	163	053	054	052	179	053	060	059	052	053	052	057	180	075	062
LW	017	257	226	067	058	294	169	199	215	210	082	185	256	254	185	199	185	245	115	091	258
MT	180	173	166	180	163	169	164	164	165	170	163	164	172	170	163	164	163	168	180	180	174
MS	003	203	196	053	053	199	164	209	195	211	077	180	202	200	180	209	210	198	101	077	204
MM	013	219	212	063	054	215	165	195	290	210	078	181	218	216	188	195	181	214	111	087	220
Sh	003	210	210	053	052	210	170	211	210	211	076	210	210	210	210	303	210	210	101	077	210
SF	001	085	079	051	179	082	163	077	078	076	076	076	084	083	076	077	076	081	099	076	086
SG	002	189	182	053	053	185	164	180	181	210	076	180	188	186	180	180	210	184	100	076	190
Sv	020	269	229	070	060	256	172	202	218	210	084	188	297	263	188	202	188	248	118	094	270
SH	018	264	227	068	059	254	170	200	216	210	083	186	263	295	186	200	186	246	116	092	265
St	002	189	182	052	052	185	163	180	188	210	076	180	188	186	180	180	210	184	100	076	190
Su	003	203	196	053	053	199	164	209	195	303	077	180	202	200	180	209	210	198	101	077	204
TS	002	189	182	052	052	185	163	210	181	210	076	210	188	186	210	210	210	184	100	076	190
Wr	016	249	225	066	057	245	168	198	214	210	081	184	248	246	184	198	184	293	114	090	250
WG	180	119	112	180	180	115	180	101	111	101	099	100	118	116	100	101	100	114	101	180	120
WM	180	095	088	180	075	091	180	077	087	077	076	076	094	092	076	077	076	090	180	077	096
ZP	022	280	231	072	062	258	174	204	220	210	086	190	270	265	190	204	190	250	120	096	299
	IG	Im	In	LG	LM	LW	MT	MS	MM	Sh	SF	SG	Sv	SH	St	Su	TS	Wr	WG	WM	ZP

Table AI-15: Battle Mix Effects

NUMBER	MIXTURE NAME	TARGET	EFFECT
001	Snow Flurry	Group	Hits 6 random combatants for (4 x MAG) + d8 Ice Elemental damage.
002	Icefall	Group	Hits 6 random combatants for (5 x MAG) + d8 Ice Elemental damage.
003	Winter Storm	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Ice Elemental damage.
004	Black Ice (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
005	Black Ice (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
006	Black Ice (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
007	Black Ice (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
008	Black Ice (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
009	Black Ice (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
010	Black Ice (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
011	Black Ice (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
012	Black Ice (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Ice Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
013	Krysta (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
014	Krysta (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
015	Krysta (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
016	Krysta (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
017	Krysta (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
018	Krysta (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
019	Krysta (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
020	Krysta (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
021	Krysta (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
022	Krysta (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
023	Krysta (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
024	Krysta (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
025	Krysta (M)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Ice Elemental damage. Each hit also has a 60% CoS of inflicting <i>Frozen</i> (2).
026	Heat Blaster	Group	Hits 6 random combatants for (4 x MAG) + d8 Fire Elemental damage.
027	Fire Storm	Group	Hits 6 random combatants for (5 x MAG) + d8 Fire Elemental damage.
028	Burning Soul	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Fire Elemental damage.

NUMBER	MIXTURE NAME	TARGET	EFFECT
029	Brimstone (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
030	Brimstone (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
031	Brimstone (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
032	Brimstone (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
033	Brimstone (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
034	Brimstone (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
035	Brimstone (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
036	Brimstone (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
037	Brimstone (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Fire Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
038	Abaddon Flame (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
039	Abaddon Flame (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
040	Abaddon Flame (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
041	Abaddon Flame (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
042	Abaddon Flame (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
043	Abaddon Flame (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
044	Abaddon Flame (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
045	Abaddon Flame (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
046	Abaddon Flame (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
047	Abaddon Flame (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
048	Abaddon Flame (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
049	Abaddon Flame (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
050	Abaddon Flame (M)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Fire Elemental damage. Each hit also has a 60% CoS of inflicting <i>Heat</i> (2).
051	Thunderbolt	Group	Hits 6 random combatants for (4 x MAG) + d8 Lightning Elemental damage.
052	Rolling Thunder	Group	Hits 6 random combatants for (5 x MAG) + d8 Lightning Elemental damage.
053	Lightning Bolt	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage.
054	Electroshock (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
055	Electroshock (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).

NUMBER	MIXTURE NAME	TARGET	EFFECT
056	Electroshock (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
057	Electroshock (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
058	Electroshock (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
059	Electroshock (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
060	Electroshock (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
061	Electroshock (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
062	Electroshock (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Lightning Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
063	Thunderblast (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
064	Thunderblast (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
065	Thunderblast (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
066	Thunderblast (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
067	Thunderblast (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
068	Thunderblast (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
069	Thunderblast (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
070	Thunderblast (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
071	Thunderblast (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
072	Thunderblast (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
073	Thunderblast (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
074	Thunderblast (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Lightning Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
075	Gale Cut	Group	Hits 6 random combatants for (4 x MAG) + d8 Wind Elemental damage.
076	Dark Tornado	Group	Hits 6 random combatants for (5 x MAG) + d8 Wind Elemental damage.
077	Wild Tornado	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Wind Elemental damage.
078	Gloom Sigh (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
079	Gloom Sigh (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
080	Gloom Sigh (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
081	Gloom Sigh (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
082	Gloom Sigh (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).

NUMBER	MIXTURE NAME	TARGET	EFFECT
083	Gloom Sigh (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
084	Gloom Sigh (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
085	Gloom Sigh (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
086	Gloom Sigh (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Wind Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
087	Gloom Gas (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
088	Gloom Gas (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
089	Gloom Gas (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
090	Gloom Gas (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
091	Gloom Gas (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
092	Gloom Gas (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
093	Gloom Gas (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
094	Gloom Gas (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
095	Gloom Gas (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
096	Gloom Gas (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
097	Gloom Gas (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
098	Gloom Gas (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Wind Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
099	Downpour	Group	Hits 6 random combatants for (4 x MAG) + d8 Water Elemental damage.
100	Flash Flood	Group	Hits 6 random combatants for (5 x MAG) + d8 Water Elemental damage.
101	Deluge	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Water Elemental damage.
102	Aqua Toxin (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
103	Aqua Toxin (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
104	Aqua Toxin (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
105	Aqua Toxin (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
106	Aqua Toxin (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
107	Aqua Toxin (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
108	Aqua Toxin (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
109	Aqua Toxin (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).

NUMBER	MIXTURE NAME	TARGET	EFFECT
110	Aqua Toxin (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Water Elemental damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).
111	Dark Rain (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
112	Dark Rain (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
113	Dark Rain (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
114	Dark Rain (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
115	Dark Rain (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
116	Dark Rain (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
117	Dark Rain (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
118	Dark Rain (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
119	Dark Rain (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
120	Dark Rain (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
121	Dark Rain (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
122	Dark Rain (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
123	Soil Evidence	Group	Hits 6 random combatants for (5 x MAG) + d8 Earth Elemental damage.
124	Landscaper	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Earth Elemental damage.
125	Heavy Dust (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
126	Heavy Dust (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
127	Heavy Dust (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
128	Heavy Dust (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
129	Heavy Dust (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
130	Heavy Dust (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
131	Heavy Dust (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
132	Heavy Dust (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
133	Heavy Dust (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
134	Heavy Dust (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
135	Heavy Dust (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
136	Heavy Dust (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Earth Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).

NUMBER	MIXTURE NAME	TARGET	EFFECT
137	Dark Breath	Group	Hits 7 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage.
138	Dark Sigh (A)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
139	Dark Sigh (B)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
140	Dark Sigh (C)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
141	Dark Sigh (D)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
142	Dark Sigh (E)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
143	Dark Sigh (F)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
144	Dark Sigh (G)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
145	Dark Sigh (H)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
146	Dark Sigh (I)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
147	Dark Sigh (J)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
148	Dark Sigh (K)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Shadow Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
149	Dark Sigh (L)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
150	Holy Breath	Group	Hits 7 random combatants for (6 x MAG) + 2d8 Holy Elemental damage.
151	Star Cross (A)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
152	Star Cross (B)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
153	Star Cross (C)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
154	Star Cross (D)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
155	Star Cross (E)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
156	Star Cross (F)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
157	Star Cross (G)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
158	Star Cross (H)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
159	Star Cross (I)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
160	Star Cross (J)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
161	Star Cross (K)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
162	Star Cross (L)	Group	Hits 4 random combatants for (6 x MAG) + 2d8 Holy Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
163	Poison Sigh	Group	Hits 6 random combatants for (5 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Poison</i> (∞).

NUMBER	MIXTURE NAME	TARGET	EFFECT
164	Poison Breath	Group	Hits 6 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Poison</i> (∞).
165	Poison Gas (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4) and <i>Poison</i> (∞).
166	Poison Gas (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4) and <i>Poison</i> (∞).
167	Poison Gas (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4) and <i>Poison</i> (∞).
168	Poison Gas (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4) and <i>Poison</i> (∞).
169	Poison Gas (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4) and <i>Poison</i> (∞).
170	Poison Gas (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4) and <i>Poison</i> (∞).
171	Poison Gas (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4) and <i>Poison</i> (∞).
172	Poison Gas (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4) and <i>Poison</i> (∞).
173	Poison Gas (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4) and <i>Poison</i> (∞).
174	Poison Gas (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4) and <i>Poison</i> (∞).
175	Poison Gas (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞) and <i>Poison</i> (∞).
176	Poison Gas (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect) and inflicting <i>Poison</i> (∞).
177	Poison Gas (M)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Heat</i> (∞) and <i>Poison</i> (∞).
178	Poison Gas (N)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Bio Elemental damage. Each hit also has a 60% CoS of inflicting <i>Frozen</i> (∞) and <i>Poison</i> (∞).
179	Blaster Mine	Group	Hits 6 random combatants for (4 x MAG) + d6 Physical damage.
180	Hazardous Shell	Group	Hits 6 random combatants for (5 x MAG) + d6 Physical damage.
181	Calamity Bomb (A)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Silence</i> (6).
182	Calamity Bomb (B)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Blind</i> (6).
183	Calamity Bomb (C)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Sleep</i> (6).
184	Calamity Bomb (D)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Berserk</i> (6).
185	Calamity Bomb (E)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Confuse</i> (6).
186	Calamity Bomb (F)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Slow</i> (6).
187	Calamity Bomb (G)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Stop</i> (6).
188	Calamity Bomb (H)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Mini</i> (6).
189	Calamity Bomb (I)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Toad</i> (6).
190	Calamity Bomb (J)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Zombie</i> (6).

NUMBER	MIXTURE NAME	TARGET	EFFECT
191	Calamity Bomb (K)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Stone</i> (∞).
192	Calamity Bomb (L)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of reducing combatant to 0 HP (Death-type effect)
193	Calamity Bomb (M)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Heat</i> (2).
194	Calamity Bomb (N)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Frozen</i> (2).
195	Chaos Grenade (A)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Silence</i> (4).
196	Chaos Grenade (B)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Blind</i> (4).
197	Chaos Grenade (C)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Sleep</i> (4).
198	Chaos Grenade (D)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Berserk</i> (4).
199	Chaos Grenade (E)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Confuse</i> (4).
200	Chaos Grenade (F)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Slow</i> (4).
201	Chaos Grenade (G)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Stop</i> (4).
202	Chaos Grenade (H)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Mini</i> (4).
203	Chaos Grenade (I)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Toad</i> (4).
204	Chaos Grenade (J)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Zombie</i> (4).
205	Chaos Grenade (K)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Stone</i> (∞).
206	Chaos Grenade (L)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Water Elemental damage. Each hit also has a 60% CoS of reducing combatant to 0 HP (Death-type effect).
207	Chaos Grenade (M)	Group	Hits 3 random combatants for (6 x MAG) + 2d8 Physical damage. Each hit also has a 60% CoS of inflicting <i>Heat</i> (2).
208	Chaos Grenade (N)	Group	Hits 3 random combatants for (4 x MAG) + d8 Physical damage. Each hit also has a 30% CoS of inflicting <i>Frozen</i> (2).
209	Supernova	Group	Inflicts 1998 Magical damage on all combatants in targeted Group.
210	Nega Burst	Group	Expertise, M. EVA CoS of reducing active combatant's current HP by 50% .
211	Elixir of Darkness	Single	Expertise, M. EVA CoS of reducing target to 1 HP and 0 MP.
212	Dark Tonic (A)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Blind</i> (6) on each combatant.
213	Dark Tonic (B)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Sleep</i> (6) on each combatant.
214	Dark Tonic (C)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Berserk</i> (6) on each combatant.
215	Dark Tonic (D)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Confuse</i> (6) on each combatant.
216	Dark Tonic (E)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Slow</i> (6) on combatant.
217	Dark Tonic (F)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Stop</i> (6) on combatant.
218	Dark Tonic (G)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Mini</i> (6) on combatant.
219	Dark Tonic (H)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Toad</i> (6) on combatant.
220	Dark Tonic (I)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Zombie</i> (6) on combatant.
221	Dark Tonic (J)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Stone</i> (∞) on combatant.
222	Dark Tonic (K)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Heat</i> (2) on combatant.
223	Dark Tonic (L)	Group	Expertise, M. EVA CoS of inflicting <i>Silence</i> (6), <i>Frozen</i> (2) on each combatant.

NUMBER	MIXTURE NAME	TARGET	EFFECT
224	Dark Tonic (M)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Sleep</i> (6) on each combatant.
226	Dark Tonic (O)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Confuse</i> (6) on each combatant.
227	Dark Tonic (P)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Slow</i> (6) on each combatant.
228	Dark Tonic (Q)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Stop</i> (6) on each combatant.
229	Dark Tonic (R)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Mini</i> (6) on each combatant.
230	Dark Tonic (S)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Toad</i> (6) on each combatant.
231	Dark Tonic (T)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Zombie</i> (6) on each combatant.
232	Dark Tonic (U)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Stone</i> (∞) on each combatant.
233	Dark Tonic (V)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Heat</i> (2) on each combatant.
234	Dark Tonic (W)	Group	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Frozen</i> (2) on each combatant.
235	Dark Tonic (X)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Berserk</i> (6) on each combatant.
236	Dark Tonic (Y)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Confuse</i> (6) on each combatant.
237	Dark Tonic (Z)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Slow</i> (6) on each combatant.
238	Dark Tonic (A2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Stop</i> (6) on each combatant.
239	Dark Tonic (B2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Mini</i> (6) on each combatant.
240	Dark Tonic (C2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Toad</i> (6) on each combatant.
241	Dark Tonic (D2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Zombie</i> (6) on each combatant.
242	Dark Tonic (E2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Stone</i> (∞) on each combatant.
243	Dark Tonic (F2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Heat</i> (2) on each combatant.
244	Dark Tonic (G2)	Group	Expertise, M. EVA CoS of inflicting <i>Sleep</i> (6), <i>Frozen</i> (2) on each combatant.
245	Dark Tonic (H2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk</i> (6), <i>Confuse</i> (6) on each combatant.
246	Dark Tonic (I2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk</i> (6), <i>Slow</i> (6) on each combatant.
247	Dark Tonic (J2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk</i> (6), <i>Stop</i> (6) on each combatant.
248	Dark Tonic (K2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk</i> (6), <i>Mini</i> (6) on each combatant.
249	Dark Tonic (L2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk</i> (6), <i>Toad</i> (6) on each combatant.
250	Dark Tonic (M2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk</i> (6), <i>Zombie</i> (6) on each combatant.
252	Dark Tonic (O2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk</i> (6), <i>Heat</i> (2) on each combatant.
253	Dark Tonic (P2)	Group	Expertise, M. EVA CoS of inflicting <i>Berserk</i> (6), <i>Frozen</i> (2) on each combatant.
254	Dark Tonic (Q2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse</i> (6), <i>Slow</i> (6) on each combatant.
255	Dark Tonic (R2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse</i> (6), <i>Stop</i> (6) on each combatant.
256	Dark Tonic (S2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse</i> (6), <i>Mini</i> (6) on each combatant.
257	Dark Tonic (T2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse</i> (6), <i>Toad</i> (6) on each combatant.
258	Dark Tonic (U2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse</i> (6), <i>Zombie</i> (6) on each combatant.
259	Dark Tonic (V2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse</i> (6), <i>Stone</i> (∞) on each combatant.
260	Dark Tonic (W2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse</i> (6), <i>Heat</i> (2) on each combatant.
261	Dark Tonic (X2)	Group	Expertise, M. EVA CoS of inflicting <i>Confuse</i> (6), <i>Frozen</i> (2) on each combatant.
262	Dark Tonic (Y2)	Group	Expertise, M. EVA CoS of inflicting <i>Slow</i> (6), <i>Stop</i> (6) on each combatant.
263	Dark Tonic (Z2)	Group	Expertise, M. EVA CoS of inflicting <i>Slow</i> (6), <i>Mini</i> (6) on each combatant.
264	Dark Tonic (A3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow</i> (6), <i>Toad</i> (6) on each combatant.
265	Dark Tonic (B3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow</i> (6), <i>Zombie</i> (6) on each combatant.
266	Dark Tonic (C3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow</i> (6), <i>Stone</i> (∞) on each combatant.
267	Dark Tonic (D3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow</i> (6), <i>Heat</i> (2) on each combatant.
268	Dark Tonic (E3)	Group	Expertise, M. EVA CoS of inflicting <i>Slow</i> (6), <i>Frozen</i> (2) on each combatant.
269	Dark Tonic (F3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini</i> (6), <i>Toad</i> (6) on each combatant.
270	Dark Tonic (G3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini</i> (6), <i>Zombie</i> (6) on each combatant.
271	Dark Tonic (H3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini</i> (6), <i>Stone</i> (∞) on each combatant.
272	Dark Tonic (I3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini</i> (6), <i>Heat</i> (2) on each combatant.
273	Dark Tonic (J3)	Group	Expertise, M. EVA CoS of inflicting <i>Mini</i> (6), <i>Frozen</i> (2) on each combatant.
274	Dark Tonic (K3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop</i> (6), <i>Mini</i> (6) on each combatant.
275	Dark Tonic (L3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop</i> (6), <i>Toad</i> (6) on each combatant.
276	Dark Tonic (M3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop</i> (6), <i>Zombie</i> (6) on each combatant.

NUMBER	MIXTURE NAME	TARGET	EFFECT
277	Dark Tonic (N3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop</i> (6), <i>Stone</i> (∞) on each combatant.
278	Dark Tonic (O3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop</i> (6), <i>Heat</i> (2) on each combatant.
279	Dark Tonic (P3)	Group	Expertise, M. EVA CoS of inflicting <i>Stop</i> (6), <i>Frozen</i> (2) on each combatant.
280	Dark Tonic (Q3)	Group	Expertise, M. EVA CoS of inflicting <i>Toad</i> (6), <i>Zombie</i> (6) on each combatant.
281	Dark Tonic (R3)	Group	Expertise, M. EVA CoS of inflicting <i>Toad</i> (6), <i>Stone</i> (∞) on each combatant.
282	Dark Tonic (S3)	Group	Expertise, M. EVA CoS of inflicting <i>Toad</i> (6), <i>Heat</i> (2) on each combatant.
283	Dark Tonic (T3)	Group	Expertise, M. EVA CoS of inflicting <i>Toad</i> (6), <i>Frozen</i> (2) on each combatant.
284	Dark Tonic (U3)	Group	Expertise, M. EVA CoS of inflicting <i>Zombie</i> (6), <i>Stone</i> (∞) on each combatant.
285	Dark Tonic (V3)	Group	Expertise, M. EVA CoS of inflicting <i>Zombie</i> (6), <i>Heat</i> (2) on each combatant.
286	Dark Tonic (W3)	Group	Expertise, M. EVA CoS of inflicting <i>Zombie</i> (6), <i>Frozen</i> (2) on each combatant.
287	Dark Tonic (X3)	Group	Expertise, M. EVA CoS of inflicting <i>Stone</i> (∞), <i>Heat</i> (2) on each combatant.
288	Dark Tonic (Y3)	Group	Expertise, M. EVA CoS of inflicting <i>Stone</i> (∞), <i>Frozen</i> (2) on each combatant.
289	Dark Tonic (Z3)	Group	Expertise, M. EVA CoS of inflicting <i>Heat</i> (2), <i>Frozen</i> (2) on each combatant.
290	Dark Potion (A)	Single	90% flat CoS of inflicting <i>Silence</i> (∞)
291	Dark Potion (B)	Single	90% flat CoS of inflicting <i>Blind</i> (∞)
292	Dark Potion (C)	Single	90% flat CoS of inflicting <i>Sleep</i> (∞)
293	Dark Potion (D)	Single	90% flat CoS of inflicting <i>Berserk</i> (∞)
294	Dark Potion (E)	Single	90% flat CoS of inflicting <i>Confuse</i> (∞)
295	Dark Potion (F)	Single	90% flat CoS of inflicting <i>Slow</i> (∞)
296	Dark Potion (G)	Single	90% flat CoS of inflicting <i>Stop</i> (∞)
297	Dark Potion (H)	Single	90% flat CoS of inflicting <i>Mini</i> (∞)
298	Dark Potion (I)	Single	90% flat CoS of inflicting <i>Toad</i> (∞)
299	Dark Potion (J)	Single	90% flat CoS of inflicting <i>Zombie</i> (∞)
300	Dark Potion (K)	Single	90% flat CoS of inflicting <i>Stone</i> (∞)
301	Dark Potion (L)	Single	90% flat CoS of inflicting <i>Heat</i> (∞)
302	Dark Potion (M)	Single	90% flat CoS of inflicting <i>Frozen</i> (∞)
303	Elixir of Death	Group	Expertise, M. EVA CoS of reducing each combatant's HP to 0 (Death-type effect).
304	Evil Gaze	Single	Expertise, M. EVA CoS of inflicting <i>Blind</i> (6), <i>Condemned</i> (4), <i>Confuse</i> (6), <i>Disable</i> (6), <i>Immobilize</i> (6), <i>Meltdown</i> (4), <i>Silence</i> (6), <i>Sleep</i> (6), <i>Venom</i> (4), <i>Zombie</i> (6) on target.

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Complexity Grade. Measure of a crafting project's complexity.

Invention Level. Measure of an Invention's overall power.

Size Grade. Measure of a crafting project's size.

Workshop Hour. One hour of uninterrupted work in a space that has all the materials and equipment needed for the crafter to do his work.