



Peter Scheyer <pscheyer@gmail.com>

Raik Projects

Ben Scheyer <neblacktip@gmail.com>

Sun, Jul 20, 2014 at 4:45 AM

To: Peter <pscheyer@gmail.com>

- The first two are things one just buys with Fate Points, so he can be working on them, but they won't become real items unless you purchase them.
- The third one is interesting- I feel like if we kept the enchantments to "test enchantments" things the don't do anything or perhaps like are tracking/general thaumaturgy, then that's fine. Focus items are purchased, but many other enchantments can just be done, so that's tentatively fine to just mess with.
- This is basically creating sapience, which I think is against the laws of magic or a grey area. I am intrigued by this idea, and think it is fine if insanely difficult and dangerous. Well done!
- NOTE: If it became a real item with would be a minimum of -5 fate points. MINIMUM. Likely closer to double digits.
- Focus items cost points- but a mana fountain that permanently powers a ward is totally acceptable as an experiment. I have no idea what it would look like, but the concept is excellent.
- Three ninjas ward? sounds great as an experiment.
- I created an electromancer in the last game who basically was immune to hexing things, so in my 'verse, as she was a focused practitioner whose element was electricity. this is a totally legit experiment in this canon, though rare and unusual.
- Complex, insanely complex, but legit as an experiment.
- The turrets sound legit, as basically seek and destroy wards. As long as they're not permanent enchantments and work like warding enchantments, this experiment is fine. Permaweapons would cost points.

So yea, that's my thoughts on the experiments. ALL ARE ACCEPTABLE AS EXPERIMENTS, but in terms of once which can come to fruition in game, I hopefully made it clear which might spontaneously happen and which will require Refresh to become a thing. Feel free to ask any questions, but the short version is that the more permanent it is, the more likely it will take fate points- otherwise I may just assign an insanely high difficulty, which can be worked through with Thaumaturgy if you could just find the time and reagents :p

On Fri, Jul 18, 2014 at 6:11 PM, Peter <pscheyer@gmail.com> wrote:

Pushing the bounds of Magic!

- Enchantment Miniaturization- a mini-focus item for divination. Trying to get a +1 onto a gemstone to set onto a ring.

- Getting The Sight through an item, but just for enchanted items, potions, etc. Magic imbued into stuff. Goggles or a monocle of some sort. (Note, raik doesn't have the Sight but thinks it would be the coolest thing to stare at every item with.)

- Pushing the upward size bound of what can be enchanted - can one make a building into a focus item? a car? a tree? a giant crystal? There is a corner of the workshop set aside for giant things. It is always randomly occupied by something silly and large and partially enchanted for something relevant to its theme, or brokenly enchanted, or sometimes there's just a car over there. Raik can't drive.

- A magic hammer that can read your mind and make whatever you tell it to. I'm thinking Raik has heard of spirits like Bob but hasn't seen any, and is trying to make a container for such a spirit without any personal experience with one, and also trying to figure out how to let one affect the real world, because he hasn't had one and doesn't know you can issue them voice commands inside the skull.

- a mana fountain- an item which can be used to permanently power a ward from a nearby leyline. A focus item for the specific purpose. He's just trying to get a trickle right now, figuring if he succeeds he can just stack the trickles. Working with crystals being grown from the leyline into the shape of a ward and attuned/channeling as they go. There is a weak leyline under his magic workshop.

- A ward with a distant trigger plate. There are several experiments with wards going on in a corner of his shop. His go-to test is a spark of light that jumps to the target and blinks on it with varying strength. He has no intention of using this spell in combat, but there are several wards in that corner which just... fire blinkers at targets.

- A cellphone running off voice signals from inside a circle, and many attempts at magic-user-auto-hex-dampening devices. He likes his cell phone and internet and is upset that thaumaturgy breaks such things.

- A leyline map of the world with lights where their flow is being tapped and the size of the tap. Right now this is a globe. It might have some stuff for New Orleans.

- Magic weapons of various kinds, intended to be permanently affixed to an area. Magic turrets, basically, locking onto the blinkers. So far he has been trying to work with two approaches- arduino-based turrets with pellet guns and pure-magic wards that detect the light signature and fire blinkers in that direction. Neither has borne any fruit, as the magic interferes with the sensors and the chained ward effects are tricky.

I figure i'll update this as i think of things between adventures. Feel free to give me a certain amount of workshop space and let me play Diablo Inventory with it, if you feel the list is getting excessive.

This is fun. Also Raik doesn't tend to explain these sorts of things- he's old school, not chatty, and if something that will assist with a project is mentioned he'll marshal resources without telling them anything. Like dresden but unrepentant. Non-magic-users don't have need-to-know.

--

Peter Scheyer