

NERO Vanguard

Spirit Augmentations Story Effect Version 1.0

Due to the nature of the land and certain elements of our story we will be using a special set of rules called Spirit Augmentation. Augmentations come in two forms: Stored Augmentations and Invoked Augmentations.

Choosing to attune a Stored Augmentation or having an Invoked Augmentation cast on you means you waive your right to deny non standard effects or card NPCs that are directed specifically at you.

This document is a work in progress and is subject to change without warning and for any reason, primarily due to problems with implementation or game balance.

Stored Augmentations

Stored Augmentations attach to your spirit permanently once you fill certain requirements, they can only be removed if your spirit receives a Destroy Formal Magic of any school or if you attach another augmentation and it puts you over your limit.

Spirit Augmentations will have: If it is an active stone or an inactive stone, active stones can be attuned at once, inactive cannot be until a listed objective is met. Once an inactive augment is activated it never reverts to an inactive state. What items it absorbs in cost to attach it to your spirit. How many Augmentation Slots it uses, and what skills it gives you once attuned.

Example of a Stored Augment Card:

Name: Acrobat's Heart

Inactive: Must be placed at the top of Mount Bob to become active

Attunement Cost: 40 gold, 2 silver, 1 S4 component

Slots Used: 1

Powers Granted: +10 body, 1x a day dodge

Example of Attuning a Stored Augment:

Flik the Warrior has finally succeeded in climbing to the peak of treacherous Mount Bob, the marshal stamps Acrobat's Heart to show that it is now active. Flik decides that it is now time

to unleash the powers of his item so he rushes back to town to gather the necessary materials. Once he acquires everything Flik finds a marshal and goes back to his cabin for the quiet concentration required to attach a powerful item to his spirit. He hands all the items to the marshal and begins his thirty minute count. Luckily the time passes uneventfully so the marshal marks Flik's character sheet for having attuned Acrobat's Heart, marks in the Augmentation Book the successful attunement with the Augment, player, and character's name, and reminds Flik that the Stored Augment is now Spirit Locked to him and that the per day powers are considered used until the next reset.

Invoked Augmentations

Invoked Augmentations are formal magic that grants the target some abilities that may not be possible for them to have normally, Invoked Augmentations last for five days. The scrolls can be levels 1, 3, 5, 7, and rarely a scroll may have the ability to cast more than one level. Each level will grant more abilities than the one before it, and we are considering adding bonuses for the amount of formal magic the caster has beyond a certain threshold.

Each Invoked Augmentations also has a classification listed on the scroll, for example: "Earth Type – Shadow", once you have had an augment successfully cast on you you may only receive augments of that same classification for the rest of the season. So if you had a Earth Type – Shadow augment active at one time to become a Dancing Shadow, you could become a Shadow Stalker or Shadow Lord as they are the same classification but you could not become a Chaos Knight as it would be a Earth Type – Chaos augmentation.

(Names are only for examples they may or may not be official names on the formal scrolls)

General Rules

For purposes of this story effect all characters (both PCs and NPCs) have two Augmentation Spirit Slots, these are completely separate from normal Spirit Slots. Stored Augmentations can take up either one or two slots, while Invoked Augmentations always only use up one. Occasionally a Stored Augmentation may grant the target a bonus Augmentation Spirit Slot, but this effect should be quite rare.

If your Augmentation Spirit Slots all full they player attempting to attune a new Stored Augmentation must select one of their already attuned Stored Augmentations for it to

replace. If the slots are full and the player is a target of an Invoked Augmentation the formal fails and does not begin.

Invoked Augmentations cannot overwrite existing, active Invoked Augmentations except in the case of casting a higher level version of the exact same named augment. John Jones could upgrade from the 1st level Fire Knight to the 7th level Fire Knight if he wants to pay another set of components and have another formal cast. But he cannot go from 1st level Fire Knight to 5th level Fire Lord as while it is the same classification it is not the same Augmentation.

While both types of Augmentations give players powers that they may not normally be able to access they will never give a power or a verbal that is not standard to the effects that we have in effect due to our policies and play tests.

A Destroy Formal Magic of the proper school will remove an Invoked Augmentation from a character if it either affects the characters Spirit or the Augmentation is targeted directly. Stored Augmentations will be removed if a Destroy Formal Magic of any school affects the characters Spirit. They are not destroyed and may be attuned again by the same person or any other person if the attunement costs are met. Inactive Stored Augmentations do not become inactive again if removed from a characters spirit.

A character with attuned Augmentations who is identified in a Celestial 9th level circle of power reveals that they have Augmentations on their spirit, but not how many or their effects.

All Invoked Augmentations must be properly represented by make up as soon as possible after the Formal Magic is complete. Anyone who does not follow this will have their Augmentation removed, no scrolls, charges, or components will be returned if they Augmentation is removed by plot.

To attune a Stored Augmentation you must gather all required materials, find and inform a marshal, spend 30 minutes of uninterrupted concentration, once everything is done the marshal will mark your character sheet and the Augmentation Log Book of the attunement. Once an augment is attuned it becomes Spirit Locked to the person with the same effects as the ritual.

Upon permanent death all Stored Augmentations on a spirit are lost forever.

Any player with an Unrestricted Transform on their spirit will receive a Spirit Locked formal scroll containing levels 1-5 of the Invoked Augmentation that most fits the transform they have and be considered to have locked into the type listed on the scroll. This scroll will last until the beginning of next season and will not change even if the players transform changes in that time. Due to the spirit nature of the augment system undead augments cannot exist, in case of an undead transform plot will confer with the player and find an augment that best fits the situation.

Any player may choose to make their transformation dormant and not receive the Spirit Locked scroll, in this case they are not locked into any type. But a player making this decision may not change their mind until the next season.