

CONSTRUCTS

Creating a Construct

Roll your appropriate magickal skill against a Target Number of 15. On a 15 the construct is created. For every point the roll is above 15 you may add one to the Agility, Endurance, or Concentration of the construct. Recompute the derived attributes. Decrease your wizard's Focus by the cost of the construct until the construct dies or is dispelled. Constructs add Agility to any attack actions and use Speed for Initiative.

The Battle Construct

Cost: 10 Focus Points

Agility 4	Speed 12
Endurance 2	Life Points 6
Concentration 0	Focus 0

The battle construct can rush into battle and attack according to its master's wishes.

Example: Ariel the Aetherial wants to create a battle construct to act as a bodyguard. Using her Air magick skill she rolls a 20. With the Outcome of 5, she uses all 5 points to raise the construct's Agility to 9. Its Speed becomes 27 (very fast!) but its life points stay at 6 (it's air after all). Ariel says: "Wherever I go I am followed by a small tornado. At my command it swirls forward and attacks whom I wish. It can expand to a full size tornado and attack whole groups of my enemies (taking a -4 for each additional enemy)."

The Defense Construct

Cost: 10 Focus Points

Agility 2	Speed 6
Endurance 4	Life Points 12
Concentration 0	Focus 0

The defense construct can only make Preventative Attacks or absorb damage its master would have taken. It can take any form: a suit of armor, an earth elemental ready to restrain any attacker, etc.

The Trap Construct

Cost: 5 Focus Points

Agility 3	Speed 9
Endurance 3	Life Points 9
Concentration 0	Focus 0

The trap construct must guard some area and will activate when triggered by a specified event. When triggered, the construct acts like a Battle Construct and signals its master.

The Simple Construct

Cost: 5 Focus Points

Agility 2	Speed 6
Endurance 2	Life Points 6
Concentration 2	Focus 6

The simple construct has Concentration so it can act on its own. It can only perform "gopher" tasks like fetching, spying, carrying messages and other simple tasks.