

Nomad Update

By Daniel Williams

Proposed Mechanic:

Nomads are situated on the Troika between the Mages and Augers, thus they have access to magic and skills, but I am proposing that a Nomad be able combine the two into a great effect. This new mechanic will allow a Nomad to use a hard earned skill that usually goes unused to help benefit in making incants.

The way the mechanic will work is that the Nomad will roll a certain amount of dice against a skill while preparing an incant, and if successful will add a number of ranks to the incant prepared. Each incant will have a skill associated with it and dice number. The skill associated with it will usually be a Nomad skill, but some incants will work off other class skills. The dice number is the number of d6s that needed to be rolled against the user's skill to get one bonus rank to their incant, thus if an incant has a dice number of 2 and they want to add 3 bonus ranks to their incant they will need to roll 6d6 versus their skill. Since making incants takes concentration, it will be impossible to try and default a skill to gain bonus ranks. I will also be proposing new skills that will be used in making incants, Channeling and Tattooing.

Channeling

Base Cost: 250 Attribute: PWR
Skill Type: Nomad Extra Dice: Res

This skill is used by the Nomad to help channel their ancestor spirit and energy from the Kurago. This skill can be used to contact one's guarding spirit. Another idea I have for this skill is that it can be used to replace the resist stat for all incants the Nomad owns. The Nomad channels energy into their incants thus making them stronger than normal objects. This will give Nomads a way to protect their incants, and thus GMs won't feel as bad if they destroy them all.

Tattooing

Base Cost: 150 Attribute: CSE
Skill Type: Nomad Extra Dice: 3

This skill is needed to design and apply tattoos, without the recipient becoming infected.

Legal:

Adventure Quest belongs to Dan Lawrence. I will be copying most of the incants from his AQ manual. Don't use this document for commercial use.

Core Incants:

| Name: | Skill: | Dice: |
|---------------------------------|-----------------|--------------|
| Abeyance Brew | Herbology | 2 |
| Amulet of Magic Protection | Channeling | 2 |
| Assume | Channeling | 1 |
| Bond Summon | Channeling | 2 |
| Container of Spirit Deprivation | Carpentry | 1 |
| Dark Transcript | Tattooing | 1 |
| Elixir of Wakefulness | Herbology | 1 |
| Endow Thought | Channeling | 1 |
| Evict Spirit | Channeling | 2 |
| Green Touch | Channeling | 1 |
| Kindred Spirit | Animal Training | 1 |
| Life Light | Channeling | 1 |
| Living Staff | Channeling | 2 |
| Mist Bombard | Pyrotechnics | 1 |
| Object of Spirit Ward | Channeling | 2 |
| Philter of Regression | Herbology | 2 |
| Remembrance | Channeling | 2 |
| Sleep Bombard | Pyrotechnics | 1 |
| Sleeping Drought | Herbology | 1 |
| Smoke Bombard | Pyrotechnics | 1 |
| Spirit Barricade | Channeling | 2 |
| Spirit Bombard | Pyrotechnics | 1 |
| Spirit Call | Channeling | 1 |
| Spirit Guard | Tattooing | 1 |
| Spirit Sentinel | Tattooing | 2 |
| Spirit Snare | Channeling | 2 |
| Spirit Sound | Channeling | 2 |
| Stone Guides | Channeling | 1 |
| Third Eye | Tattooing | 1 |
| Wind Call | Channeling | 1 |

Preserver Incants:

| Name: | Skill: | Dice: |
|-------------------------|---------------|--------------|
| Alert Patch | Herbology | 1 |
| Amulet of Luck | Hehe | NO |
| Arithmetic Snuff | Herbology | 1 |
| Bracer of Courage | Herbology | 1 |
| Corpse Ward | Channeling | 2 |
| Deep Sleep | Channeling | 2 |
| Descry Ships | Cartography | 1 |
| Dram of Energy | Herbology | 1 |
| Dr. Brown's Restorative | Herbology | 1 |
| Elixir of Health | Herbology | 1 |
| Find Weakness | Channeling | 1 |
| Future Scry | Channeling | 1 |
| Hangover Liquor | Herbology | 1 |
| Healing Sleep | Channeling | 1 |
| Love Potion | Herbology | 1 |
| Mask of Disclosure | Channeling | 2 |
| Monocle of Quality | Channeling | 1 |
| Powder of Preservation | Herbology | 1 |
| Power Patch | Herbology | 1 |
| Sago Weed | Herbology | 1 |
| Ship's Veil | Weaving | 1 |
| Shore Object | Channeling | 1 |
| Strength Patch | Herbology | 1 |
| Suppress Pain | Channeling | 1 |
| Trance Potion | Herbology | 1 |
| Will Patch | Herbology | 1 |

New Incant

Raz-Beri's Berry Tonic– User recovers 1d6 dp per rank of the incant

Cost : 100

Herbology 1

Troubador Incants:

| Name: | Skill: | Dice: |
|----------------------|---------------------|--------------|
| Animal Dance | Musical Composition | 1 |
| Baton of Dancing | - | - |
| Calling of the One | Musical Composition | 1 |
| Co-ordination Jig | Musical Composition | 1 |
| Dance of Distraction | Musical Composition | 1 |
| Dance of the Lights | Musical Composition | 1 |
| Erasure Song | Musical Composition | 2 |
| Heart of Courage | Musical Composition | 1 |
| Lute Lamp | Channeling | 2 |
| Message Song | Musical Composition | 1 |
| Mood Ring | Musical Composition | 1 |
| Pacifier Pipes | - | - |
| Robes of Style | Channeling | 3 |
| Rolling Hills | Musical Composition | 1 |
| Shadow Cream | Herbology | 2 |
| Sleep Awaits | Musical Composition | 2 |
| Spirit Dirge | Musical Composition | 1 |
| Still Waters | Musical Composition | 1 |
| Stone Song | Musical Composition | 1 |
| Synchro Dance | Dancing | 1 |
| The Howling | Channeling | 1 |
| The Mocking | Musical Composition | 1 |
| The Praising | Musical Composition | 1 |
| The Telling | Channeling | 3 |
| Wary of the Night | Musical Composition | 1 |
| Yes Song | Musical Composition | 2 |
| Zephyr Polka | Musical Composition | 1 |

Seeker Incants:

| Name: | Skill: | Dice: |
|-----------------------|----------------------|--------------|
| Animal Bind | Herbology | 1 |
| Anklet of Dexterity | - | - |
| Armband of Fortitude | - | - |
| Assimilation | Channeling | 1 |
| Blade Block | Herbology | 2 |
| Cold Block | Herbology | 2 |
| Crystal Gate | Glassblowing | 2 |
| Earring of Perception | - | - |
| Ferret Object | Channeling | 1 |
| Fertility | Herbology | 1 |
| Heat Block | Herbology | 2 |
| Lightning Block | Herbology | 2 |
| Mirror of Memories | Channeling | 1 |
| Moon Boots | Channeling | 2 |
| Moon Crystal | Channeling | 1 |
| Moon Shroud | Channeling | 2 |
| Moon Sleep | Channeling | 2 |
| Soul Sight | Tattooing | 2 |
| Spirit Exchange | Herbology | 1 |
| Spirit Guise | Channeling | 2 |
| Spirit Scout | Tattooing | 1 |
| Spirit Trance | Herbology/Channeling | 1 |
| Spirit View | Channeling | 1 |
| Tamener | - | - |
| Tattoo of Prowess | Tattooing | 4 |
| Tongue Ring | Channeling | 2 |

Second Lifer Incants:

| Name: | Skill: | Dice: |
|----------------------------|---------------|--------------|
| Addiction Potion | Herbology | 1 |
| Amulet of Deception | Channeling | 2 |
| Arthritis Potion | Herbology | 2 |
| Bond Pain | Channeling | 2 |
| Brain Fevers Draught | Herbology | 2 |
| Dose of The Itch | Herbology | 1 |
| Grippe Dose | Herbology | 2 |
| Fear Draught | Herbology | 1 |
| Infertility | Herbology | 1 |
| Leprosy Tonic | Herbology | 2 |
| Ointment of Corruption | Herbology | 1 |
| Pain Bombard | Pyrotechnics | 1 |
| Powder of Phantasm | Herbology | 1 |
| Plague Dram | Herbology | 2 |
| Ring of Likeness | Channeling | 3 |
| Ring of Subjugation | Channeling | 4 |
| Scourge | Channeling | 3 |
| Sleeping Sickness Solution | Herbology | 1 |
| Spirits of Consumption | Herbology | 1 |
| Vial of Ill Omens | - | - |