

# Beta Testing

Fantasy Quest is a living game, with the world existing for over 25 years, ever changing, ever growing. As the world changes, sometimes the rules need to as well. This new section, Beta Testing, is a concept similar to Patch Test Servers for MMO's.

Reviewing, updating, and creating new rules on paper can only take you so far. In an attempt to "test" rule changes and additions, we are implementing this area. ***The rules found in this section are Live and part of the game.*** Any rules found here are not currently in the rulebook because they'll be reviewed and modified as necessary during 2019 play. The intention is to only update these rules in between seasons, but we may update them as needed, so keep an eye out for changes.

In the event of a discrepancy between the current Rulebook (ed. 6.1 and clarifications) and the Beta Rules, use the Beta Rules.

Changes will be mentioned on the website and at opening meetings.

## 2019 Beta Testing Changes

### Armor Repair Update

We are adding a new feature to how Armor Repair works, please review the Armor Smithing Update for information, ***Field Repair***

### Armor Smithing Update

Each purchase of the armorsmithing skill will give 5 Armorsmithing points per event. Armorsmithing points are reset at the end of each event, any unused points are lost.

For referencing what Tier Smith you are:

- 1-2 = Beginner
- 3-4 = Novice
- 5-7 = Journeyman
- 8-9 = Master
- 10 = Grand Master

Armor can be crafted at a cost of 2 point per AP point created for chest pieces and 1 point per AP point for all other armor, half points are lost. If someone were to make a studded leather chest (4), and bracers (.5), total value = 4.5, it will cost 5 Armorsmithing points to create this, the other .5 is lost. 3 sets of leather bracers would grant 1.5 points of armor, so would count as 2 Armorsmithing points.

### **Armor Repair**

<b>Point Cost</b>	<b>Min. Rank Required</b>	<b>Repair Skill</b>
1 per gash	Beginner	1 point per armor point to repair
2	Novice	Field Repair

### **Field Repair**

This skill can be used multiple times at a cost of 2 Armor Repair points per use. This will repair

damaged armor to 2 point less than its maximum value. This skill takes 5 minutes to perform and maybe done while a person is still wearing their armor. If an armor has been field repaired before (and not fully repaired since) it can be Field Repaired again, but each additional time it will be restored to 2 additional point less.

If Freya has a chain shirt with accoutrements totalling 6 points or armor, and gets into battle, reducing her armor to 1 point. She can have it Field Repaired to 4 Armor Points (2 less than max). Freya gets into another fight (she never quits) reducing her armor to 0. She can have it field repaired again, but because the armor has not been properly repaired since it will now only be repairable to 2 Armor Points (4 points less than max). If needed Freya would have to have the armor repaired to full as it is no longer capable of being Field Repaired. It would be repaired to 6 points under max, 0.

Once the armor has been properly repaired, the next time it is Field Repaired it will be repaired to 2 less than its maximum (4 Armor Points for Freya)

## **Smithing Augmentation**

There now exists augmentations an Armorsmith can do on a piece of chest Armor.

Two of the things that can be learned:

### **Toughen**

- Grants the Wearer of the Armor temporary additional Armor Points.
- These Armor points are removed prior to any normal armor damage.
  - After magical armor is hit but before normal armor

### **Protection**

- This Augmentation grants the Wearer of the Armor a + Magical Resistance
- This effect is considered used when A level based spell is cast at the wearer, regardless of being resisted or not

## **Backstories, submission and alterations**

- All backstories Must be submitted prior to obtaining 5th level.
- A history is limited to 2 pages
- Once a History is accepted it cannot be changed without special permission/circumstance

## **Class Changes**

Instead of being reset to 0, up to 50 points (after paying the Class Change cost) may be kept to go towards the new class. Once you have declared your are changing class, it will occur once you have enough points, just as stated in the rulebook.

## **Crossbows**

Crossbows are now valid weapons at FQ on a case by case scenario. All Crossbows must first be approved by a Keeper before being able to be used at game. Crossbows will be evaluated on an individual basis. The Bow skill is required to be able to use a Crossbow. Just as with bows, bow certification must be done. Specific models may be identified in the future as allowed. Currently no specific models have been approved.

## **Craftsman Update**

Craftsman is being divided up into two categories, goods and services.

The Craftsman skill may now be purchased an unlimited number of times. However no one crafting skill may be purchased more than 3 times. The amount of coin is dependant upon the individual levels of all your crafting skills combined. A Player with Beginner in three different types of Craftsman would receive a total of 6 flange (2 per beginner level). A Player with a Master level Craftsman and a Beginner Level would receive 1 Noble 2 flange. The cost for Craftsman will continue to increase with each purchase, regardless of how many types or what tier is being taken. The fourth time purchasing the craftsman skill counts as a fourth purchase, not the first purchase of the new Craftsman skill.

Craftsman Goods is designed to allow players to bring things into game for both roleplaying opportunities and bring more to the world. A player with Craftsman Goods may bring in items that can be sold in game at a value of up to 150% of their current Craftsman skill level. For instance a beginner wine maker can bring in wine valued up to 3 flange and attempt to sell it for what they can. Prior to the next event the player must report what they actually sold/traded the wine for. This may change the price evaluation of an item, reducing or increasing the quantity that can be brought in. The player will still have the choice of just taking the set amount of coin (beginner would get 2 flange) at check in. Remember items that can be sold in game can be stolen in game.

Craftsman Services allows a player to receive the set amount of coin, based on ranks, at check in.

Any player may take any job during a game regardless of their Craftsman skill, this does not mean that roleplaying can't be used to boast about your skills in your craft.

**Craftsman Broken Down:**

Craftsman Goods	Craftsman Services
<p>Gets money at check-in OR brings goods into game, up to 150% of coin for the level.</p> <p>Those prices will be used to adjust appraise sheet for the good sold – the current market value being what the people are willing to pay.</p>	<p>Gets money at check-in</p>

**Craftsman Goods:**

- **Goods brought into game** have a value limit of 150% of the amount the character would otherwise have received at check-in.
- If the goods have not previously been sold in- game, then the player will set the price, subject to Staff approval.
- By the end of pre-reg for the next event, any player who sold goods in-game must report what they sold and the price they sold it for.
- Those prices will be used to adjust appraise sheet for the good sold – the current market value being what the people are willing to pay.
- The adjusted appraise sheets will be given to those with the appraise skill. They also will be used to set the value of the goods craftsmen can bring into game and the prices players are charged at the inn and trading post.

**Craftsman Services:**

- Gets money at check-in

**Working in game**

- Any player can get any job in-game. The craftsman skill applies only to between-game work. In- game, if they can do the work, they can get paid for it.

**Purchasing the Craftsman Skill**

- ★ Craftsman may be taken any number of times. The cost increases each time taken. No single craft may be advanced higher than third (master) tier.
- ★ Different Craftsman skills can be purchased in any order,
  - A bard for instance (20 points per purchase) could take
  - 1 level of Craftsman Goods Baker (20 points, 2 flange)
  - 2 levels of Craftsman Services Flutist (40 + 60 = 100 points, 5 flange)
  - 1 level of Craftsman Services Herald (80 points, 2 flange)
  - In the order listed above for 200 points

- And receive 9 flange an Event at check in
  - They can also choose to not take the Bakers check in coin and bring goods in instead
- ★ Craftsman skill also may be a prerequisite for some in-game activities.
- ★ All Craftsman Goods and Craftsman Services must be approved by the Keepers

## Nivlacian Clerical and Holy Warrior changes

Removed Nivlac Benefits and Restrictions	New Nivlac Benefits and Restrictions
<p><b>Clerical Benefits:</b></p> <ul style="list-style-type: none"> <li>● <del>May purchase the luck skill for 15 points.</del></li> <li>● <del>Purchase all stealth skills available to clerics at the same cost as bounty hunters.</del></li> </ul> <p><b>Clerical Limitations:</b></p> <ul style="list-style-type: none"> <li>● <del>Can wear only leather armor.</del></li> <li>● <del>Cannot use shields.</del></li> </ul> <p><b>Holy Warrior Modifiers:</b></p> <ul style="list-style-type: none"> <li>● <del>Following the code of Chivalry is the holy warrior's choice.</del></li> <li>● <del>The craftsman skill costs 40pts.</del></li> </ul>	<p><b>Clerical Benefits:</b></p> <ul style="list-style-type: none"> <li>● May purchase the luck skill for 15 points.</li> <li>● May purchase the following skills, not normally available to clerics, at the same cost as bounty hunters.           <ul style="list-style-type: none"> <li>○ Create Poison</li> <li>○ Escape Bonds II</li> <li>○ Lock Picking I</li> <li>○ Lock Picking II</li> </ul> </li> </ul> <p><b>Clerical Limitations:</b></p> <ul style="list-style-type: none"> <li>● Can wear only leather armor.</li> <li>● Cannot use shields.</li> <li>● The DI skill cannot be used to ask their deity a question</li> <li>● The craftsman skill costs 40pts.</li> </ul> <p><b>Holy Warrior Modifiers:</b></p> <ul style="list-style-type: none"> <li>● Following the code of Chivalry is the holy warrior's choice</li> </ul>

## Prayer defined

- Praying is considered being pious in a location and focusing on ones deity for an extended duration, (Minimum of 10 minutes).
- During this time only limited actions can be taken. Anything beyond discussing divinity, mostly in regard to one's own deity, or informing an outside presence that "I am praying" is considered an interruption.
- Any spells, fighting or arduous movement are also considered to be interruption
- You Cannot break prayer time up
- Prayer can be done anywhere appropriate to the deity. (Sanctuary is always appropriate)
- Locations other than sanctuary should be confirmed by staff.

## Praying for Divine Intervention NPC Option

A player may opt to do a 2 hour NPC shift in lieu of 1 hour of praying to match the prerequisite to us a DI during game. This is set at 2 hours as the player is not in game so at no risk to being interrupted (see Prayer defined) or injured while praying. A player may be able to immediately NPC the 2 hour block or be told to come back at a specific time to NPC their 2 hour shift (even if they died a final death before then), but the player once reporting to OPS to use the NPC option will immediately gain the DI for the event. A player *must* report to OPS prior to sanctuary (11 bells) Satyrday to be able to use this Option.

## Raise Power I vs Raise Power II (clarification from Rulebook)

Both Raise Power I and II may only be used to Raise power on the next spell cast from the same school as the Raise Power was cast from.

## **Weaponcraft is being renamed to Weaponsmith**

This is to bring the name in line and avoid confusion with the Craftsman skill

## **Weapon Smithing Update**

Each purchase of the weapon crafting skill will give 5 Weapon Crafting points per event  
Crafting points are reset at the end of each event, any unused points are lost

This list applies to both weapon metal and weapon wood

- 1-2 = Beginner
- 3-5 = Novice
- 6-8 = Journeyman
- 9-10 = Master
- 11+ = Grand Master, 660+

<b>Point Cost</b>	<b>Weapon</b>
1	2 arrows/arrowheads
2	Thrown Weapon
3	Small Weapon
5	1 Handed Weapon
5	Bow
7	2 Handed Weapon

## **Weaponsmithing Augmentation**

There now exists augmentations a Weaponsmith can do on weapons.

Two of the things that can be learned:

<b>Point Cost</b>	<b>In Game Weapon Augmentation</b>
1	Crit-2
2	Crit-3