

I modified the original idea as it seemed too powerful and added the Ritual for Craft Focus (based on Fashion Runewand.)

32.A Focus

[32.A.1] A Focus is an implement crafted to enhance spell casting. Focus items are an Adept's choice of implement used to focus their mental energies to bend the fabric of reality in order to weave mana into the form of a spell. An item Focus can be a Staff, Rod, Wand, or Orb, and can be crafted from any mundane or precious material (excepting cold iron). An item Focus must undergo the Craft Focus Item ritual in order to be used as a Focus implement. Once crafted, the Focus will allow any caster to add their full unmodified Magical Aptitude to the base cast chance to all spells (not rituals.)

[32.A.2] A Focus must be prepared in the same manner as a weapon to be effective. In order to gain the benefit of using a Focus, the player must spend an action to prepare the Focus as any regular weapon. Once prepared, the Focus remains prepared until the character performs an action causing the Focus to become unprepared.

[32.A.3] A Focus can be imbued with Ranks. When crafted, a Focus can be imbued with Ranks to improve the effectiveness of the Adept's spells.

[32.A.4] A Focus is subject to the same restrictions and limitations as any other hand held weapon. A Focus can be dropped or broken (on a roll of 99 or 00). A broken Focus is useless. Only an Orb can be held in Close Combat (see Rock).

Example: Rudolpho The Grand has a MA of 20 and crafts a jeweled, emerald Oak Wand Focus of RK 2. The wand will increase the effectiveness of all of his spells by 2 additional Ranks (duration, range, damage, etc.) when prepared. When he casts his RK 3 Lightning Spell (S-7), he would have a 59% cast chance (BC: 30, MA bonus: +20, RK: +9). If he rolls a 7, his target would suffer 14 points of damage ((D+5) +1 every three ranks or fraction thereof). Without a Focus, his cast chance would be only 44% (BC: 30, MA bonus: +5, RK: +9). If he rolls a 7, his target would suffer 13 points of damage.

[32.A.5] Ritual of Craft Focus Item

The Adept may employ this ritual to create a Focus out of any of the any mundane or precious material (excepting cold iron). The implement is fashioned by inscribing *Runes* into the material's surface, which describe its use, name, and history. Once the Focus has been fashioned and consecrated in this ritual, it remains fully effective unless and until it is broken or otherwise destroyed. It takes 1 to 4 weeks to perform this ritual, depending on the type of material used to fashion the Focus. The total time necessary to fashion a Focus is decreased by 1 day for each Rank the Adept has with this ritual (minimum of 1 day to perform this ritual), and the ritual costs 10 Endurance (-1/two Ranks with this ritual). The Endurance loss will heal normally. The Adept may interrupt the ritual to eat and attend to housekeeping (maximum of 2 hours per day) and to sleep (maximum 8 hours per day), but any break longer than 10 hours results in the ritual failing and the materials used being ruined. Any Endurance expended on this ritual is expended on the completion of the ritual, not during its course. Once the ritual is completed, the Adept determines whether or not it has been successful. The Base Chance for this ritual is 30% (+3/Rank). All materials used in an unsuccessful ritual are destroyed or ruined. If the ritual is successful, the Adept may use the Focus thereafter to cast spells and perform rituals that require the use of a Focus. This ritual's Experience Multiple is 300. A backfire results in the destruction of the materials used in the Focus.

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