Mystical Item Creation
[Revision v0.5.2]

Creating mystical items does not require special *feats* in the Zoria RPG System, as other systems would require. Rather, all mystic and channeler classes may learn to craft magical items, which is a function of Knowledge (Arcana) and Knowledge (Mystic Artifice) as well as Applied Science (Arcane Theory).

Making a mystic item has several costs: The base materials, which can be anything from the most mundane to the most exotic items imaginable are the base cost. The Zoria RPG Storyteller's book gives ideas and suggestions on what sorts of materials should be used, but the final and definitive answer is up the storyteller, and as a general rule of thumb, the more powerful or unusual the item, the rarer and thus, more difficult to obtain a substance is called for in making it.

Beyond the base material cost, empowering each item requires a significant amount of MFE, and activating it (making it ready to use and sealing in that energy) takes even more. No items require XP sacrifices.

The Zoria RPG system *never use experience points as a cost in making magical items.* XP is invisible to the character, and reflects learned experiences and knowledge gained in adventuring. You can't spend memories, nor should making a magic talisman take awa some essential skill or knowledge in the process. The idea of such is absolutely absurd!

There is however a large MFE cost in making an item, and in man cases there is either a permanent MFE drain, or a time period during which the character's MFE replenishes very slowly. It's not unusual o to spend 40MFE t make An item that takes forty days to replenish (at 1MFE per day) or to spend 50MFE to make the item, and 1d5 MFE permanent drain to activate it. (1/10 the MFE cost in die type, thus 100MFE + 1d10MFE drain, or 10MFE +1MFE drain, or 60MFE +1d6MFE drain, etc.)

Learning the Craft

Finally, making a mystic item requires specialized knowledge skills. A character may be taught how to craft mystic item by another sage who already has the requisite learned attribute, or may research it on his own. Learning from a sage takes 3d10 weeks, -1 week per every 2 points of the character's Reasoning score. Thus, on 3d10 (average 16) weeks, a character with a reasoning score of 18 would spend 7 weeks learning the craft at a very basic level. Once a character learns how to craft magic items, they gain the *virtual feat*: **Craft Magical Item.** Note that this is a *virtual feat* and as such it does not count towards any feats the character may learn normally upon attaining levels: it is meraly a placeholder to denote on the character record sheet that the character is able to make duch items.

Researching it on their own takes 2 ½ times the normal amount. To figure this , determine the time I t would take to learn under a teacher an multiply by 2.5.

In rare cases, you may find a ***Master Teacher***, under which you may study, one-on-one. This reduces the time required by 25%, so figure the total time and multiply it by 0.75 to calculate the time required to learn from a master.

Additionally, each type of mystic item ha a requisite number of ranks in a particular skill, or skills. In order to craft that category of item, you must have learned how to make mystic items, which is a role-played experience that nobody may have at the time of character creation, and you must also have the requisite skill at the required number of ranks.

The following are the types of items and the cost in MFE and requisite skills to create them.

Wands

Mystical wands differ from the wand used by acolyte wizards in that, unlike the Wizard's Wand, they contain the actual spell being cast, rather than simply acting as a focus for it. Wands are mystical items, made of wood, metal, crystal, stone, bone or any other solid substance that are designed to contain one specific spell and the power to activate it a number of times. Essentially, anybody can use a wand so long as they know how to activate it's particular spell. The advantages of using a wand are threefold:

Any character may use a wand as long as they know how to activate it. This is usually a simply magical phrase ad a gesture.

Wands do not deplete any MFE from the character using them, and even characters with an MFE core of zero may use tem. All of the spell power in a wand is self-contained.
Casting a spell from a wand always has a casting time of 1, no matter how long the spell normally takes to cast. This is because the spell is stored in the wand in a readied state, and the only time required to activate it is the duration to utter a few magical words and make a gesture. Of course, spells that have a casting time of less than 1 normally take *more* time to cast from a wand. A wand can never have a casting time of less than 1, although it sis possible to give a wand a casting time of 2 or higher (to reduce the cost of making it).

Wands differ fro staves and rods in that they contain only one spell per wand and can never have more than one function. A wand that contains more than one spell or function is a staff or rod respectively, no matter its size and shape.

To create a wand a character must have any one of the following skills:
Knowledge (Arcana) 5 Ranks or;
Knowledge (Mystical Artifice) 4 Ranks or;
Applied Science (Arcane Theory) 6 ranks.

MFE costs.: When crafting the wand, the mage must initialize it. This happens before charging it and prepares the wand with an initialized spell matrix that can hold the spell charges. This takes one day (8 hours of continuous work) to complete and the wizard will be fatigued after completing the initialization. The base cost to initialize a wand is the normal MFE cost to cast the spell x 10, which establishes an empty *matrix* of energy within the wand that the crafter uses to store the spell energies (charges or uses per day).

Charging the wand: The spell cost x1 for each charge (minimum 1, maximum 50): The mage must cast the spell once per charge, using a special method of casting that puts the spell energy into stasis within the initialized matrix in the wand. This need not be done all in one day, but the energy fades out in 7 days if the wand is not finalized.

An additional amount of MFE equal to 10% of the total MFE cost of the initialization plus 10% of the total MFE cost of all charges in the wand. The MFE used for finalizing the wand regenerates at 1MFE per day and no faster.

For example, to create a wand with 20 charges of Icebolt, a 1st degree spell that costs 2MFE to cast:

20MFE to initialize. + 1 Day
40MFE to charge. 2nd Day
6MFE to finalize. 2nd DAY OR LATER.

Total Cost 66MFE and at least two days.

If you create a wand but do not finalize it, the wand is still usable, but it reverts to a nonmagical item after 6 days (7 days counting the first day of initialization). This can be useful to create a temporary item, but you should beware when buying wands from disreputable sources.

Spell Stones (Sorcery Stones)

Spell stones are the sorcerer's equivalent to a scroll. They store a spell in an energy matrix within a crystalline structure that a mystic can activate by crushing the stone and then directing the energies released from within it. Anybody can attempt o use a spell stone, but only sorcerers are truly familiar with them.

A sorcerer may use a spell stone as if it had a casting time of 0, but they ma only use spell stones that are aligned to their affinities. Stones aligned to their antithesis immediately affect the caster in the most negative way possible, if they attempt to use them, although simply possessing them is not harmful to the sorcerer. (It's merely *uncomfortable*.)

By "the most negative way possible", the storyteller should have the spell act as if cast *upon* the sorcerer if it is damaging, or completely reverse its effects If it would normally be helpful. The storyteller may allows a positive and negative simultaneous effecting some rare cases, such as stones that would positively affect another player (not simply another character though, only a character controlled by a totally Separate player). In these cases, the spell gives ½ of it's effect to the other player normally, but does either a 50% or a full, harmful effect to the sorcerer using it.

Sorcerers' gain their usual bonuses from spells within spell stones as if they had cast the spell themselves, but they do not add any special bonuses into stones that they create. Thus, a fire sorcerer gains his appropriate bonuses when using a spell stone that contains a fire spell, whether he create it or someone else does, but if that sorcerer creates a spell stone with a fire spell and gives it to a wizard, when the wizard uses it, the spell functions only normally, without any of the sorcerer's special bonuses.

A sorcerer thus, cannot "lend" his abilities to another player or character.

Other mystics have can use spell stones as well, but with varied difficulty depending on their class:

Essence mystics, such as wizards, artificers and sages can use a spell stone with a casting time of 1. There is a 15% chance that they cannot properly direct the stone's energies, which the storyteller should treat as a chance for spell mishap.
Channelers can use a spell stone with a casting time of 1, but their chance for mishap is doubled to 30%.

Non-mages who use a spell stone use it with a casting time of 2, and suffer a 50% chance of mishap.

Creating a spell stone requires a crystal substance, aligned to the type of spell it is going o contain. The size of the stone is 2CT per spell circle of spell being stored within it. Therefore, a 5th degree spell uses a 10CT stone.

See the table for recommended materials.

Requisite skills:
Assence 4 Ranks and; Knowledge (Arcana) 4 Ranks or;
Knowledge (Arcana) 7 Ranks or;
Knowledge (Mystical Artifice) 6 Ranks

Initialization, Empowering and Finalization.: It takes 5x the amount of MFE normally required to cast the spell being stored in the stone to initialize it, plus the actual cost of the spell. Thus, a *fireball* spell stone requires 30MFE to initialize, plus 6MFE to store the spell. This energy must be used all at once.

Finalization: I takes an additional 10% of the amount required to initialize a spell stone to finalize it, which the sorcerer regains at a rate of 1MFE per day. A spell stone that is not finalized within 24-hours of initialization reverts to a non-magical state.

Initializing and finalizing a spell stone is therefore generally done on the same day, and does not fatigue the maker.

Greater Spell Stones

Greater spell stones are the sorcerer's equivalent to wands and staffs. Instead of shattering hem to activate them, the sorcerer uses his *Assence* ability o to see the energies within the stone and reaches out with his mind and his presence to manipulate t them. Thus, only characters with the *Assence* skill may use greater spell stones.

Likewise, only characters that can use the Assence skill may craft greater spell stones.

Requisite skills:
Assence 6 Ranks and Knowledge (Arcana) 8 Ranks or;
Assence 6 Ranks and Knowledge (Mystical Artifice) 6 Ranks

A greater spell stone may contain more than one spell. Creating a multifunction stone uses considerably more energy than a singular-purpose stone. Greater spell stones may either have charges, or a set number of uses per day. The latter requires huge amounts of MFE to generate. Powerful sorcerers generally convert whatever ornament of jewelry that they use for a mystic focus into a greater spell stone.

Materials: A greater spell stone requires clear, flawless crystal in a size equal to 5CT per spell circle stored within it.

Initialization: Initializing a greater spell stone requires 10x the amount of MFE required to cast each spell within it. Thus, to create a greater spell stone with both Lesser orb of Fire, a 1st degree spell and Fireball, a 3rd degree spell, you need to use 40MFE to initialize the stone.

Spell charges: If you wish to add charges to a stone, you cast the requisite spell into the specially prepared matrix within it using a special method of spellcasting that sets the energy in a dormant state for later use. If you want to add 10 charges of each spell, calculate the cost of casting each spell ten times. That is the cost for setting the charges.

Regenerating charges: IF you prefer to create a greater spell stone with spells that have a set number of charges per day that automatically regenerate, the cost is:
2x the spell MFE required cast that spell multiplied by the number of uses per day in **permanent MFE drain.** Thus, if you wish to create a stone that allows you to use a spell that requires 4MFE to cast twice per day, it would cost 16MFE in permanent MFE drain to imbue the item.

Finalization: When creating a greater spell stone with charges, it takes an additional 10% of the total MFE used to initialize an d charge te stone to finalize it. This energy replenishes at a rate of 1MFE per day.

When making a stone wit regenerating uses per day, you use 1dX of MFE in permanent drain, where X is the total number of uses per day multiplied by the total of all spell circles used in he stone. If the exact die type does not exist, substitute the closest available larger) die and re-roll if it comes up with a number higher than the maximum. (Thus, to simulate a d18, roll 1d20 and re-roll it if it rolls a 19 or 20.)

Thus, in the above example of a greater stone that can cast both Lesser Orb of Fire and Fireball, each twice per day, you have 4 uses per day and 4 spell circles, which would result In 1d16 permanent MFE drain, so creating that specific spell stone would take a total of 40MFE to initialize and charge plus 17-to-32 MFE in permanent drain.

Staffs

Staffs are the magical powerhouses of the world of mystic items. A staff is generally made by a wizard, but some are made by other Essence and channeler classes. The maker of a staff is generally reflected by its construction: For example, a fire staff made by a wizard may be a tall, slender rod of ash, inlaid with gold runes and sigils of power, encrusted with rubies and topped off with a large star ruby or a red diamond.

The same staff crafted by an Artificer would probably be a set of brass interworkings, with small moving parts and a matrix of rubies and quarts or diamonds.

If a shaman made the same staff, it would likely be carbonized wood, carved in serpentine forms with glyphs representing tribal spirits.

The actual appearance of a staff is a combination of the stylistic whims of its maker and the mystic symbology associated with its functions. The powers of a staff are usually related, but this is no a requirement, although it takes less energy to create a staff with powers in tune with each other than one with several dissimilar functions.

To create a staff, you must have the following skills:
Craft (Carving) at 5 Ranks or;
Craft (Weapon) at 5 Ranks or;
Craft Blacksmithing at 6 Ranks ;or;
Craft (Metalworking) at 5 Ranks; or;
Craft (Apparatus) at 5 Ranks or;
Craft Jewelry at 8 Ranks.

Additionally, you must have the following knowledge skill:
Knowledge (Arcana) at 9 Ranks or;
Knowledge (Mystic artifice at 8 Ranks or;
Applied Science (Mystic Theory) at 10 Ranks.

Materials: The materials used In constructing a staff are a combination of the requisite mystical components, which vary widely and wildly from the mundane to the exotic. The absolute base materials are a specific type of wood, metal, stone or crystal (depending on the powers of the staff and the exact class of the maker) and one central stone or ornament (such as a bird's skull or a sphere of silver).

The exact materials are up to the purview f the storyteller, but the character should have some leeway as to the final appearance of the item. Some of the exotic materials may not be visible in on the final product. For example, if a storyteller directs that you'll need a scale from a Red Dragon, the scale itself might be embedded into the material, or it may be consumed by the magic that binds the powers of the staff together.

Initializing a staff: The MFE cost to initialize a staff is dependant on the character, not by the spells contained within it. When you initialize a staff, you prepare it to hold the matrices of a variety of spells, with a minimum of two different spells or functions. The MFE cost is a flat cost no matter whether you wish to add two powers to a staff of two hundred. The more powers in a staff, the longer it takes to craft it, and the higher the cost of finalizing It will be.

Initialization Cost By Character Class:
Wizard 50MFE
Artificer: 40MFE
Priest: 60 MFE
Shaman: 60MFE
Sorcerer: 75MFE
Magician: 75MFE

Adding spells to a staff: To add spells to a staff, first determine the exact spells that you wish to add, and their spell degree. Once you have composed this list, choose one spell to be the staff's *Base Power*. The base power determines which of the spells that you are adding o to the staff are *similar spells* and which are *dissimilar spells*. Separate out spells that are similar in nature from those that are dissimilar.

For example, if you are creating a staff with the following spells: *Ray of Fire, Orb of Fire, Fireball, Fireblast* and *Telekinesis*, you would select *Ray of Fire* as the base spell. Then, you would indicate *Fireball, Or of Fire* and *Fireblast* as similar spells, and *Telekinesi*s is a dissimilar spell.

Next to each spell, write it's total MFE cost, including any MFE used in augmenting it, where applicable. Now you must decide to either add spells as charges (minimum five, maximum fifty per spell) or uses per day (minimum once per day, maximum once per round).

If adding as charges, next to each spell, write the number of charges that you ish t add of each power upon creation of the staff. If you wish to add powers with a use per day, indicate the number f uses per day. If you want to add a power that you can use every round, indicate it separately.

Adding charges: It takes 3x the normal MFE per charge to add spell charges for similar spells, and 10x the normal total MFE cost per charge to add dissimilar spells. Thus, in the above example, Ray of Fire uses 2MFE to cast, so each charge takes 6MFE to add to the staff. Telekinesis use 12 MFE, so each charge is 120MFE. Unlike wands, you cannot use powers in a staff until you *finalize* it. Thankfully, you can take as much time as you need to finalize a staff, for the energy stored in its internal matrix does not fade out over time like it would in a wand.

It is not possible to recover somebody else's labour, so if you find a staff that has energy stored in it (initialization and charges), you cannot finalize it. Only characters who worked on the staff's creation may finalize it.

To add a power with uses per day, the cost is 1dx, where X is the spell's MFE cost multiplied by the number of uses per day in permanent MFE drain. If you wish to add a power that is usable once per round, the cost is 1dx, where X is the degree of the spell squared multiplied by 10. (e.g., a 3rd degree spell would be 1d90 MFE in permanent drain.)

Finalizing: To finalize a staff you must spend 1 MFE in permanent rain for each spell circle or *similar spells* that staff can use and 1d3 MFE in permanent drain for each spell circle of a *dissimilar* spell that the staff has within it.

Using the above example, it would take:
Ray of Fire (1st Degree; Similar) 3 MFE drain
Orb of Fire (3rd Degree; Similar) 3 MFE drain
Fireball (3rd Degree; Similar) 3 MFE drain
Fireburst (4th Degree; Similar) 4 MFE drain
Telekinesis (6th Degree; Dissimilar) 6d3 MFE drain.

Total MFE drain to finalize: 13 + 3d3 (thus, 16-22, average 18 MFE permanent drain)

Making a Staff With a Group

Multiple characters may work to create one staff, but in doing so, they must all pay a special *group initialization cost* and a special, *group finalization cost*. Every person who wishes to add charges to a staff must therefore be present to initialize it and again to finalize it, but each individual they may add charges to it themselves, as long as they keep accurate notes for the other creators to ensure harmony in the matrix.

This allows groups of mages to work together on o a single, powerful staff with a variety of powers, even if not all of the characters could normally cast all of the spells used in its creation. It can also speed up the

creation of the staff, but it does cost more energy to activate it (in total), although the cost is somewhat reduced per person. Everybody who wishes to assist in creating the staff must have the requisite skills as noted above.

Initializing as a group: It takes 200MFE to safely initialize a staff that a group plans to work on together. This is because the internal spell matrix of the staff has to be larger and looser, allowing for multiple insertions of raw spell energy at once and from people that may be working towards different goals. The group shares this initial MFE cost evenly divided amongst all participants. Round fractions of one MFE upward.

If a group attempts to initialize a staff with less MFE, they risk mishaps during the procedure to add charges, and even if successful when doing so, they additionally risk spell mishap when using the completed staff. For every 10MFE short of the "safe" 200MFE, here is a 5% chance of mishap every time the group adds a charge.

For each 1MFE short of the "safe 200", there is a 1% chance every time the staff is used that it will exhibit some off, undesirable behaviors or cause a mishap.

Adding Charges as a Group: Groups making one staff add charges individually as normal, but each mage can add charges simultaneously with all of his collaborators.

If multiple people work together to add a power that has uses per day, so long as they all know the requisite spell or power, they may split the permanent drain cost across all of them evenly. Therefore, if 10 wizards collaborate to make a staff that can cast fireball once per round, they would roll 1d90. The average roll would e 45, and thus each of the ten wizards would suffer 5FMFE in permanent drain. (45 ÷ 10 = 4.5, rounded up to 5.).

Finalizing as a group: The cost for finalizing a staff as a group is equal to the normal cost of finalizing it, multiplied by 2.5. For example, with the staff of fire and telekinesis mentioned above, the cost for one crafter to finalize it is 18MFe of permanent drain (on average). To finalize this staff as a group, the finalization cost is 45MFE, (18*2.5=45) of permanent drain (on average).

Like the costs for initialization, this MFE drain is split evenly amongst all of the staffs creators, and they must all be present to finalize it. Round fractions of 1MFE upward. For example, if ten people worked together to make this staff, each one would suffer 5MFE permanent drain. (45 ÷ 10= 4.5 MFE, rounded up to 5MFE)

Recharging Staffs: As long as at least one charge remains for a particular power, you may recharge that power back to whatever it was originally at the time of finalization. Recharging costs twice as much energy as it took per charge when the staff was created for each charge that you wish to restore. Thus, if a staff originally held ten charges of fireball, but now has only one, you could add up to nine charges of it at the cost of 12MFE each.

If all the charges of one function or power are depleted, it is impossible to replenish them, as the part of the energy matrix that held them has collapsed. You do not need to re-finalize a staff to replenish more charges, but you can not add more charges than the staff originally held, and attempting to do so can cause a backfire that damaged the person attempting to add the extra charges, but does not damage the staff.

Amulets and Talismans

Amulets and talismans are objects that convey some form of bonus, protection, ward or armour to a character. When creating a talisman, first describe it s function. This allows the storyteller to determine the materials required, as well as to determine the spells required in order to craft the amulet.

Required Skills:
Craft (Jewelry) 5 Ranks and one o f the following:
Knowledge (Arcana) 8 Ranks or;
Knowledge (Mystic Artifice) 6 Ranks or;
Applied Science (Mystic Theory) 10 Ranks.

The cost for creating an amulet is the total MFE cost of the spells required x10, multiplied by any numerical bonus of the amulet in order t give it an appropriate mystic charge. This is the equivalent set-up process of both the *initialization* and *charging* phases of making wands, staffs and the like. Once you spend the requisite energy to charge it, you must finalize it within 7 days, or the amulet reverts back to its normal nonmagical state. <u>An amulet does not function until it is finalized.</u>

The cost for finalizing an amulet is 1dX MFE in permanent drain, where X is equal to $1/10^{th}$ the MFE cost that it took to initialize and charge it in permanent MFE drain. Thus, if making an amulet that gives +5 Influence, it would take 100 MFE to initialize and charge it and would take 1d10 MFE in permanent drain to finalize it.

Rods

Magical Rods are similar to staffs, but instead of simply replicating a spell, they have powers or functions that have special effects in line with that spell. For example, a *Rod of Antimagic* does not cast *dispel*, but rather it attempts to suppress magical effects on something to which it is touched.

Rods were invented by the Sorcerer Kinds *as scepters that had unusual magical powers,* rather than staffs that simply replicated spells.

The costs for creating a rod are the same as for a staff for the most part, but they work more like amulets and wondrous items in their operation. All the functions o a rod must have one single, underlying purpose. The powers may be of different types, but they must all somehow connect to the *purpose power* of the rod.

Belts

Circlets

Helms

Clothing

Weapons

Armour & Shields

Scrolls

Spell stones are the sorcerer's equivalent to a scroll. They store a spell in an energy matrix within a crystalline structure that a mystic can activate by crushing the stone and then directing the energies released from within it. Anybody can attempt o use a spell stone, but only sorcerers are truly familiar with them.

[Scrolls essentially follow the same rules as *Spell Stones*, but are crafted by Wizards and other mages, except Sorcerers (generally).]

Books & Tomes

Wondrous Items

Wondrous items are difficult to categorize as any other particular category of item. Such things as Orbs of Scrying, Lenses of Visibility, Pens of Unlimited Writing, Spheres of Communication, and Ewers of Infinite Wine are wondrous items, as they perform mystical functions internally in order to give some unusual benefit to their owners.

These items may replicate a spell, but only upon themselves and thus confer that power to their keeper when used or worn, such as the Lenses of Visibility, which grant the wearer to *see the invisible* within their normal line of sight. These items may only partially replicate a spell, or use it in a n unusual way. For example, an *Orb of Scrying* allows anybody who uses it to make *Scrye*, as per the spell, as long as they have the *Scrye* skill. Its power is always on, and is therefore very useful to anybody who wants to Scrye frequently in place of casting the spell, which has a very long casting time (360).

Of course, if you wanted to make one, you might need to find a flawless crystal at least six inches in diameter and grind it down into a polished, smooth sphere. Then immerse that crystal sphere for thirty days in a hidden spring of effervescent water in the Valley of the Flowers of Death, where the Obsidian dragon T'Thyn destroyed the ancient Aldian city and cursed the land, tearing open a rift in space and time.

Making wondrous items isn't always this involved, but the more useful the item, or the more powerful, the more dangerous the quest should be in order to make it.

Energizing a wondrous item almost always permanently drains MFE, unless the item has very limited uses per day (such as items that can be used once per day, once per week, once per month, etc.) of has a comparatively weak power. A Pen of Endless Ink would be such an item. Thus, it is easier to say that there are two ways to energize a wondrous item, either with raw MFE, or with MFE drain. The MFE drain is a small fraction of the cost of the MFE it would take to activate it normally.

Unlike other items that require thre phases (initialization, charging and finalization), the cost to energize a wondrous item occurs all at once, and can not be split up in multiple attempts, although more than one person may work together on the construction and charging of an item. If multiple people work together, they must work simultaneously, and they must all have the requisite skills and spells trequired to enchant the particular item they wish to create.

Raw MFE Activation: The cost to activate a wondrous item is the MFE cost of the spell <u>squared</u>, then multiplied by the number of uses <u>per day</u>. If the item has limitless use, calculate as if the uses per day is <u>50</u>.

These numbers are rather high, but up to ten mages can collaborate to enchant one item, however all of the energy must be supplied at once, spread <u>evenly</u> amongst all participants. Thus, each mage can contribute only as much energy as the mage with the smallest MFE pool can offer, so if five mages work together, with MFE pools of 56, 72, 79, 67 and 95, each mage can only supply 56MFE to the energizing of one item, or 280MFE total.

Furthermore, the MFE used to activate a wondrous item regenerates at a mere one point per day, so if a wizard spends 90 MFE to activate an item, it takes 90 days to recover it all.

It is often necessary therefore to sacrifice MFE as permanent drain, rather than to simply spend MFE points on activating an item. The MFE drain cost is $1/20^{th}$ of the cost required to activate it normally, but in permanent MFE drain rather than normal MFE expenditure.

Requisite skills:
In order to create a wondrous item, you must have the following skills:
Spellcraft at 8 Ranks or;
Spellcraft at 7 Ranks and Assense at 7 Ranks

and one of the following:
Knowledge (Arcana) at 8 Ranks or;
Knowledge (Mystic Artifice) at 6 Ranks or;
Applied Science (Mystic Theory) at 10 Ranks.

Devices, Machines and Engines

Constructs and Golems

Recharging Mystical Items

It is possible to recharge depleted charges in wands, staffs, rods, greater spell stones, weapons, armour and wondrous mystic iems.

As long as at least one charge remains for a particular power, you may recharge that power back to whatever it was originally at the time of finalization. Recharging costs twice as much energy for each charge that you wish to restore as it took per charge when the item was created. Thus, if a staff originally held ten charges of fireball, but now has only one, you could add up to nine charges of it at the cost of 12MFE each.

If all the charges of one function or power are depleted, it is impossible to replenish them, as the part of the energy matrix that held them has collapsed. You do not need to re-finalize a staff to replenish more charges, but you can not add more charges than the staff originally held, and attempting to do so can cause a backfire that damaged the person attempting to add the extra charges, but does not damage the staff.