

Note from SenescentSoul: This is a patch. If you haven't read the chapter yet, ignore this and read the full version, which already includes this change.

Begin modified section:

Her rings are so broken. Not quite ash-yam-and-bloat broken, but still. Total video game bullshit.

To begin with, Ameliah had ranked Empowered Rings up to 10, doubling the power of any ring enchantments she chose to use. If she then wore a ring that added +1 to, say, Empowered Rings—because of course that was allowed—+1 became +2. Except it wasn't that simple.

In Grand Arcane Atantum, the maximum skill boost on a ring +1.12, not +1. The system simply truncated the excess, as you couldn't have a fractional skill level. The thing was, the boost from Empowered Rings applied before the truncation, and after that, the calculation would recurse.

Rain's eyes flicked to the side, and a window opened, showing the calculated progression for various numbers of rings.

| # Rings | Progression |
|---------|--|
| 1 | 1.12*(1+10/10)=2.24, coerced to 2 1.12*(1+12/10)=2.46, coerced to 2 Empowered Rings leveled off at rank 12 |
| 2 | 2.24*(1+10/10)=4.48, coerced to 4 |

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|---|--|
| | $2.24 \cdot (1 + 14/10) = 5.38$, coerced to 5 $2.24 \cdot (1 + 15/10) = 5.60$, coerced to 5 Empowered Rings leveled off at rank 15 |
| 3 | $3.36 \cdot (1 + 10/10) = 6.72$, coerced to 6 $3.36 \cdot (1 + 16/10) = 8.74$, coerced to 8 $3.36 \cdot (1 + 18/10) = 9.41$, coerced to 9 $3.36 \cdot (1 + 19/10) = 9.74$, coerced to 9 Empowered Rings leveled off at rank 19 |
| 4 | $4.48 \cdot (1 + 10/10) = 8.96$, coerced to 8 $4.48 \cdot (1 + 18/10) = 12.54$, coerced to 10 $4.48 \cdot (1 + 20/10) = 13.44$, coerced to 10 Empowered Rings leveled off at rank 20 |

The key takeaway was that only 4 rings were required to get to rank 20, not 5. That wouldn't have been enough to make it worth the effort, not on its own. Using four slots to boost the other six wasn't as efficient as just using all ten slots for other enchantments directly. However, once Ameliah had Empowered Rings at rank 20, she could actually *remove* a ring. $3.36 \cdot (1 + 20/10) = 10.08$. That was just barely enough to hit the breakpoint, nudging the slot efficiency ever-so-slightly in their favor.

Rain looked up, rubbing at his faceplate and feeling his fingers against his temples.

And I used to wonder how Tallheart and Lilly managed to survive down here alone. She had most of the skills Ameliah's got, but with an extra plus-five across the board from her specializations and another plus-three to everything in Equipment Use. She wouldn't have needed to worry about any of this. She'd only need one ring to get to the cap. And Tallheart, hells. Just being able to MAKE a skill ring is insane in the first place. His class is stupid good. At mid-silver, he's making gear that goldplates would kill for. Dedicated crafters are OP, especially if they're working with someone who has item skills.