

Update to Crafting Rules

Crafting items takes *skill*, *time*, and *materials*.

SKILL

Ability to Craft Items: Crafting requires a skill to create items from raw materials. The medium of material being used will determine any additional skills needed. For instance, to make weapons requires the *Weaponsmith* skill. However, the type of weapon will determine what other skills are needed. Making a long sword will require the secondary skill of *Metalworking*, while a staff will require *Carpentry*. The secondary skill must be equal to or greater than the primary crafting skill (in this example, *Weaponsmith*). To forger the weapon, the crafter will use the primary skill roll, including any synergy from the applicable secondary skill.

A quick note about skills synergy (rule change): Skills that provide a synergy bonus **now** provide **2% per level** of the skill (increased from 1% previously).

Standard items (new rule): To craft normal items, including weapons and armor, the percentage of success is equal to 20% times the level of the appropriate skill. Therefore, a 5th level craftsman, will nearly always be successful in creating standard items (5 x 20% = 100%; however a roll of 100% is always a failure).

Masterwork items (updated rules): To create a masterwork (also known as “quality”) item, the crafter must have a skill level of at least 5th. The percentage of success to craft masterwork items is 10% x the appropriate skill level. To craft masterwork armor or weapons requires the specific crafting feat (see below). Likewise, to create high quality items of other types (including tools, jewelry, nsh.) will require the applicable crafting feat. Each crafting feat indicates a specialization of the crafter to that specific type of item. The level of quality that a crafter can create is dependent on the skill level:

5 th	+0 MW (“normal” masterwork item)
6 th	+1 MW
7 th	+2 MW
8 th	+3 MW
9 th	+4 MW
10 th	+5 MW

New Crafting Skills

Weight One Skills

Ceramics
Dye making
Glassblowing
Weaving

Weight Two Skills

Goldsmithing ←[recog prec mtl/stones]

New Crafting Feats

(replaces existing crafting feats)

Craft Masterwork Armor (Cost 1000 XP)

- This feat can be purchased multiple times. Each time it is selected, it applies to a different level of armor (light, medium, heavy, plate).

Craft Masterwork Weapon (Cost 500 XP)

- This feat can be purchased multiple times. Each time it is selected, it applies to a different weapon proficiency (eg. small axe vs. small mace or large staff vs. large sword).

Craft Masterwork Tool/Equipment (Cost 1000 XP)

- This feat can be purchased multiple times. Each time it is selected, it applies to a different tool kit or equipment (eg. lock picks, rings, carpenter’s tools, or cooking kit).

TIME

The amount of time required to craft *weapons* or *armor* will depend on the size and quality of the item being created. The proficiency of the crafter (i.e. skill level) will reduce the amount of time required. All times assume full access to prepared materials (i.e. purchased materials – ½ purchase price). One day is equal to 10 hours of work time.

Crafting time table – Weapons [weapon size/skill level]

	1 st – 3 rd (100% time)	4 th – 6 th (80% time)	7 th – 9 th (60% time)	10 th (40% time)
Small	10 hours (1 day)	8 hours	6 hours	4 hours
Medium	20 hours (2 days)	16 hours	12 hours	8 hours
Large	30 hours (3 days)	24 hours	18 hours	12 hours
Huge	40 hours (4 days)	32 hours	24 hours	16 hours

Crafting time table – Armor [armor type/skill level]

	1 st – 3 rd (100% time)	4 th – 6 th (80% time)	7 th – 9 th (60% time)	10 th (40% time)
Light	20 hours (2 days)	16 hours	12 hours	8 hours
Medium	40 hours (4 days)	32 hours	24 hours	16 hours
Heavy	60 hours (6 days)	48 hours	36 hours	24 hours
Plate	80 hours (8 days)	64 hours	48 hours	32 hours

Crafting time table – Masterwork [increase in amount of time over standard (indicated above)]

Masterwork (std)	+50%	requires 5 th level
Masterwork +1	+100% (x2)	requires 6 th level
Masterwork +2	+200% (x3)	requires 7 th level
Masterwork +3	+300% (x4)	requires 8 th level
Masterwork +4	+400% (x5)	requires 9 th level
Masterwork +5	+500% (x6)	requires 10 th level

MATERIALS (Cost)

All crafting requires raw materials in order to create useful items. Typically the materials cost to craft an item is half the listed purchase price. Most urban areas should provide access to basic raw materials. When crating masterwork items, there is an additional cost associated. The assumption is that high quality items require high quality or special materials. Found or scavenged materials (like dragon scale, wood from a rare magical tree, or demon bone) may offset the increased cost for masterwork items (GM's discretion).

Crafting cost table – Masterwork [increase in amount over standard cost]

Masterwork (std)	x5
Masterwork +1	x10
Masterwork +2	x100
Masterwork +3	x1,000
Masterwork +4	x10,000
Masterwork +5	x100,000

This increased cost is just for the masterwork level of quality in the item being crafted. Some magic items require special materials (mithril, adamantium, nsh.) and the cost of those materials should be added to the cost of the item after the masterwork multiplier is factored.

Crafting items with a skill bonus (new rules)

Masterwork items (tools):

To craft an item with a skill bonus, the skill must be one that uses tools or has (reasonable) equipment and must also be known to the designer. The designer will create the schematic/diagram for the masterwork item. To create the actual item requires some sort of craftsman skill (dependent on the type of item being crafted). Skill bonuses only add to an existing skill, it is useless if the skill is not already known by the owner of the item. These items do not bestow skill knowledge; they improve the user's ability to perform the skill. Typically, skills bonuses from masterwork items will not stack. Skill bonuses from masterwork and magic items will stack.

Effect: The level of crafted item is limited by both the **designer** (the person with the skill) and the **crafter** (the person making the item). A crafter can create an item with a skill bonus of 2 per level of the skill of the designer and crafter. For example, Qweezil has 4th level erotic arts, the largest bonus he can design into an item is +8%. In order to make the item, the crafter must also have a leatherworking skill of 4th or higher. If the crafter only had 3rd level leatherworking, the item would be limited to granting a +6%.

Cost: Use the cost of the actual item/kit as a base. The cost for weight one skills and additional time to craft an item is as follows:

Level	Bonus	Cost*	Time (days)
	+2	x5	+1
	+4	x10	+2
	+6	x25	+3
	+8	x50	+4
	+10	x100	+5
	+12	x250	+6
	+14	x500	+7
	+16	x1000	+8
	+18	x2500	+9
	+20	x5000	+10

*Multiply the cost by the weight of the skill.

Skills that can have items made include (let me know if you think a skill is not in this list that should be):

Weight One Skills

Astrology
Astronomy
Brewing
Carpentry
Cartography
Chemistry
Cook
Dance
Disguise
Erotic arts
Falconry

Fishing
Forgery
Gambling
General riding (air or ground)
Juggling
Leatherworking
Masonry
Metal working
Mining
Mountaineering
Paint
Play percussion instruments

Play string instruments
Play wind instruments
Pottery
Preserve food
Research *Special: If in library/not portable item.
Rope works
Sailing
Scale walls
Sculpting/whittling
Sleight of hand
Swim
Tailor

Weight Two Skills

Armorer
Divination
Find/remove traps

General repair
Locate secret comp/doors
Medical
Pick locks
Pick pockets
Prowl
Skinning and tanning
Surgery
Therapy
Trap design and construction
Use poison
Weaponsmith
Wilderness survival

Weight Three Skills

Hunting & foraging
Mystic harvesting (prereq: mystic zoology)

Magic items: (revised from manual)

It is possible to imbue a skill bonus into a magic item. The skill must be one known to the crafter. Skill bonuses cannot be made into focus items. Skill bonuses only add to an existing skill, it is useless if the skill is not already known by the user. Any skill can be made into a magic item. Typically, skills bonuses from multiple magic items will not stack. Skill bonuses from masterwork and magic items will stack.

Effect: A crafter can imbue an item with a skill bonus of 2 per level of the skill. (e.g., Qweezil has 6th level basket making, the largest bonus he can imbue into an item is +12%).

Level: For the purposes of crafting items, consider that skill bonuses have a spell level equal to the skill bonus divided by 2 (i.e. +10% Masonry would be considered a 5th level spell).

Duration: The effective duration of a skill bonus is 10 minutes per caster level.

Base cost: For weight 1 skills, same as standard magic items. For weight 2 skills, multiply the cost by 2; for weight 3 skills, multiply by 3; weight 4 skills, multiply by 4. However, the materials cost is not included in the multiplication.