Crafting DCs

Introduction

All characters can attain tool proficiencies up to legendary.

|  |  |  |  |
| --- | --- | --- | --- |
| **Proficiency** | **Prof. Bonus** | **Level** | **Ability Score** |
| Novice | 2 | 3 | ~ 16 / 18 |
| Expert | 3 | 7 | ~ 18 / 20 |
| Master | 4 | 11 | ~ 22 / 24 |
| Legendary | 5 | 15 | ~ 26 |

As such, crafting DC’s should scale with level; the list of materials and components should be split into categories based on the proficiency level of the characters who would reasonably encounter them. These categories should split the DC modifiers into particular ranges.

Crafting an item requires that each component be created individually, with independent checks. This creates a skill challenge that players have to succeed on, which could quickly veer into impossibility if the DC’s of the individual checks were raised too high.

As such, the DC’s of individual crafting checks should generally be low for an appropriately skilled character, which should allow for crafting to still be achievable, whilst maintaining their difficulty, when requiring many individual checks to be strung together.

Calculations and Figures

Results

I have found that a +4 increase in DC per proficiency level is the best for a good difficulty curve. This gives a 75% chance of a clean success for 4 component items like swords, and a 25% chance for 10 component items like plate armour.

I have also found that a +3 modifier for masterwork causes challenges to quickly veer into impossibility, and so I have considered implementing a +1 bonus instead. Ultimately, just like in regular D&D 5e, masterwork is seen as something that is an empowering bonus, not a requirement for progression, and so masterwork is not counted in the DC calculations here.

Mundane, common components increase the DC by values ranging from +1 to +3. Exotic components could increase the DC by anything up to +10. Therefore, materials should increase the DC by anything up to +20, depending on rarity.

Additionally, masterwork items could either utilise a +1/+2/+3 scaling for every check in the challenge, or +3/+6/+9 scaling for a single check, disregarding all of the others. The former would make the entire challenge more difficult evenly, increasing the overall likelihood of complete failure. The latter would drastically raise the difficulty of a single component check, making a failure of that specific check highly likely, but the consequences of that failure isolated to that specific check.

I shall keep both of these mechanisms in mind, and will see how each of them irons out in practice.

As such, the breakdown of DC modifiers would look something like this.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Proficiency** | **Material** | | **Component** | | **Masterwork** | | **DC** | |
| Novice | +0 | +3 | +1 | +2 |  |  | 11 | 15 |
| Expert | +3 | +8 | +3 | +4 | +1 | +3 | 16 | 22 |
| Master | +8 | +13 | +5 | +7 | +2 | +6 | 23 | 30 |
| Legendary | +13 | +20 | +8 | +10 | +3 | +9 | 31 | 40 |

For a simpler table:

|  |  |  |
| --- | --- | --- |
| **Proficiency** | **Low End** | **High End** |
| Novice | 10 | 15 |
| Expert | 16 | 22 |
| Master | 23 | 30 |
| Legendary | 31 | 40 |