**Blacksmith: Custom Crafting Template**

This template can be used when crafting custom metal weapons, armor or other equipment. This can include helmets, gauntlets and bracers. If you are creating a magic weapon or suit of armor, you must provide the mundane equivalent item or enough ingredients to create it as part of the crafting cost of the custom magic item’s creation.

**Creation Requirements:** Blacksmithing Tools, Access to a Blacksmithing Workshop

**Supply Cost:** Total Determined by **Additional Magic Effect Costs** Table

**Labor Cost:** Determined by **Additional Magic Effect Costs** Table

**Crafting Time:** (Total Determined by **Additional Magic Effect Costs** Table) / (Prof. Modifier)

**Invalid Ingredients:** Flesh, Plant

**Additional Magic Effect Costs**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Apprentice** | **Journeyman** | **Expert** | **Master** | **Legend** |
| **Supply Cost (gp per Effect)** | 25 | 75 | 175 | 375 | 750 |
| **Labor Cost (gp per Effect)** | 100 | 300 | 700 | 1,500 | 3,000 |
| **Base Crafting Time (hrs. per Effect)** | 50 | 75 | 100 | 125 | 150 |

**Magic Effect Slots**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Effect Name** | **Required Magic Property** | **Effect Cost (gp)** | **Required Magic Ingredient Value (gp)** | **Required Metal Ingredient Value (gp)** |
|  |  |  | Effect Cost/2: | Effect Cost/2: |
|  |  |  | Effect Cost/2: | Effect Cost/2: |
|  |  |  | Effect Cost/2: | Effect Cost/2: |
|  |  |  | Effect Cost/2: | Effect Cost/2: |
|  |  |  | Effect Cost/2: | Effect Cost/2: |
| **Final Effect Cost:** | |  | **Final Magic Cost:** | **Final Metal Cost:** |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material |  | Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  | Property |  |

**Upgrading Magic Items**

This template can be used when upgrading existing magical effects on weapons, armor, or pieces of metal equipment. Completely new magical effects cannot be added to an item. You can only upgrade existing effects to make them more potent.

**Creation Requirements:** Blacksmithing Tools, Access to a Blacksmithing Workshop

**Supply Cost:** Determined by **Additional Magic Effect Costs** Table

**Labor Cost:** Determined by **Additional Magic Effect Costs** Table

**Crafting Time:** (Total Determined by **Additional Magic Effect Costs** Table) / (Prof. Modifier)

**Invalid Ingredients:** Flesh, Plant

**Additional Magic Effect Costs**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Apprentice** | **Journeyman** | **Expert** | **Master** | **Legend** |
| **Supply Cost (gp per Effect)** | 25 | 75 | 175 | 375 | 750 |
| **Labor Cost (gp per Effect)** | 100 | 300 | 700 | 1,500 | 3,000 |
| **Base Crafting Time (hrs. per Effect)** | 50 | 75 | 100 | 125 | 150 |

**Magic Effect Slots**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Magic Effect Upgrade** | **Effect Cost** | **Magic Property** | **Required Magic Ingredient Value (gp)** | **Required Metal Ingredient Value (gp)** |
|  |  |  | Total Cost/2: | Total Cost/2: |
|  |  |  | Total Cost/2: | Total Cost/2: |
|  |  |  | Total Cost/2: | Total Cost/2: |

**Ingredient Slots**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | |
| Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  |