**Crafting Notes**

**Item Cost Breakdown**

Ingredients: 60-75%

Supplies: 5-10%

Labor: 20-30%

|  |  |
| --- | --- |
| **Proficiency Bonus** | **Labor Cost Per Hour** |
| Apprentice (+2) | 4gp |
| Journeyman (+3) | 12gp |
| Expert (+4) | 28gp |
| Master (+5) | 60gp |
| Legend (+6) | 120gp |

**Item Proficiency Requirements**

|  |  |  |  |
| --- | --- | --- | --- |
| **Proficiency** | **Item Cost (Non-Consumable)** | **Item Cost (Consumable)** | **Max Save DC** |
| Apprentice (1-4: +2) | 0-999 | 0-199 | 13 |
| Journeyman (5-8: +3) | 1,000-2,999 | 200-599 | 15 |
| Expert (9-12: +4) | 3,000-6,999 | 600-1,399 | 17 |
| Master (13-16: +5) | 7,000-14,999 | 1,400-2,999 | 18 |
| Legend (17-20: +6) | 15,000+ | 3,000+ | 19+ |

**Magic Effect Proficiency Requirements**

|  |  |  |
| --- | --- | --- |
| **Proficiency** | **Effect Cost (Non-Consumable)** | **Effect Cost (Consumable)** |
| Apprentice (1-4: +2) | 0-799 |  |
| Journeyman (5-8: +3) | 800-2,399 |  |
| Expert (9-12: +4) | 2,400-5,599 |  |
| Master (13-16: +5) | 5,600-11,999 |  |
| Legend (17-20: +6) | 12,000+ |  |

##### Labor Cost and Crafting Time

| Effect Level | Base Crafting Time <br> (Hrs. Per Effect) | Labor Cost <br> (gp. per Effect) |

|:-----------------:|:-------------:| :---------:|

| {Prof Level 1} | 50 | 100 |

| {Prof Level 2} | 75 | 300 |

| {Prof Level 3} | 100 | 700 |

| {Prof Level 4} | 125 | 1,500 |

| {Prof Level 5} | 150 | 3,000 |

**Blacksmithing Notes**

**Whetstones: (Cost: 100 x Level gp)**

**Cost of Item That Casts a Spell at an Upcasted Level:** 1.5 times what the Base Level Spell Item Would Cost for Every Level Beyond the Base Level

**Cost of an Item That Creates a Spell Effect Without Casting or Concentration:** 1.5 Times what a Spell Scroll for that Spell Would be

|  |  |  |
| --- | --- | --- |
| **Supply Cost (gp)** | **Material Requirement** | **Energy Requirement** |
| 10-12 | 1 Poor | 1 Poor |
| 13-22 | 1 Mundane | 1 Poor |
| 23-29 | 3 Poor | 1 Poor |
| 30-44 | 2 Mundane | 1 Mundane |
| 45-50 | 3 Mundane | 1 Mundane |
| 51-59 | 3 Mundane | 3 Poor |
| 60 | 3 Mundane | 2 Mundane |
| 61-100 | 1 Common | 2 Mundane |
| 101-125 | 1 Common | 3 Mundane |
| 126-149 | 1 Uncommon | 3 Mundane |
| 150-224 | 1 Uncommon | 1 Common |
| 225-299 | 3 Common | 1 Common |
| 300-449 | 2 Uncommon | 1 Uncommon |
| 450-500 | 3 Uncommon | 1 Uncommon |
| 501-599 | 3 Uncommon | 3 Common |
| 600 | 3 Uncommon | 2 Uncommon |
| 601-1,000 | 1 Rare | 2 Uncommon |
| 1,001-1,250 | 1 Rare | 3 Uncommon |
| 1,251-1,499 | 1 Very Rare | 3 Uncommon |
| 1,500-2,249 | 1 Very Rare | 1 Rare |
| 2,250-2,999 | 3 Rare | 1 Rare |
| 3,000-4,499 | 2 Very Rare | 1 Very Rare |
| 4,500-5,000 | 3 Very Rare | 1 Very Rare |
| 5,001-5,999 | 3 Very Rare | 3 Rare |
| 6,000 | 3 Very Rare | 2 Very Rare |
| 6,001-10,000 | 1 Epic | 2 Very Rare |
| 10,001-12,500 | 1 Epic | 3 Very Rare |
| 12,501-14,999 | 1 Legendary | 3 Very Rare |
| 15,000-22,499 | 1 Legendary | 1 Epic |
| 22,500-29,999 | 3 Epic | 1 Epic |
| 30,000-44,999 | 2 Legendary | 1 Legendary |
| 45,000-50,000 | 3 Legendary | 1 Legendary |
| 50,001-59,999 | 3 Legendary | 3 Epic |
| 60,000 | 3 Legendary | 2 Legendary |
| 60,001-100,000 | 1 Mythic | 2 Legendary |
| 100,001-125,000 | 1 Mythic | 3 Legendary |
| 125,001-149,999 | 2 Mythic | 3 Legendary |
| 150,000-224,999 | 2 Mythic | 1 Mythic |
| 225,000-299,999 | 3 Mythic | 1 Mythic |
| 300,000-360,000 | 3 Mythic | 2 Mythic |
| 360,001-500,000 | 4 Mythic | 2 Mythic |

***Material Ratio: 5/12-5/6 Supply Cost***

***Ideal Material Ratio: 1/2 - 2/3 Old: 1/2-5/6***

***Energy Ratio: 1/6 - 5/13 Supply Cost***

***Ideal Energy Ratio: 1/5 - 1/3 Old: 1/5-1/3***

***Priority Ranking***

***#1: Stay in Ideal Range***

***#2: Keep Number of Ingredients Low***

***#3: Keep Material Closer to 1/2 and Energy Closer to 1/5***

|  |  |  |
| --- | --- | --- |
| **Rarity** | **Price Range Consumable (gp)** | **Price Range Non-Consumable (gp)** |
| Common | 10-60 | 50-100 |
| Uncommon | 61-250 | 101-1,200 |
| Rare | 251-1,000 | 1,201-6,000 |
| Very Rare | 1,001-25,000 | 6,001-35,000 |
| Legendary | 25,001-250,000 | 35,001+ |

***Consumable Rounded Prices:***

|  |  |
| --- | --- |
| **Price Range Consumable (gp)** | **Round to the Nearest:** |
| 10-25 | 1 |
| 25-100 | 5 |
| 100-250 | 10 |
| 250-1,000 | 50 |
| 1,000-2,500 | 100 |
| 2,500-10,000 | 500 |
| 10,000+ | 1,000 |