**Weaver: Custom Crafting Template**

This template can be used when crafting custom cloth items. This can include hats, robes, gloves, and cloaks.

**Creation Requirements:** Weaver’s Tools

**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:** Metal, Wood, Stone

**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 Plant 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 Plant 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 adding or upgrading existing magical effects on any type of cloth item. If you are adding a new magical effect to the item rather than upgrading an existing one, the number of available Ingredient Slots is reduced by the number of existing Magical Effects already on the item.

**Creation Requirements:** Weaver’s Tools

**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:** Metal, Wood, Stone

**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 Plant 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** | | **Item #4** | |
| Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  |

**Ingredient Costs Reference Table**

