

# HEROIC CRAFTING



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# HEROIC CRAFTING

*In some stories, heroes rely on tools, weapons, and armor smithed by mythic creatures and gods, or looted from the lairs of legendary beasts. However, some heroes forge their own gear. This book describes an alternative crafting system, written to allow heroes to benefit significantly from crafting their own items, whether trying to do so in a hurry or because they are more capable than any artisan in the land.*

Heroic Crafting is a variant rule designed to replace the default crafting rules — where all items can be crafted in four days regardless of complexity or type — with a system more flexible and powerful.

With this variant, the time a project takes varies based on the level of the item and the expertise of the crafter. Characters can craft certain consumables and lower-level items very quickly, sometimes in a single hour. GMs can use uncertainty about when an item will be completed to set up “race against the clock” moments, like racing to the villain’s castle before they can finish their doomsday device, or rushing to build a raft before the tide comes in.

This book also presents formalized rules for gathering crafting materials from the natural world or from damaged or destroyed items, such as picking through a ruined castle for trinkets or delving through shallow caves for alchemically useful fungi.

## Heroic Crafting Impacts

With Heroic Crafting, characters can:

- ❖ Craft lower-level items and consumable items of their level quickly — in only a day or even a few hours.
- ❖ Push their luck to craft items more quickly, at risk of fatigue.
- ❖ Attempt to craft items above their level. These projects can take weeks, or more.
- ❖ Save money by crafting, rather than purchasing items they know the formula for. Items still can’t be sold for more than half their Price, so profiting is generally impossible.
- ❖ Forage materials from their environment and use them in projects.
- ❖ Receive rewards in the form of crafting materials, which are more useful in projects than for sale.
- ❖ Craft an item gradually, with the ability to track their progress over time.

## Crafting In Brief

In order to craft an item, you must satisfy the following requirements:

- ❖ You have the prerequisite feats (ie. Alchemical Crafting, Magical Crafting, Snare Crafting).
- ❖ If the item is 9th level or higher, you must be a master in Crafting. If the item is 16th level or higher, you must be legendary.
- ❖ You have the item’s formula (but see Reverse-Engineering on page 13).
- ❖ You have an appropriate set of tools. You may also need a workspace.
- ❖ You have any rare or precious materials the item consists of. Most items don’t require any special materials.

If all requirements are satisfied, you can **Begin a Project**, then use the **Craft a Project** activity multiple times until the project is completed. You can **Craft a Project** as a downtime or exploration mode activity.

## Crafting Actions

No matter what you're crafting, follow this sequence: First, **Begin a Project**, then **Craft a Project** one or more times until finished. Beginning a Project consists of making plans, setting up a workspace, and gathering initial materials and tools.

### BEGIN A PROJECT

#### EXPLORATION

**Requirements** trained in Crafting; you have the formula and the prerequisite feats for the item; you have the appropriate proficiency to craft the item.

To begin a crafting project, write down the name of the item you're crafting and its total Price. Spend crafting materials worth up to half the item's Price, and write down that value. This is the project's Current Value, and it will increase as you complete Crafting checks. When the Current Value equals the item's Price, the project is complete.

TABLE 1: SPENDING LIMIT

Level	Hour	Day	Week
1	3 sp	1 gp, 2 sp	6 gp
2	5 sp	2 gp	10 gp
3	8 sp	3 gp, 2 sp	16 gp
4	1 gp, 5 sp	6 gp	30 gp
5	2 gp	8 gp	40 gp
6	3 gp	12 gp	60 gp
7	5 gp	20 gp	100 gp
8	7 gp	28 gp	140 gp
9	10 gp	40 gp	200 gp
10	15 gp	60 gp	300 gp
11	21 gp	84 gp	420 gp
12	30 gp	120 gp	600 gp
13	40 gp	160 gp	800 gp
14	70 gp	280 gp	1400 gp
15	100 gp	400 gp	2000 gp
16	125 gp	500 gp	2500 gp
17	200 gp	800 gp	4000 gp
18	300 gp	1200 gp	6000 gp
19	500 gp	2000 gp	10000 gp
20	800 gp	3200 gp	16000 gp

Once you've begun at least one project, you can use the **Craft a Project** activity to work on any of your incomplete projects. To do this, you must spend a specified amount of time and materials to bring your project closer to completion. This represents the labor and resources you devote as you smith, carve, fletch, or otherwise craft the project.

### CRAFT A PROJECT

#### DOWNTIME, MANIPULATE

**Requirements** trained in Crafting; you have **Begun a Project** and have not yet finished it; you are not fatigued; you have appropriate tools and in many cases a work space.

**Cost** crafting materials worth up to the amount listed in **Table 1: Spending Limit**

Choose the amount of time to spend crafting: 1 hour, 1 day, or 1 week. The time spent, along with your level, determines the maximum Cost of this activity.

At the end of the duration, decide the Cost of this activity, then make a Crafting check. The GM determines the DC based on the item's level, rarity, and any other circumstances.

**Success** You work productively during this period. Add double this activity's Cost to the project's Current Value.

**Failure** You work unproductively during this period. Add half this activity's Cost to the project's Current Value.

**Critical Failure** You ruin your materials and suffer a setback while crafting. Deduct this activity's Cost from the project's Current Value. If this reduces the project's Current Value below 0, the project is ruined and must be started again.

If the difference between your project's Current Value and its Price is less than this activity's maximum Cost, you can forgo the Crafting check.

Instead, at the end of the duration you may simply pay the remaining value to complete the project.

#### WATCHING YOUR BUDGET

The maximum Spending Limit will often quickly deplete your funds. Spend this much only when speed is imperative.

## Crafting Duration

**Craft a Project** may be carried out over any length of time. This duration is always broken up into multiples of 1 hour, 1 day, or 1 week.

### Working Overtime

Sometimes, crafters will risk exhaustion to work longer hours in an effort to complete a project sooner. In a process called Working Overtime, characters can make additional checks to **Craft a Project**, but take increasing penalties. If you fail a check to **Craft a Project** while Working Overtime, you must stop crafting. When you stop Working Overtime for any reason, you become fatigued and cannot remove this condition for 24 hours.

### HOUR

Use an Hour (or Hourly) check whenever you are crafting as part of a normal adventuring day. Crafting this way requires you to have all your materials on hand. You can craft Hourly up to 4 times in a day without Working Overtime. When you Work Overtime, you can make a 5th and 6th check at a -5 penalty, and a 7th and 8th check at a -10 penalty.

**Special** This activity gains the Exploration trait and loses the Downtime trait.

### DAY

Use a Day (or Daily) check whenever you are crafting during downtime for less than a week.

If you are crafting for multiple days, you can craft Daily up to 5 times in a week without Working Overtime. When you Work Overtime this way, you can make a 6th check at a -5 penalty and a 7th check at a -10 penalty.

If you are crafting for only one day, you can instead Work Overtime using Hour checks as if you had just made 4 Hour checks.

### WEEK

Use a Week (or Weekly) check whenever you are crafting during downtime for a week or more. After making a Weekly check, you can Work Overtime using Day checks as if you had just made 5 Day checks, or you can make additional Weekly checks without Working Overtime.

## Multiple People Crafting

Some parties have multiple heroic crafters, who may choose to collaborate on large or complex projects. In this case, multiple characters may **Craft a Project** on the same project simultaneously (typically 2, but possibly more, dependent on the project). All characters must meet the crafting requirements individually. Each character needs their own set of tools, but they can share a workspace. Certain projects, like a lich's soul cage, may require that only one crafter work on them.

Members of the party who do not meet the crafting requirements may also assist by contributing labor or relevant expertise to the project. This is a version of the Aid action which can be used as a downtime activity (or as an exploration activity if the aided **Craft a Project** activity has the Exploration trait). A single use of Aid only assists **one crafter** with **one project**.

### CRAFTING WITH SPELLS

In some cases, you may use a spell (such as *shape wood*) to assist with crafting. In this case, either treat the spell as a successful Aid check, or as a Daily check to **Craft a Project**. The caster may be required to make a Crafting check (typically at a lower DC). The value added to a project by a spell generally should not exceed the value of a day of crafting.

## Crafting Batches

When you craft consumables and ammunition, you can craft them in a batch of up to a certain number (default 4 for consumables, the listed amount in the item entry for nonmagical ammunition). All items in a batch must be identical; when crafting in a batch, the Spending Limit is multiplied by the size of the batch.



## Providing Materials

You can provide the materials used to **Begin** or **Craft a Project** in a few different ways. If you are using the **Craft a Project** activity with the Downtime trait (such as to craft for 1 day or more) in a location with ready access to the necessary materials, you can purchase materials as part of the **Craft a Project** activity.

However, if you are using the **Craft a Project** activity with the Exploration trait (such as to craft for 1 hour), you must provide materials for the check directly, rather than by spending currency. (See Material Trove below for how generic materials can be tracked).

Some materials are too rare to be provided through these generic means and instead must be supplied directly while crafting (See Crafting with Treasure below).

## Crafting with Treasure

Adventurers with a focus on crafting can often be quite creative about sourcing materials, such as a flawless emerald “borrowed” from a wealthy merchant guild or the hide of a freshly-killed basilisk. You can use specific pieces of treasure to pay the material Cost of the **Craft a Project** activity. When you do so with an appropriate material, some or all of the Cost is covered by the value of the item. Some formulas even require specific items to be provided this way. For example, weapons and armor made from special materials such as silver and cold iron require you to provide a portion of their value in those materials. Magic items such as scrolls and staves also require you to cast spells at some point during their creation.

The value provided this way is limited by the degree to which the item could practically be used. For example, the hide of a dragon worth 5000 gp could be used to build a shield, but the useful pieces may only contribute 500 gp in raw materials.

## Material Trove

If you frequently use the **Craft a Project** activity as an exploration activity - or on the road where materials can't easily be bought - it can be tedious to track your available materials and their values. The Material Trove provides a streamlined way to track common crafting materials.

A Material Trove stores general-purpose crafting materials. The amount and quality of these materials are represented by a value in gp. This value can be increased by purchasing generic crafting materials with currency or by any of the methods specified in the Gathering Materials section opposite. The contents of a Material Trove can only be used to **Begin** or **Craft a Project**.

## Trove Bulk

An alchemist that stays in town with a dedicated workspace always has convenient access to materials and space to store them. However, an adventurer on the road may be forced to travel light, with the space for their materials confined to a wagon or backpack.

If you need to determine the Bulk of your Material Trove, consult **Table 1: Spending Limit**. Materials worth the listed Week limit for your current level take up 2 Bulk. Since crafters of a higher level create higher-level items, and higher-level items require more expensive and high-quality materials, higher-level characters store more value in the same amount of space.

This rule can be used to determine the value of a trove with any given bulk or the bulk of a trove worth any amount.

### EXAMPLE TROVE

A 4th-level crafter can fill a chest with a 2 Bulk artisan's tools and a 6 Bulk trove. This trove would be worth 90 gp and could be used for 3 weeks of crafting. If this same chest was filled by an 8th-level crafter, their 6 Bulk trove would be worth 420gp, but it would still be sufficient for 3 weeks of crafting.

## Gathering Materials

Spending currency in a town isn't the only way to obtain crafting materials for your Material Trove. If you can't or don't want to simply purchase supplies, try the following options.

Anytime you want to spend downtime searching for crafting materials, use the **Forage Crafting Resources** activity. If you have a specific item you want to break down into useful materials, use the **Salvage Item** activity instead.

### FORAGE CRAFTING RESOURCES

#### DOWNTIME

**Requirements** trained in Survival

You try to find crafting materials for your trove in your environment. The GM assigns a task level representing the most promising foraging location nearby. You can search for lower-level locations, with the GM determining whether you find any. When you begin to forage for resources, the GM secretly sets the DC. After your first day of foraging, you roll a Survival check to determine your findings.

**Success** Add the amount listed on **Table 2: Gathered Income** for the location's level to your Material Trove each day. If you are a master in Survival, instead add twice as much.

**Failure** You find no materials.

You can continue foraging in a location on subsequent days without rolling again until the GM determines that there are no more resources available, typically after a week or two.

### SALVAGE ITEM

#### EXPLORATION

**Requirements** trained in Crafting

**Cost** the item to be salvaged

You tear down an item for parts. The GM decides if the item can be salvaged this way. Roll a Crafting check against the item's Craft DC.

**Success** Add the amount listed on **Table 2: Gathered Income** for the item's level to your Material Trove each hour. If you are a master in Crafting, instead add twice as much. The item becomes unusable.

**Failure** Add half the amount listed on **Table 2: Gathered Income** for the item's level to your Material Trove each hour. If you are a master in Crafting, instead add the listed amount. The item becomes unusable.

You can continue salvaging an item for multiple hours without rolling again until you have recovered the item's Salvage Maximum, after which the item is destroyed. The GM determines the item's Salvage Maximum, but it is never greater than 75% of the item's Price, and is typically 50% or lower based on the item's condition.

At the GM's discretion, you may sometimes be able to salvage special materials or treasure worth the same amount instead.

TABLE 2: GATHERED INCOME

Level	Income
0	1 sp
1	4 sp
2	6 sp
3	1 gp
4	1 gp, 6 sp
5	2 gp
6	4 gp
7	5 gp
8	6 gp
9	8 gp
10	10 gp
11	12 gp
12	16 gp
13	24 gp
14	30 gp
15	40 gp
16	60 gp
17	80 gp
18	140 gp
19	200 gp
20	300 gp



## New Skill Feats

Existing Crafting feats will still work with these variant rules; simply replace their references to the Craft activity with references to the **Craft a Project** activity. Additionally, you can use the following new skill feats with these rules.

### **DISMANTLER**

**FEAT 1**

#### **GENERAL, SKILL**

**Prerequisites** trained in Crafting

Hours of taking apart spare items have allowed you to develop a streamlined process. When you use the **Salvage Item** activity, you can recover twice as much each hour. The maximum salvageable value of the item is unchanged.

### **PRACTICED FORAGER**

**FEAT 1**

#### **GENERAL, SKILL**

**Prerequisites** trained in Survival

Your knowledge of materials found in the wilderness includes some rare, but very valuable resources. When you use the **Forage Crafting Resources** activity, a critical success adds double the amount listed in **Table 2: Gathered Income** for the location's level to your material trove each day. If you are a master in Survival, instead add triple the listed amount.

### **HYPERFOCUS**

**FEAT 2**

#### **GENERAL, SKILL**

**Prerequisites** expert in Crafting

When inspiration strikes, you can progress further than should really be possible. When you roll a critical success on a check to **Craft a Project** for at least a day, your expertise in crafting allows you to make more progress than normal with the materials available.

In addition to the progress you would make on a success, if you spent 1 day crafting, add the value listed in **Table 1: Spending Limit** for 1 hour to your Current Value. If you spent 1 week crafting, add the value listed in **Table 1: Spending Limit** for 1 day to your Current Value. This feat cannot add more than the Cost of the **Craft a Project** activity to the item's Current Value.

### **MIDNIGHT CRAFTING**

**FEAT 2**

#### **GENERAL, SKILL**

**Prerequisites** expert in Crafting

You can burn additional resources to craft on a tight deadline. You can **Craft a Project** with a duration of only 10 minutes. When you do so, use the same rules as the Hour duration, but you must expend double the amount of crafting materials. The additional materials spent this way are called the "rush cost" and don't add to the check's Cost or Progress.

If you critically fail a Crafting check using this feat, you deduct twice as much progress as normal from your progress.

Just like Hourly checks, crafting this way is an exploration activity and requires you to have all your materials on hand. Crafting this way also counts as one Hourly check for the purposes of determining how many checks you can make in a day without Working Overtime.

### **NATURAL-BORN TINKER**

**FEAT 2**

#### **GENERAL, SKILL**

**Prerequisites** expert in Survival

Your time living off the land has taught you that with enough care, many useful items can be created from naturally-occurring materials. You can use your Survival modifier instead of your Crafting modifier on checks to **Craft a Project**. Additionally, you can use Survival in place of Crafting for the purposes of meeting the requirements to **Begin** or **Craft a Project** and to qualify for feats that fulfill crafting requirements, such as Alchemical Crafting and Magical Crafting.

### **QUARTERMASTER**

**FEAT 2**

#### **GENERAL, SKILL**

**Prerequisites** expert in Crafting

You've learned a myriad of tricks to help provision your entire adventuring party. When you craft a batch of consumable items, you can make up to 2 more than you could otherwise make. This increase applies after any increases from other feats or features.



## SAVVY TEARDOWN

FEAT 2

### GENERAL, SKILL

**Prerequisites** expert in Crafting; Specialty Crafting or Seasoned.

You know how to quickly break down an item, saving only the most useful components. When you **Salvage an Item** of the type you chose with Specialty Crafting, you can choose to spend only ten minutes. If you do so, attempt a single Crafting check against a Very Hard DC for the item's level.

On a success, add half of the item's Salvage Maximum value or your Day value on **Table 1: Spending Limit**, whichever is less. On a failure, you gain no materials. Either way, the item is destroyed.

## VIGILANT FORAGER

FEAT 2

### GENERAL, SKILL

**Prerequisites** expert in Survival

Even while adventuring, you never stop looking for useful supplies. You can use the **Forage Crafting Resources** activity after 8 hours or less of exploration, but if you do, you take a -5 penalty.

## EFFICIENT CRAFTING

FEAT 7

### GENERAL, SKILL

**Prerequisites** master in Crafting; Specialty Crafting or Seasoned.

You can tell when a project is going poorly and know when to cut your losses on familiar projects. When you roll a failure, but not a critical failure, on a check to **Craft a Project** that your Specialty Crafting applies to, you recover half the materials you spent as the Cost of the **Craft a Project** activity.

## MULTITASKER

FEAT 7

### GENERAL, SKILL

**Prerequisites** master in Crafting

Your excellent time management allows you to work on multiple projects at once. If you **Craft a Project** for at least 1 day, you can work on 2 projects simultaneously. If you are legendary in Crafting, you can work on 3 projects simultaneously. Each project requires you to contribute materials and make checks separately.

**Table 1: Spending Limit** specifies the amount you can spend on each project. A batch of consumables counts as a single project, and your Spending Limit is multiplied by the size of the batch.

## QUICK CRAFTING

FEAT 7

### GENERAL, SKILL

**Prerequisites** master in Crafting

Your advanced skill allows you to craft much faster. You can choose to double the values listed in **Table 1: Spending Limit** for the purposes of **Craft a Project**.

## INSTANT CRAFTING

FEAT 15

### GENERAL, SKILL, MANIPULATE

**Prerequisites** legendary in Crafting; Midnight Crafting.

**Cost** the Price of the chosen item

**Frequency** Once per day

You've learned the secrets of replaceable parts and carry component items on you to produce anything you might need at a moment's notice. You can instantly produce any item you meet the crafting requirements for. The item's level must be no higher than half your level, and its Bulk must be low enough that carrying it wouldn't have made you encumbered. Attempt a Crafting check with a Very Hard DC for your level.

**Critical Success** You produce the desired item, and you can immediately use any one Activate activity the item has as a free action as long as that Activate activity is three actions or less.

**Success** You produce the desired item.

**Failure** You partially complete the desired item.

You can finish the item by spending another two actions on your next turn.

**Critical Failure** Something goes horribly wrong in the assembly process, and the item explodes. You and all creatures within a 30 foot emanation take 7d6 fire damage and 7d6 damage of another type, at the GM's discretion. Typically, magical items deal force damage, alchemical items deal acid damage, and other items deal sonic damage.

## JUNK COLLECTOR

FEAT 15

### GENERAL, SKILL

**Prerequisites** legendary in Crafting

Your bag is full of odds and ends others would call "junk." When you use a non-temporary consumable, it leaves behind scraps that can be salvaged using the **Salvage Item** activity. The total salvagable value of the scraps is equal to 25% of the item's Price.

## Archetypes

The *Pathfinder Second Edition Advanced Player's Guide* introduced an archetype devoted to quickly improvising cheap items when a situation requires them. The following feat, taken in place of Scrounger Dedication, preserves the basic functionality of the archetype while updating its rules to match the Heroic Crafting variant rule.

### HEROIC SCROUNGER DEDICATION FEAT 2

UNCOMMON, ARCHETYPE, DEDICATION

**Archetype** Scrounger

**Prerequisites** trained in Crafting

You can craft items even without appropriate tools or a workshop, though you take a -2 item penalty to your Crafting check. Additionally, you don't need a physical formula book to remember all of your formulas; you pay the same cost as normal to learn them, but you memorize them all.

You gain the Midnight Crafting skill feat, regardless of whether you meet its prerequisites. When you use it to craft a common, non-magical weapon, armor, or piece of nonconsumable adventuring gear of 1st level or lower, you can choose to create that item as a temporary item. Temporary items created in this way last only 1d4 hours (the GM rolls secretly) before falling apart and becoming unusable, and other creatures treat them as shoddy items, but you can ignore the rush cost when crafting them. You can create only the physical item, not any information or magic, so for example, while you could create a blank journal or one of random pages, you couldn't use it as a scholarly journal or a religious text.

Additionally, you can use other items or materials you have on hand to pay for the costs of crafting an item with Midnight Crafting, without needing to **Salvage** them first. If you do so, you take a -5 penalty on the Crafting check (or a -10 penalty if the materials you used were particularly unsuitable, as determined by the GM).

**Special** You can't select another dedication feat until you have gained two other feats from the Scrounger archetype. This feat counts as Scrounger Dedication.

## Items

Many of the following items are useful as tools to assist with crafting, or afford new options to adventurers seeking to expand their horizons. Heroic crafters may find the following items interesting or useful:

### DOWSING RODS

ITEM 3

MAGICAL, DIVINATION

**Price** 65 gp

**Usage** held in 2 hands; **Bulk** 1

When held, these rods rotate to point the direction towards rare and valuable materials, greatly assisting with foraging expeditions. You gain a +1 item bonus on checks to **Forage Crafting Resources** while holding this item.

**Activate** 10 minutes (Interact); **Frequency** once per day; **Effect** The dowsing rods produce the effect of a 3rd level *locate* spell, except that it cannot locate a specific object.

### RUNIC ANVIL

ITEM 6

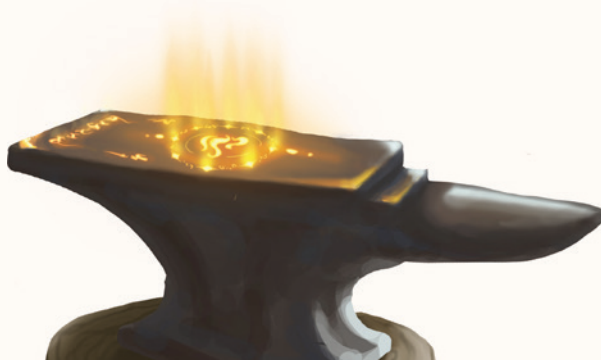
MAGICAL, EVOCATION

**Price** 245 gp

**Bulk** 4

This anvil is used by traveling smiths to be able to craft swords, armor, and other gear on the road. The anvil counts as sterling artisan's tools for any type of smithing, providing a +1 item bonus on that type of Crafting checks. This anvil is also capable of heating the metal to be worked, removing the need for a forge.

Additionally, the anvil can store up to 4 weapon or armor runes, as if by a runestone. Runes can be added and removed without damaging the anvil.



## CRAFTER'S FULU

ITEM 8

CONSUMABLE, FULU, MAGICAL

**Price** 100 gp

**Duration** see text

**Usage** affixed to artisan's tools

**Activate** ◆ (Envision);

**Requirements** master in Crafting

This charm — traditionally decorated with Dwarven runes penned in a deep burgundy ink — is a mainstay of many serious artisans. You receive a +1 status bonus on your next check to **Craft a Project**. This bonus lasts for the duration of your check, even if it takes place over a long period of downtime. If that check is an exploration activity, you can roll twice and take the better result; this is a fortune effect.

## MOBILE WORKSHOP

VEHICLE 8

LARGE

**Price** 1020 gp

This specialized wagon contains everything you need to ply your trade on the road. It counts as a suitable workshop and provides artisan's tools for one type of crafting, even while moving. Additionally, you don't take the penalty for making a downtime check to **Craft a Project** while engaging in 4 hours or less of exploration activities. It also has space for up to 50 Bulk of crafting materials. Uses the same Vehicle statistics as a Wagon.

## TRANSMUTER'S VIAL

ITEM 11+

ALCHEMICAL, CONSUMABLE

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ (Interact)

The exact makeup of this substance is somewhat unclear, but it seems to consist partially of a tiny amount of adamantite powder suspended in a powerful acid. When poured over an unattended object, this unstable liquid increases or decreases the object's Hardness by the listed value, to a maximum of the listed value. You choose whether to increase or decrease when you use the vial. This change lasts for 1 hour.

**Type** greater **Level** 11 **Price** 275 gp

The increase or decrease is 5, to a maximum of 15.

**Type** major **Level** 17 **Price** 2850 gp

The increase or decrease is 10, to a maximum of 20.

## GLOVES OF FLUID FORM

ITEM 14

INVESTED, TRANSMUTATION

**Price** 4500 gp

**Usage** worn gloves; **Bulk** L

These padded work gloves are imbued with magic that can alter the shape of materials while keeping their substance intact. They give you a +2 item bonus to Crafting checks.

**Activate** ◆◆◆ (Interact); **Frequency** once per day; **Effect** you can touch any unattended item and transform it into an item of equal or lesser value that is composed of the same materials.

## VULCAN'S HAMMER

ITEM 14

UNCOMMON, EVOCATION, FIRE, FORCE, MAGICAL

**Price** 4300 gp

**Usage** held in 2 hands; **Bulk** 2

The striking end of this +2 *greater striking impactful flaming* maul is worked into the shape of a dragon's head. This weapon counts as sterling artisan's tools, providing a +1 item bonus on Crafting checks to smith or work with metal.

**Activate** ◆◆◆ (Cast a Spell); **Frequency** once per day; **Effect** you cast a 5th-level *wall of stone* spell. When cast this way, the wall is instead made of iron, and each section has 17 Hardness instead of 14.

**Activate** ◆◆ (Command); **Frequency** once per day; **Effect** for the next 1 minute, the maul is wreathed in crimson flames that strip away an enemy's resistances. It ignores Hardness, resistances, and immunities during this time.

## RELIC MAKER'S FULU

ITEM 17

UNCOMMON, CONSUMABLE, FULU, MAGICAL

**Price** 2850 gp

**Usage** affixed to a workspace

**Activate** ◆ (Envision); **Trigger** you **Begin a Project**  
This opalescent fulu is etched with an artistic depiction of the Starstone and imparts a mote of Shelyn's creative power to the user. Whenever you craft the triggering project in this workspace, you reduce the Craft DC from rarity by one step: Uncommon items have their DC reduced by 2; Rare items have their DC reduced by 3; and Unique items have their DC reduced by 5.



## Advice for GMs

The following sections help answer questions you might have about implementing Heroic Crafting in your game.

### Selling Crafted Items

The Heroic Crafting system assumes that a significant portion of the value of an item comes from the labor used to craft it. Because of this assumption, characters using Heroic Crafting always save at least 25% of an item's cost (unless they are unable to reliably succeed at the Crafting checks). The resulting cost savings are roughly on par with allowing players to haggle prices up or down by 25-50%, but unlike haggling, only apply to items the player meets the requirements to craft.

While Heroic Crafting allows characters to save money producing their own items, they typically can't benefit financially from crafting and selling items. Items can be sold for no more than half their Price, which makes it very difficult to craft items for less than they can be sold for. However, if characters are extensively using **Foraging** or other cost-saving methods, we recommend further lowering the price these items can be sold for.

Alternatively, if you want to allow characters to sell their crafted items for a profit, setting the sell price to 55-60% of the item's Price will put this system on par with Earn Income.

### Downtime Requirements

Where the basic Craft rules provided by the *Pathfinder Second Edition Core Rulebook* make all items craftable in 4 days, Heroic Crafting makes the time to craft an item highly variable. In general, characters will need about a day to craft a consumable item of their level, and will need about a week to craft a permanent item of their level. This time is affected by the initial investment, the degree of success of the Crafting checks, and the item's Cost and Rarity.

## Custom Items

Players that engage strongly with the Heroic Crafting system are likely to see the flexibility of the system as an opportunity to try to create new custom items. You may require the player to have the Inventor feat before they attempt this, or not. Either way, they will need to know the Price and Craft DC of the item to begin the process of crafting it.

The easiest way to determine the Price and Craft DC of a custom item is usually to refer to the Building Items section of the *Pathfinder Second Edition Gamemastery Guide*. Most custom items should also be at least Uncommon in rarity, which increases the Craft DC.

In some cases, you may waive the formula requirement to craft a custom item. Otherwise, refer to Table 6-13: Formulas in the *Pathfinder Second Edition Core Rulebook* to determine the Price of the formula.

## Monster Parts

Certain monsters, when slain, can have valuable materials harvested from their bodies. The entries for those monsters sometimes list what the materials are and how they can be harvested, but in cases where you'd like to add materials not specified in the creature's entry or where the rules aren't clear, you can use the following guidelines:

Harvesting materials from a monster's body requires a Medicine check with the same DC as the check to Recall Knowledge. It takes 10 minutes and requires healer's tools. The value of the harvested materials generally should not exceed the value of a consumable item of the monster's level.

The harvested materials can be awarded to characters in the form of generic crafting materials added to their Trove, or as treasure to be used in crafting (see the Crafting with Treasure section on page 6). Crafting materials as treasure may have effects on the properties of the crafted item or the Craft DC of the item.

## Rules Adjustments

The following additional adjustments to the core rules will help smooth the gap between existing Craft rules and Heroic Crafting rules.

### Existing Craft Rules

Most of the existing Crafting-related items, feats, and rules work exactly the same way as in the base rules. The following modifications cover other cases.

### Consumable Batches

Crafting consumables in batches allows a character to increase their effective Spending Limit. More information on page 5.

### Crafting Level Requirements

The rules presented in this system make one notable change to crafting requirements: Characters can craft items above their level. This change helps crafting characters by allowing them to attempt to craft an item they discover the formula for, even if the item is very high-level and the project will take months or even years. For this reason, it's important to ensure characters only have access to formulas for items they should be able to craft.

### Expanded Specialty Crafting

The Seasoned skill feat grants effects identical to Specialty Crafting, and therefore should count as Specialty Crafting for the purposes of meeting prerequisites. Any other feat which provides the same effect should also count as Specialty Crafting.

### Impeccable Crafting

Critical successes to **Craft a Project** don't do anything extra unless the character has the Hyperfocus feat, so add Hyperfocus as a prerequisite for Impeccable Crafting.

### Items Altering Craft Time

Items which decrease the minimum time to craft an item, such as the *inexplicable apparatus*, instead double the Spending Limit of the character using them whenever they **Craft a Project**.

### Reverse-Engineering

If a character doesn't have an item's formula but does have the item, they can **Begin a Project** to reverse-engineer the item's formula. This destroys the item, but leaves behind fragments which can be **Salvaged** for 50% of the item's value. To do this, a character must be trained in Crafting.

### Scrounger Dedication

Replace Scrounger Dedication with the Heroic Scrounger Dedication feat presented in this book.

### Other Craft Durations

If your game requires you to run downtime on the scale of months or years, or if the setting's days or weeks differ significantly from the duration of Earth days or weeks, you can easily produce rules for other intervals. To derive the Spending Limit for a given duration, multiply the Spending Limit for that level by the number of days, not counting days in which the character must rest in order to avoid incurring penalties (typically around 25% of the duration must be spent resting). For durations which consist of multiple weeks, it is typically easier to instead multiply the number of weeks, since the Week time and Spending Limit already include the required time spent resting.

#### EXAMPLE DURATION: MONTH

A month consists of 30 days, and 25% of that time must be spent resting in order to avoid incurring penalties. This means that there are 22 working days and 8 resting days. The Spending Limit for a month is equal to the Day Spending Limit multiplied by 22.



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