CRAFTING MAGIC

Step 1:

Choose Effects

Add Complexity for

Each Effect

College Effect Complexity	
Effect	Complexity
1	5
2	10
3	15
4	20
5	25

Generic Effect Complexity	
Generic Effect	Complexity
Minor Damage	3
Moderate Damage	7
High Damage	15
Subtle	8
Secret	8
Repeatable	5 x Reps
Enchantment	5
Alternate Resistance	5
Delay	5
Remote Detonation	6
Investiture	5
Narrow Spell	-5
Sculpting	10
Kill Switch	4/8/12
Kill Command	5/10/15
Hardened	5
Relocate	8/16

Step 2:

Choose Power

Add Complexity Once

Power	Complexity
1	0
2	1
3	2
4	3
5	5
6	7
7	9
8	12
9	15
+1	+3

Step 3:

Choose Duration for

All Effects

Add Complexity Once

Duration	Complexity
Immediate	0
1 Round	3
1 Minute	5
1 Hour	7
1 Day	10
1 Week	15

Duration	Complexity
1 Month	20
1 Year	40
Infinite	80

Step 4:

Choose Targeting

Add Complexity for Both if

Using Both Methods

AoE	Complexity
Close	10
Short	15
Medium	20
Long	30
Far	40
Distant	50

Subjects	Complexity
Self	0
1	1
2	3
3	5
4	7
+1	+3

Step 5:

Choose Casting Range

Add Complexity Once

Range	Complexity
Close	1
Short	4
Medium	7
Long	10
Far	13
Distant	16

Step 6:

Choose Triggers (If Any)

Assign Lingering Period

Trigger	Complexity	Example
Low chance of occurring.	10	Someone walking through a hidden doorway.
High chance of occurring.	7	Someone walking down the alleyway carrying a bag.
Almost guaranteed to occur.	4	Someone saying "Hello".

Lingering Period	Complexity
1 Day	1
1 Week	4
1 Month	7
1 Year	10
10 Years	15
100 Years	20
1000 Years	30
Infinite	40

CRAFTING MAGIC

Step 7:

Set Recharge (If Any)

Power Source	Complexity
8	1
7	2
6	3
5	5
4	7
3	9
2	11
1	13
No Power	15

Recharge Time	Complexity
1 Year	1
6 Months	2
1 Months	4
2 Weeks	6
1 Week	8
3 Days	10
1 Day	12
1 Hour	15
1 Minute	18
1 Round	21

Lingering Period	Complexity
1 Day	1
1 Week	4
1 Month	7
1 Year	10
10 Years	15
100 Years	20
1000 Years	30
Infinite	40

Step 8:

Set Costs/Limitations (If Any)

Cast Time	Complexity
Reaction	10
Minor Action	5
1 turn	-4
2 turns	-6
3 turns	-8
1 minute	-10
10 minutes	-13
1 hour	-16
6 hours	-21
1 day	-30

Material Rarity	Complexity	Examples
Common	-5	Quill Pen
Uncommon	-10	Raven Feather
Rare	-15	Squid Ink
Very Rare	-20	Gold Bar
Extremely Rare	-30	A Bear's Heart
Mythic	-55	A Mythic Beasts Tail

Focus Rarity	Complexity	Examples
Common	-3	A Magnifying Glass
Uncommon	-6	A Book of Spells
Rare	-10	A Crystal Ball
Very Rare	-15	Unique Crafted Wand
Extremely Rare	-25	Ancient Elven Spear
Mythically Rare	-40	A Dragon's Eye

Assistant	Complexity
Simple Assistant	-10
Skilled Assistant	-15

Circumstance Limit	Complexity
Can be Set Up Easily	-3
Daily Occurrence	-5
Uncommon	-10
Rare	-15
Very Rare	-20
Extremely Rare	-40
Once in a Lifetime	-60
Once in Many Lifetimes	-100

Target Limit	Complexity
Small Limitation	-5
Strict Limitation	-10
Single Target	-20

Step 9:

Final Complexity

Complexity	Casting DC
1-6	1
7-12	2
13-18	3
19-25	4
25-35	5
36-45	6
46-55	7
56-65	8
66-75	9
76-85	10
86-95	11
96-100	12

CRAFTING TECHNOLOGY

Step 1:

Choose Form, Device or Procedure

Step 2:

Add Modules

All Modules add Complexity Once, but Materials for each unit.

Module Level	Complexity
1	1
2	2
3	3
4	4
5	5

Modules	Complexity
Damage	1
Subtle	5
Secret	5
Repeatable	5 x Modules
Repairable	8
Add-On	5
Switch	5
Shaped	8
Resistance	3
Delay	4
Hardened	7
Remote Control	5

Step 3:

Templates (if applicable)

Weapon Templates

Template	Damage	Range	Load	Level
Light Melee	T+2	C	1	2x
Heavy Melee	T+4	C	3	3x
Light Ranged	3	S	1	2x
Heavy Ranged	5	M	3	3x

Vehicle Templates

Template	Size	Load Limit	Defense	Toughness	Speed	Crew	Level
Light	1	20	2	0	2	1	3x
Heavy	2	30	1	1	1	1	4x
Super Heavy	3	50	0	2	1	1	5x

Armor Templates

Template	+Toughness	Dice Penalty	Load	Level
Light	1	-1	4	3x
Heavy	2	-3	7	4x

Basic Automaton Template

Template	Defense	Max Load	Resistance	Size	Attacks/Abilities
Basic Automaton	1	3	1	-3	
Description	Attributes		Skills		
-	Physical: 1 Mental: 1 Social: 1				

Step 4:

Apply Duration

Duration	Complexity
Immediate	0
1 Round	3
1 Minute	5
1 Hour	7
1 Day	10
1 Week	15

Duration	Complexity
1 Month	20
1 Year	30
10 Years	45
100 Years	60
Infinite	80

Step 5:

Choose Targeting

Add Complexity for both if using both methods.

Subjects	Complexity
1	1
2	3
3	5
4	7
+1	+3

AoE	Complexity
Close	10
Short	15
Medium	20
Long	30
Far	40
Distant	50

Step 6:

Choose Range

Range	Complexity
Close	1
Short	4
Medium	7
Long	10
Far	13
Distant	16

CRAFTING TECHNOLOGY

Step 7:
Choose Size of Invention

Size	Complexity	Example	Load
-5	10	Ring	0
-4	5	Palm Sized	1/2
-3	0	Hand Held	1
-2	-3	Standard Rifle	4
-1	-6	Dog, Hand Cart	10
0	-10	Average Humanoid	25
1	-12	Large Humanoids	40
2	-15	2-Wheeled Cart	70
3	-18	Horse	125
4	-20	Carriage, Draft Horse	225
5	-25	Moose	500
6	-30	Large Steam Engine	800
7	-40	Elephant	1100
8	-50	Train Car	1500

Step 8:
Choose Triggers

Trigger	Complexity	Example
The trigger has a low chance of occurring.	10	Someone walking through a hidden doorway with a red mask on.
The trigger has a high chance of occurring.	7	Someone walking down the alleyway carrying a bag.
The trigger is almost guaranteed to occur.	4	Someone saying "Hello".

Step 9:
Limitations

Circumstance Limitation	Complexity
Can be Set Up Easily	-3
Daily Occurrence	-5
Uncommon	-10
Rare	-15
Very Rare	-20
Extremely Rare	-40
Once in a Lifetime	-60
Once in Many Lifetimes	-100

Tools	Complexity
Hand Tools	-5
Bench Tools	-10
Workshop Tools	-15
Advanced Workshop Tools	-30

Required Power	Complexity
1	-3
2	-6
3	-9
4	-12
5	-16
6	-20
7	-25
8	-30
9	-35
10	-40

Assistant	Complexity
Assistant	-10

Target Limitation	Complexity
Small Limitation	-5
Strict Limitation	-10
Single Target	-20

Rarity	Complexity
Uncommon	-5
Rare	-10
Very Rare	-15
Extremely Rare	-30
Mythically Rare	-50

Step 10: Build Time

Build Time	Complexity
1 Minute	20
10 Minutes	10
1 Hour	5
3 Hours	0
6 Hours	-3
10 Hours	-6
12 Hours	-9

Build Time	Complexity
16 Hours	-12
20 Hours	-15
30 Hours	-18
40 Hours	-21
60 Hours	-25
80 Hours	-30
100 Hours	-40

Step 11: Complexity

Complexity	Materials
1-9	2
10-15	4
16-20	6
21-25	8
26-30	10
31-35	12
36-40	14
41-45	16
46-50	18
51-55	20
56-60	22
61-65	24
66-70	26
71-75	28
76-80	30
81-85	32
86-90	34
91-100	36