# Expanded Blacksmithing

There are times when character have to wait. Either for it’s party to heal, skin animal, pick flower or to come back from scouting. In these times of downtime character needs to pass time somehow. Prepare for upcoming battle is always the option.

## New Items

### Smith Tools

3 ENC, 100 Drakes

This toolset provides few smithing tools that can be used to limited repair or improve weapons/armor on adventures. In case of metal weapon/armor your also need source of fire like fireplace, campfire, ....

### Whetstone

0 ENC, 20 Drakes

This tool is used for sharpening blades. Water is required for usage or test suffer -10 penalty.

## Renting Smithy

Character can not always buys a Smithy and spend it’s life happily ever after working as successful blacksmith. There are times when character just want to rent it for a day or few.

| **Quality** | **Rent for one day** |
| --- | --- |
| Inferior (-10) | 7 |
| Common | 10 |
| Superior (+10) | 20 |

## 

## Repair Weapon/Armor

Over the short rest with Smith Tools and material worth 5% of price of item. On Success, you can reduce the X value of the **Damaged (X)** armor by **DoS** to minimum of **1**.

Further standard repair is needed to remove **Damaged (X)** completely. Through only material worth of 2% of item price is needed.

On Critical Success **Damaged (X)** can be removed completely without standard repair.

On Critical Failure **Damaged (X)** is increased by **2**.

## Improve Weapon

Character can over the short rest temporary improve it’s melee weapon by sharpening it’s blade or adding weight. It depends on weapon quality.

Character who improved it’s weapon in Smithy benefits from bonuses for 1.5\***DoS** (round up) strikes.

Character who improved it’s weapon using Smith Tools or Whetstone benefits from bonuses for **DoS** strikes.

Critical Success yields maximum **DoS**.

Critical Failure means weapon gains **Damaged (1).**

### Add Weight

Character add extra material worth 2% of weapon price to weapon with **Crushing (X)** Quality. Such weapon will increase it’s **Crushing** by **1**.

This test use same Material Difficulty as Crafting (CRB, page 122, Material Difficulty (Smithing)).

### Sharpen

Character can sharpen weapon which has **Slashing (X)** or **Splitting (X)** Quality. Such weapon will either increase it’s **Slashing** by **1** or gains **Slashing (1)**.

## Improve Armor

Character can over the short rest temporary reinforce piece of armor by adding extra pieces here and there which increase **AR** by **1**. This extra material is worth 3% of armor piece price.

Character who improved it’s armor piece in Smithy benefits from bonuses for 1.5\***DoS** (round up) hits taken.

Character who improved it’s armor piece using Smith Tools benefits from bonuses for **DoS** hits taken.

Critical Success yields maximum **DoS**.

Critical Failure means armor gains **Damaged (1).**

## Improve Shield

Shield are improved in save way as armor but instead of **AR** they increase **BR**.