Big thanks to Greybeard (Supa) for sharing his homebrew rules for training sessions and Tutorialtuna for creating the Whetstone item.

The following talents would be related to Smithing and usually grant the character a weapon/armor crafting recipe based on its material, just like in Skyrim, or allow the character to gain an advantage against enemies wearing armor of the material they are familiar with.

Said talents can be purchased for XP. However, it is highly advised that the GM locks them behind a quest barrier and training sessions with experienced blacksmiths.

Each training session would cost `(talent’s rank + 1) x 60` Drakes. However, the cost may be negotiated and could be affected by any number of factors, like the player's faction, their fame or notoriety, or by the player's relationship with the trainer.

The session takes 8 hours. Completing a training session successfully requires that the trainee pass the Smithing skill test, starting at +0 difficulty in the first session. If the test is failed, the next training session test gains a +10 bonus.

Up to two Training Sessions can be completed in any given day, provided that the trainer is willing and that both the trainer and the player character have the time available.

## Blueprints

Blueprints can be found among the loot in the appropriate **Treasure Charts** on all rolls that can be divided by 3 (3, 6, 9, 12, etc.). The specifics of these Blueprints are up to GM, but it is advised to segment them as follows: a limb/torso piece of Partial Armor, limb/torso piece of Full Armor, or any weapon type (GMs are encouraged to include Exotic Weapons in these Blueprints for extra spice); the material and style is determined by the area looted (Steel Imperial in Imperial Forts, Bonemold Dunmeri for Velothi Strongholds, Moonstone Ayleid for Ayleid Ruins, etc).

Blueprints can also be created by **Disassembling** a piece of armor in one's inventory. Doing so requires a Short Rest. This requires a **Profession [Smithing]** test with the Material Difficulty modifier added to the TN (RC, page 182). Regardless of the outcome, the armor is destroyed after disassembling, reduced to raw materials with 1/3rd of that item's initial ENC and cost.

* If the **Disassembling** test fails, the following test made to create a Blueprint for an armor piece **of the same material** gains +10 to TN.
* Finally, Blueprints can be bought from blacksmiths for half the price of the item you want to forge.

## New Items

* **Whetstone**. Spend a Short Rest to sharpen your weapon with Slashing or Splitting quality. Until the end of the next Combat Encounter, that weapon's Slashing and Splitting quality is increased by 1. Once used, the Whetstone is destroyed. 0 ENC, 10 drakes.
* **Smithing Kit**. Hammers, tongs, mallets, and other useful tools for repairing gear. Kits may be of Inferior or Superior quality. If the repair attempt fails, the Smithing Kit is destroyed. 3 ENC, 40 drakes. A Superior Smithing Kit would also grant the character +10 to that Smithing Test.
* Additionally, Smithing Kits can be used with the Smithy when crafting weapons and armor. A character may automatically destroy one Smithing Kit to gain a single reroll on his Smithing Test.

## Smithing Talents

* **Shatterpoint***Adept (Strength, Intelligence)*Whenever the character gains a talent related to material crafting (e.g.: like Principles of Smithing for Steel), their Forceful Impact Advantage against enemies wearing armor of that material inflicts **Damaged ([Smithing Skill Rank])** Condition on that piece of armorinstead of the usual **Damaged (1)**.
* **Blacksmith Exertion**  
  *Apprentice (Strength, Intelligence)*Once per Long Rest, the character can spend 1 SP to increase TN of a single Smithing test by +20 before making the test.
* **Sweat and Embers**  
  *Expert (Strength, Endurance)  
  Requires Blacksmith Exertion*  
  Once per Long Rest, upon successfully crafting an item, the character can spend 1 SP to add +1 DoS to the result of their roll, up to a maximum of +3 DoS.
* **Scrapper***Journeyman (Intelligence)*The character has gained the ability to scrap whatever materials had left from a failed Smithing attempt. Failed Smithing tests return 50% of the materials used in the crafting process
* **Refined Meltdown**  
  *Expert (Intelligence)  
  Requires Scrapper*The character has learned to squeeze the most profit out of melted down items and now gains ⅔ of the standard item’s price instead of ⅓.
* **Mending of the Matter**

*Adept (Strength, Intelligence)*

When repairing weapons or armor of the material that you’ve learned through corresponding talents (e.g.: Principles of Smithing for Steel and Iron), add bonus DoS to a successful repair test equal to your Smithing skill rank.

* **Stronger than Ever Before**

*Expert (Strength, Intelligence)*

The character may spend a Short Rest reinforcing a selected weapon or armor piece (or a full set by spending a Long Rest) and test Smithing, adding the following bonuses:

- Use a Smithing Kit and consume raw materials worth roughly 1/5th of the item’s standard price. Upon success, the armor gains a Physical Shield for (**Smithing skill rank**) HP that is lost when enough damage is inflicted.

- Consume (**Smithing skill rank**) Whetstones. Upon success, the weapon increases its Slashing/Splitting/Crushing quality by (**Smithing skill rank**) until the end of the next Combat Encounter.

* **Master Craftsman**

*Expert (Strength, Intelligence)*

The character halves the difficulty of crafting a Superior Armor or Weapon (-15 instead of usual -30) of the material learned through corresponding talents (e.g.: Principles of Smithing for Steel and Iron).

* **Principles of Smithing***Journeyman (Strength, Intelligence)*When successfully crafting a set of Full Steel armor or Full Iron armor with 3 DoS or higher, it gains **Resistance (Arrows, 1)** and **Resistance (Bolts, 2).**
  + **Cold Steel**

*Expert (Strength)*

When the character successfully crafts a Steel or Iron weapon of Superior quality, all attacks made by that weapon treat the target’s Wound Threshold as being one lower. Additionally, all crafted Shields of Superior quality add +10 to tests related to the Bash Special Action.

* **Dwemer Rigging***Adept (Intelligence)  
  Requires Principles of Smithing*When successfully crafting a set of Full Dwemer armor with 4 DoS or higher, it gains **Resistance (Shock, 2)**.
  + **Sundering Might**

*Expert (Strength)*

When the character successfully crafts a Crushing Dwemer weapon of Superior quality, the damage from that weapon that exceeds target’s [SB]+[EB] (after mitigation) imposes an Endurance test. Upon failure, the target increases its Encumbrance level by one until the start of the attacker’s next turn.

* **Sky Aegis***Adept(Strength)  
  Requires Principles of Smithing*When successfully crafting a set of Full Steel or Full Stalhrim armor with 5 DoS or higher, that armor gains following properties when worn:  
  -Steel: **Resistance (Frost, 3);  
  -** Stalhrim: **Immunity (Frost).**
  + **Iceburn**

*Expert (Strength)*

When the character successfully crafts a Stalhrim weapon of Superior quality, the damage from that weapon that exceeds the target's [SB]+[EB], the target has to make an Endurance test. Upon failure, it gains the Dazed (1) condition. The target makes an Endurance (+10) test at the start of each round as a free action to remove that condition.

* **High Rock Creed***Expert (Strength)*  
  When successfully crafting a set of Full Adamantium or Full Orichalcum armor with 5 DoS or higher, that armor gains following properties when worn:  
  - Orichalcum: **+1 SB** when wielding orichalcum weapons; **+10** to all **Athletics** tests;  
  - Adamantium: **Spell Reflection (Smithing skill rank)**, **Tough (1).**
  + **Gaping Wounds**

*Expert (Strength)*

When the character successfully crafts a Slashing or Splitting Orichalcum or Adamantium weapon of Superior quality, the damage from that weapon that exceeds the target's [SB]+[EB] inflicts the Bleeding (**Smithing skill rank**) condition.

* **Monolith***Master (Strength)  
  Requires High Rock Creed or Sky Aegis*When successfully crafting a set of Full Ebony armor with 6 DoS or higher, its wearer gains **Resist Normal Weapons (3)** and **+1 to WpB** for the purposes of overloading spells.
  + **Blood of the Gods**

*Master (Strength, Intelligence)*

When the character successfully crafts an Ebony weapon of Superior quality, the damage from that weapon that exceeds the target’s [SB]+[EB] inflicts the **Weakness (Magicka, X)** condition, where X is the craftsman’s **Smithing skill rank**, until the start of attacker’s next turn.

* **From the Womb of Oblivion**

*Master (Strength, Intelligence)*

*Requires Grandmaster (Smithing)*

When successfully crafting a full set of Daedric or Dragonbone armor, the wearer gains the **Frightening (-10)** trait that is resolved upon starting Combat with newly met enemies.

* + **Terror Antiquus**

*Master (Strength, Intelligence)*

*Requires From the Womb of Oblivion and Grandmaster (Smithing)*

When the character successfully crafts a Daedric or Dragonbone weapon of Superior quality, the Wounds inflicted by that weapon force all sentient enemies within 10 meters (including the wounded) to roll their Morale (-20). Upon failure, they roll a d100 on the Horror chart.

* **Leathercraft***Apprentice (Strength, Intelligence)*When successfully crafting a set of Full Leather/Hide/Fur Armor with 3 DoS or higher, increase its existing elemental AR by 1.
* **Elven Discipline***Adept (Intelligence)*When successfully crafting a set of Full Elven or Mithril Armor with 4 DoS or higher, the spells used by its wearer gain **+1 to WpB** for the purposes of restraining them.
  + **Finesse of the Mer**

*Expert (Intelligence)*

*Requires Elven Discipline*

When the character successfully crafts a Slashing Moonstone weapon of Superior quality, it gains the following benefits:

- Feint, Disarm, and Force Movement special actions are made with a +10 bonus;

- Penetrate Armor Advantage increases the weapon’s damage by **(Smithing skill rank).**

* **Outlander Smithing***Expert (Intelligence)  
  Requires Elven Discipline*When successfully crafting a set of Full Chitin/Netch Leather/Bonemold/Dreugh Hide armor with 4 DoS or higher, the armor gains following properties when worn:  
  - Chitin: **Resistance** **(Slashing, 2)**- Netch Leather: **Resistance (Poison, 2), Resistance (Disease, 50%)**- Bonemold: **Resistance (Crushing, 3)**- Dreugh Hide: **Immunity (Paralysis), Swimmer**
  + **Power of Resdayn**

*Expert (Intelligence)*

*Requires Outlander Smithing*

When the character successfully crafts a Chitin/Dwemer/Ebony Spear, Javelin, or Pike of Superior quality, it gains the following benefits:

- Successful hits that inflict at least 1 Damage impose the Entangled condition until the start of attacker’s next round;

- The crafted weapon gains the Shield Splitter and Focus qualities.

* **Glass Theorem***Expert (Intelligence)*When successfully crafting a set of Full Malachite armor with 5 DoS or higher, its wearer gains **Power Well (Smithing skill bonus) and Spell Absorption (Smithing skill rank)** trait.
  + **Razor-sharp**

*Master (Intelligence)*

When the character successfully crafts a Slashing/Crushing Glass weapon of Superior quality, it gains the following benefits:

- Slashing weapons increase their bonus [SB] damage by 2; all won Combat tests **automatically activate the Penetrate Armor Advantage** in addition to the regular Advantage of wielder’s choosing;

- Crushing weapons inflict additional (**Smithing skill bonus**) damage when hitting the target’s head; the weapon’s All-Out Attacks double wielder’s [SB] for the purposes of Crushing.