TES:U Crafting Rules Reforged

Expandified and Remade rules for Making Stuff

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# Crafting Reforged

The UESRPG has entire appendices and many pages on the topics of making spells and potions; but only one page on *how to craft items?* This will not do.

## Professions for Making Things

### Profession: Smithing

In real life, “smithing” is not really one profession; there are blacksmiths who work with iron and steel, silversmiths who work with silver, goldsmiths who work with gold, coppersmiths, etc, etc; there are also armorsmiths who specialize in making armor and weaponsmiths who specialize in weapon making. (Of course, naturally any smith would likely know the rudiments of working any other metal, and could dabble in others from time to time.)

That’s too restrictive for a tabletop RPG where your character advancement resources are precious and valuable and every point put towards *making* a better sword is a point that cannot be put towards *using* that better sword; and I, for one, call someone who is hypercompetent at a trade-skill and useless in a fight a “Follower” and “Non-Player character.”

All of the above make *fine* Specializations for the Profession: Smithing skill, however, as would any particular *type* of equipment by broad category (IE, swords, polearms, Akaviri Equipment, Nordic-style equipment) or by specific material (IE, Moonstone, Dwemer Metal, Ebony). As usual, the Elder Scrolls: Unchosen house-rules regarding stackable Specializations apply: A character with Profession: Smithing [Weaponsmith, Akaviri Equipment, Polearms, Daedric] would be at a whopping +20 bonus to forge a Daedric Naginata.

### Profession: Crafting

Some characters may want to be proficient at making things *other* than, say, every form of weapon and armor known to man and mer. For those characters, there is the catchall Profession: Crafting, which is intended to represent someone who is heroically good at making *other things*. There is some overlap; a Profession: Crafter can make wood, bone, leather, chitin and fabric arms and armor (including advanced forms of these materials, such as Dreugh hide or Ancestor Cloth Silk), and may fletch arrows, crossbow bolts, or fabricate firearm cartridges of any material. NPCs would likely have to make do with Profession: Leatherworker, or Profession: Gunsmith, but that’s too limiting for player characters. A Profession: Crafter may also make any other sort of things, like ordinary clothes, tools (though metal tools would also fall into the blacksmith’s purview,) jewelry, etc.

## Material Tiers

Instead of the system wherein advanced materials simply applied an absurd penalty to your crafting roll, I’m (almost literally) going to borrow a page out of the spellcasting rules: every material has a Tier assigned to it, corresponding to a skill rank (Novice through Master.) If your relevant skill rank equals the material tier, you have no penalty to crafting with that material. If it is too low, you suffer a penalty of -10 per rank’s difference.

As with spellcasting, if you have a relevant Specialization which would apply to crafting a given piece, your rank is treated as being one higher. If you have four relevant Specializations, it is treated as being two higher. Also as with spellcasting, if your rank exceeds the material tier, your crafting rolls made to work that material are treated as a Simple Success, meaning that a failed roll is considered a successful roll with 1 DoS (subject to your roll not being substantially penalized or you not being tired and pushing yourself too hard; see Step 4, below).

Materials not listed here should be considered Rank 0 materials if they are of minor to moderate value (E.G. Copper, Brass, Bronze, petty gemstones) Rank 1 if they are of conventional value (Silver, Electrum, Gold, gemstones), and Rank 2 if they are of great value (Platinum, fantastically expensive gemstones, etc).

## Crafting Arms, Armor, and more

I found the default rules for crafting arms and armor to be somewhat lacking, so I made my own, based on ingots.

### The “Ingot”

In general, an Ingot is worth 20 Drakes × the material’s cost modifier. (A list will be provided below.) While tools (such as weapons) and armor are made out of more than simply solid metal, the basic building block of such items are ingots. (You never know, you may also run into half-ingots, quarter-ingots, and tabs, which are 1/10th of an ingot, with prices to match.)

To begin attempting to assemble a weapon or armor, you will need appropriate tools and working spaces, enough ingots of the appropriate material to begin working, and the miscellaneous sundries required. This can be approximated as 1/3rd of the value of a regular-quality item, if you’re just going to buy the supplies and start working. Misc. sundries will normally cost about 5% of the value of a regular-quality item if you’re providing your own ingots, or melting down extant items.

Bolts of special fabric (IE, Ancestor Silk,) slabs of leather, hides, fur, etc, can be treated the same way. If you’re making something *truly* trivial, like wooden armor, just approximate the cost, assuming the GM doesn’t just let you have it for free (IE, wood for wooden armor).

An Ingot of a material is usually compact but extremely heavy; though for fabric the inverse is likely true, and other materials are in the middle. Either way, one Ingot has 1 ENC, +1 if the material in question has that modifier for weapon encumbrance. 1 Ingot of, say, Mithril, still has 1 ENC, because of its carried bulk. A Tab has 0 ENC, bearing in mind the usual caveat about 10 0-ENC items.

### Other Materials

More goes into making your piece than just taking billets of metal and hammering it on an anvil. The Other Materials used are not *only* things which become part of the piece (IE, wood and leather straps for a sword’s hilt, the haft of a polearm, fabric lining and leather straps for your armor, thread for your needles, etc,) but also things such as flux materials and the like. This stuff cannot be recovered if the piece goes completely wrong.

### Infrastructure

Fuel for the forge (assuming a metalworking job) is not covered under ‘Other Materials’. Smiths have deals with suppliers for fuel that makes it economical to run their forges, and have apprentices who fan the bellows and do all the laborious-but-simple tasks that go into finishing pieces, who are not being paid (but receive room and board and training in the craft in compensation).

If you’re paying for all this on a purely mercenary basis, it’s going to add up fast, *especially* if you want to use someone else’s forge and kick them out of it while you’re doing so, or if they had the forge running full-tilt and you needed to outright buy time on the forge from them; but if the workspace is being used at less than full occupancy (see Tandem Crafting) and you supply your own tools and materials, you can usually get the space and time cheaply, if not free.

#### Tandem Crafting

One set of tools is enough for one craftsman to work, but most workspaces have room and infrastructure for more than one person to work on one piece at a time; a settled blacksmith may often have a journeyman working the forge alongside him, on their own pieces. Up to three crafters and one assistant/apprentice may work in one workspace (such as a forge, or an alchemy lab) at one time.

### Recycling Material

Found a bunch of Banditium (iron equipment of sub-par quality) you want to smelt down to smelt into steel? Broke your favorite sword and wanna recover what metal you can?

You can recover half of the primary metal that went into making a metal armament or armor. Track this down to tabs if you want to. The Other Materials cannot be recovered.

Alloys cannot be unmade once they have been made, at least, not by mundane means; the finest mundane metallurgist cannot separate Adamant-Steel into Adamantium and Steel to make a wholly-Adamantium weapon, for example.

#### Weapon and Armor Quality and Material use and Recovery

Inferior and Superior armors do not *weigh* less or more; they have simply been poorly- or masterfully-made, and so hinder, or *don’t* hinder, the wearer’s movement, effectively but not actually changing the weight class. Likewise, a Superior Malachite Longsword isn’t actually made with twice as much Malachite, and an Inferior one is just *shoddy*, not light and slender.

Whether you are breaking down an Inferior, Regular, or Superior piece, the amount of material recovered is based upon the Regular price.

Daedric arms and armor crumble to Ebony dust when they’re recycled. This dust can be melted into usable Ebony metal.

### Crafting Steps for making Arms and Armor

#### Step 1: Determine Item

Decide what you want to make; eg, a Steel Broadsword, a Serrated (3) War Axe, etc. If you’re okay with making an inferior item, you gain a bonus to your crafting tests (see Step 3), though most inferior items are usually the result of a failed crafting check. If you want to go for broke and make a Superior item, your Threshold increases significantly (see Step 4).

#### Step 2: Gather the Raw Materials

If you have raws material (such as from looting a smithy,) you want to use, or captured gear you want to melt, use the ingot rules below; otherwise just pay 1/3rd of the Regular price of the item you want to make to simply buy the goods at market value (assuming they’re available for sale where you are). Special items likely will require special effort to gather the materials for, and just buying the materials on the open market may not be possible.

To use the granular rules, you must possess a number of ingots (or “ingots” in the case of, say, bolts of Ancestor Cloth Silk,) of material as determined by the piece you’re making, and pay the “Other Materials” cost, which covers materials that are not metal (IE, wooden hafts, grips, leather straps, etc.) “Other Materials” are lost if you botch a crafting attempt using the granular rules.

##### Novice Materials and Other Materials cost

Novice-ranked materials calculate their “Other Materials” cost relative to the value of a steel item - the sundries involved in crafting a bone weapon are not one-quarter the cost because you are using animal bones rather than steel (although they will in many ways differ,) but nor will the hilt or flux materials be substantially more expensive if you happen to be working in bronze for whatever reason.

#### Step 3: Determine Test Difficulty

Determine the test difficulty; such as if you are working with a material above your skill rank, if you are attempting to make a weapon with a modification from the **Book of Circles**, if you’re using inferior (or superior) tools, etc. If you are rushing your work and are okay with only possibly getting an Inferior-quality item, you roll at a +30 bonus.

**Book of Circles Modifications** do not add materially to the cost of the piece. The difference is in the workmanship.

#### Step 4: Determine Extended Test

Crafting is an Extended test, with a threshold equal to 10+[2×(Material Tier)]. If you’re attempting to craft a Superior piece, double this. The interval for this test is four hours for most crafts, and most people make two tests in a day, while someone dedicated can push themselves to three at the cost of one SP, which they may regain during their Long Rest. Each additional test will cost another SP, which will rapidly put most mortals on their ass, but with the aid of magic to restore stamina and large pots of coffee, some crafters have been known to go on nonstop smithing rampages until they were done or they reached the point of mental exhaustion.

A character whose level of skill exceeds the material tier they’re working with may treat these rolls as a Simple Success as long as they are rolling without more than half their total positive modifiers in negative modifiers to the test, *and* as long as they have full Stamina Points. As expected, a Simple Success test will succeed with 1 DoS if the dice roll indicates a failure. Critically failing during these conditions causes you to make no progress.

If the character fails outside these conditions, they immediately test their crafting skill again; if they garner more DoS on this test than they garnered Degrees of Failure on the botched roll, they simply make no progress for that interval. If they succeed but by fewer DoS than the failed roll had Degrees of Failure, they’ve botched the job; if they finish working they will only get an Inferior piece, and they may wish to recycle it for its material immediately and start over. Failing the saving throw, or critically failing a test under these conditions causes you to botch the entire job and completely ruin the piece, such that even recovering the material is near impossible and simply not wrecking your workplace and tools or hurting yourself is a minor miracle.

A critical success under either scenario is treated as the character rolling exactly their target number.

### Crafting Add-Ons

#### Silvered

Silvering a weapon is an alchemical process performed after the weapon is finished, and requires an alchemist (who may or may not be the smith) to carefully dunk the piece in a specially-prepared alloy of silver and mithril (though mainly silver,) which has been made liquid at room temperature via alchemical means. This costs 15% of the price of a Common weapon of the material type (the exact alchemical preparation required varies and gets more expensive as the material gets more expensive), and must be done before the weapon or armor has been used or has been allowed to gather any significant rust, dust, or simply time (it can wait a few days - not a few weeks.) If the Alchemist fails their Alchemy test, the silver adheres in lumpy clumps that negatively impact the piece’s utility - either the silver will have to be melted and scraped off and optionally reapplied, or the piece will be Inferior (but Silvered).

#### Runed

Making a weapon a Runed weapon is performed during the blacksmithing process, when the smith is finalizing the weapon. The Smith may test their choice of their Enchanting, their highest Magical skill, or their Profession: Art skill. If they succeed, the weapon has successfully been Runed. If they fail, nothing bad happens to the weapon, but though it may have some runes on it, it is not Runed. If necessary, another party may make this test, though they will usually want to be paid for it.

#### Spell Focus

Making a weapon or shield into a Focus Implement is essentially a specialized act of Enchanting that does not require Soul Gems, but must be made during the blacksmithing process - either by the smith or someone else. This enchantment requires both some additions to the piece’s composition and the expenditure of magetallow and other magical reagents, amounting to 25% of the list price of a common-quality piece.

### Making your Own Materials

In general, it’s far, *far* simpler, and possibly cheaper, to buy - or steal - your own materials than to make them. Mining is backbreaking work after all, and smelting is a ghastly effort of labor, best left to laborers, most would say. Sometimes it’s necessary. The easiest way to make your own materials is to break down existing items of the material you want, but sometimes you need to turn iron into steel, or a bunch of steel and a bit of ebony and mithril into skyforged steel. You may even have “come into ownership of” a shipment of ore you think would be best turned into equipment by yourself, rather than sold on.

In general, 3 ENC worth of ore will yield 1 ENC worth of ingot, and has a nominal value of 1/2 the refined material. If you have to make your own materials and have access to the required infrastructure (you can get iron in a crucible on any forge, but anything more complicated than that requires a specialized furnace,) then treat it as an extended Blacksmithing test of 5+[2×(Material Tier)]. You suffer a penalty for working with a material above your skill level as usual, and have the usual results for failures and successes, potentially involving a loss of material.

#### Steel

Steel is the fundamental precursor to a lot of Tamriel’s materials, and it is the single-most-commonly-used metal for arms and armor on its own. Iron, however, is the fundamental precursor to steel, and refining iron into steel is a simple enough process to understand, involving blast furnaces, coke or charcoal, flux, and lots of fuel. It is done most economically at large scales, but can be effectively done even at a small scale, as long as one has a suitable furnace and fuel. Most who resort to fabricating arms and armor from wrought iron instead of steel do so only for want of the infrastructure - the furnaces - required to refine steel from iron.

### Gunsmithing

Gunsmithing is, for the most part, done with hammers and anvils, and is for the most part no more or less complicated than smithing other metal devices - it is however significantly different in character from most weaponsmithing, having more in common with some complicated tools. The real pain in gunsmithing is not the effort required, but the special tools required to make a firearm with proper rifling, and the very different set of tools and skills required to make blastsilver blasting caps (as applicable) and powder. Making a smoothbore firearm nevertheless follows the same rules as above, but in addition to a forge, requires that the gunsmith have gunsmith’s tools which easily run to 500 Drakes for a common-quality set.

#### Rifled Barrels

Any *competent* blacksmith can make a smoothbore firearm without too much difficulty. Making a *rifle* is the mark of a gunsmith. After a smoothbore weapon has been finished, the gunsmith must go to work with specialist tools, and risks the entire piece. The final step to crafting a rifled musket is to add the rifling. The gunsmith tests their Smithing skill once last time - this is the same roll that was made to forge the barrel, but is made with their gunsmith’s tools instead of their forge. This roll only needs one success - but it can only be a Simple Success if the gunsmith has a set of Superior Gunsmith’s Tools. If they fail, they have made quite a mess of the piece, rendering it Inferior. Typically, much cursing ensues, as days of hard labor can be rendered for nought in the span of half an hour. This mistake cannot be recovered from - the barrel must be salvaged and remade.

# Jeweling, Clothing and Ornamentation

The jeweler’s art is a fine and subtle one, and it can be quite lucrative for a jeweler who has no difficulty getting their hands on quality materials. A good jeweler, a master of all aspects of the craft can, with time and effort, turn a relatively small amount of materials into something worth far more than its intrinsic material values.

A jeweler requires different tools than a blacksmith, and different infrastructure; Jeweler’s tools are very *fine*, and they must be made very precise. A good set of jeweler’s tools generally runs 1,000 Septims; not for the amount of material or the weight, but the difficulty in making them, which often takes similar, specialized toolmaker’s tools. Very often, jewelry is not made by a single master craftsman and their apprentice(s), but by many specialists who do one or two things very well and either own a few tools for their sub-task, or work at a workshop owned by a master - or even a merchant who cannot themselves perform the craft. A jeweler who is a single master, however, and is not laboring under debts, can run a very profitable enterprise.

Jewelry is prized not only for its beauty, however, but for its magical potency. Magicka clings to works of art and adornment in ways that it does not cling to workmanlike items made of the same materials. Thus rather potent enchantments may be attached to beauteous items made of surprisingly common materials that would not readily reside in, say, a spade made of the same stuff.

Fine clothing and ornamentation can likewise hold a magical enchantment, though in the case of fine clothing it is often simply that the clothes are made of materials which better hold the enchantment than ordinary spun fibers. However, there is some truth in that some *forms* of clothing hold enchantments better than others - a robe or similar garment (a gown or full-body dress, for example), may hold substantially more enchantment than a pair of trousers, even if both are made of the same stuff and the trousers are made substantially sturdier.

## Crafting Jewelry and Other Wearables

The principle rolls for crafting Jewelry and Ornaments are the same as those described above; one interval is four hours of work, one crafter may easily work eight hours in one day, et cetera. The difference is usually in the application.

In mundane use, jewelry and ornamentation is simply done to *look good*. Particularly extravagant displays of jewelry and ornamentation sometimes serve no higher purpose than to flaunt the wealth of the owner. Magically speaking, the value of a piece of jewelry is in its ability to conduct potent enchantments.

Three factors go into creating jewelry of value (and magical potency) - the material of the piece, any jewels it bears, and the workmanship.

### Material

To begin with, choose a material to work in. It need not be metal, though metal is common and popular. Not-infrequently however, the people of Tamriel choose to create capes and cloaks, shawls, mantles, hoods, and other such items, both for practical and ornamental purposes and for enchanting. This sets the base material you are using.

#### What kind of piece?

Jewelry can use surprisingly-little material. A ring uses only 1/10th (0.1) of an ingot, a bracelet, anklet or choker might use 1/5th (0.3), while a torc or necklace or pendant might use 30 or 40% (.3 or .4). You *can* use materials normally used to make arms and armor to make jewelry, but in that case your Profession: Smithing skill limits your Profession: Crafter. This is expensive in terms of XP, but can let you create *powerful* and functional (and durable!) enchanted jewelry at a relatively tiny cost.

### Intricacy

Next, determine how much detail you intend to add, how much you intend to work at it. This is important, as both the flows of magicka and commerce respond better to a highly-worked, intricate piece. Intricacy begins at rank 0, and the craftsman decides how many ranks they want to add. Each rank adds cost and difficulty, but also adds to the final price and final EL.

### Gems

Finally, the crafter decides to optionally add a gemstone to a piece. Gemstones can send the price of a piece soaring sky-high, as avaricious nobles and magicians alike will pay a fortune to have them - just as often in the form of paying to send an army to kill the person who owns it to take it from them as simply buying it. The power of gemstones is that they *add* their EL to that of the finished piece.

### Steps of Crafting Jewelry

#### Step 1: Determine Item & Intricacy

Are you making a ring, an anklet, a nipple-stud, a torc, a cloak, a hood? There is no Inferior or Superior jewelry; you either made the piece you intended to make, or you fouled up and ruined your hard work.

During this step, you must determine the level of Intricacy you are going for - ranked the same as skill ranks, Novice (0) to Master (5) and beyond (Grandmaster 6+). Crafters who can reliably make Master-level jewelry are few and far between - those who can reliably make *Grandmaster* level jewelry are legends of the trade, their names as well-known⁑ and revered within jeweler’s circles as Emperor Tiber Septim’s name is among men and Queen Ayrenn Aldmeri among Altmer.

⁑ Emperor Nal’iq the First and Last is one such name, as she prolifically raised funds early in her adventuring career as Dovahkiin by turning out pieces both petty and sublime for sale or use, though her name is as often-cursed by the Jeweler’s guilds as revered, as she resolutely refused to join their guilds or pay their dues, and slaughtered no fewer than six assassins sent by the guild’s representatives to “deal with” her - and then hunted down the guildhall heads who had sent those assassins and murdered them in retribution. (The Alchemist’s Guild had similar dealings with her.)

#### Step 2: Determine difficulty, crafting threshold, cost

Cost is based on the base price of the material you’re working with as usual; each level of intricacy above 0 adds the Other Materials cost again, and of course, if you’re using any gemstones, add the cost of them. (Unless, of course, you’re just working with materials you happen to have - then only the Other Materials cost need be paid, if that.)

The difficulty is determined by the higher of the base material tier, or the Intricacy of the piece. A Novice-tier device (simple pendant; little more than a chunk on a thong) wrought of Dragonbone is still a Tier 6 item and can be fouled up easily by a lesser craftsman. The tier gemstone you are using, if any, does not affect crafting difficulty - the tier of the gemstone does however affect the difficulty in cutting and polishing it appropriately without risking damaging the gem.

The threshold for jewelry crafting is [10×(Intricacy)]+[5×(Material Tier)]. As with crafting arms and armor, jewelry (and other things) are crafted in four-hour intervals, and an ordinary person may make two intervals in one day without difficulty. If your skill rank *exceeds* the higher of your material tier or intricacy, you make these tests as Simple Success tests unless you are at less than full SP or otherwise enduring more than half your total positive modifiers in negative modifiers to your test. If the higher of material tier or Intricacy exceeds your skill rank (adjusted if necessary by being treated as higher than it is for this purpose by Specializations,) you suffer a -10 penalty per rank’s difference.

You will always recover any gemstones used except on a critical failure resulting in a botched job - test Luck immediately, and if you succeed, your gem is undamaged. If not, you may have lost/destroyed some lesser gems, or damaged a single big one, resulting in a one-tier drop in gemstone either way. When working with jewelry, round the amount of ingot recovered in the event of failure *up* to the nearest tenth, which may mean recovering it all on a failure - but you cannot conserve any metal on a successful crafting, even if you have the Material Conservator talent. As usual, Other Costs may not be recovered.

#### Step 4: Final Result

You succeeded. Congratulations! You are now the proud creator of a piece of bespoke - or perhaps mass-produced - jewelry, which either way was wrought by your own hands. The final value (list price; you are not likely to get anything better than half unless you’re selling on consignment or this is a commissioned work) of the piece you’ve created is formulaic, calculated as follows.

##### Price of the Piece

The price of your crafted work is [(Ingot Price)×(Ingots Used)]+[(Material Modifier) × Intricacy × Base Price] + [Gemstone Value].

##### Enchantment Level of the Piece

The Enchantment Level of a crafted work is [Material EL + (Material EL × Intricacy × 0.1) + Gemstone EL]

Thus, a pewter ring (Regular-sized) which is intricate to the Adept level (3) and was set with a beautiful but tiny 1-carat emerald (Rank 2 Uncommon gem, specific price 150 Drakes) would be: (0.2 × 16) + (0.8 × 3 × 25) + 150 = 213.2 Drakes (Rounded up to 214). This is a fairly commonplace ring, and it has an EL of (250 + (250 × 3 × 0.1) +200) 525.

##### Ornamentation Example

A wandering heroic crafter-blacksmith-sellsword has found themselves taking shelter from the winter in Cloud Ruler Temple, and has decided to try their hand at Akaviri-imitation swordsmanship. They find it to their liking, and decide to craft their own katana. They elect to use steel for this for now, because they’re not sure they want to make this a whole lifestyle choice, but because they respect craftsmanship in all forms, they’re going to go whole-hog on it.

The crafter chooses to make a steel katana, with shakudo inlay and tusba, with ~20 carats of flawed rubies (Rare-quality set of gems; specific value 800 Drakes) set into the tsuba.

The crafter will have no difficulty crafting a Superior Steel Katana with 2.5 ingots of Steel and 20 Drakes of Other Materials, even taking into account the different methods in Akaviri bladesmithing, nor will they have any difficulty in creating the ornamentation at Rank 4, because they’re really very good at this. This ornamentation requires 0.3 ingots of shakudo metal (10% of the base 2.5 ingot cost for a katana, rounded up to the nearest tenth,) has the same base cost as the katana - 250 Drakes (the superiority of the katana is ignored for this calculation).

The ornamentation of the sword thus has a value of (231)+(500)+(800) = 1,531 Drakes, plus the price cost of a Superior Steel Katana of 500 - this sword has a nominal value of 2,031 Drakes. The EL of a Steel Katana is only 300, while the EL of the ornamentation is 783 - far greater than 300. The ornamentation’s enchantment value supersedes that of the bare metal blade, and the weapon has an EL of 783.

This sword may not precisely be fit for a shogun, but any Akaviri Samurai would consider himself honored and blessed by his gods for the opportunity to kill the man who forged this weapon and claim it from him.

## Clothing and Accessories

### Clothing

Use these rules only if you’re planning to enchant your ordinary clothes by piece, or if it’s particularly important that you have the stoutest boots known to man or mer, but clothing, if crafted lovingly with attention-to-detail by a tailor, can be pretty important. And pretty damn flashy!

#### Boots

A pair of stout, waterproof boots are an ordinary, mundane thing that nobody thinks about until they find themselves wanting them for lack thereof. More than simply covers for the feet, heavy, stout boots are make-or-break matters for the workingman’s and traveler’s lives. The mark of a successful blacksmith is that they personally hammer iron or steel caps for a cobbler to integrate into boots made bespoke for them, to protect their toes in the event of a dropped hammer in the smithy. Such boots are heavy and usually leather or hide, with thick, boiled leather soles molded and treated with rubber or some kind of alchemical surface for grip on rock and cobblestone.

#### Cloak/Coat

Noblemen, merchants and sailors have worn coats for ages, but the trend never caught on among others until Emperor Nal’iq the First and Last began procuring fantastically-made wool coats of prodigious size and stiffness in lieu of metal armor for the bulk of her armies, after firearms began to proliferate in vast quantities, as the means of battle became a matter of musket-fire, against which no metal that could be economically provisioned could hope to save a soldier’s life; so saving his mobility such that he might save it himself became the priority. (Or, some would say cynically, there was no reason to provide expensive metal to a dead man.) Literal legions of soldiers retiring from soldiering took their coats with them, and soon enough everyday craftsmen and merchantmen and farmers began to appreciate the utility of a stout woolen coat.

Which is not to say that the cloak has disappeared from Tamriel, far from it. In many places, even relatively commonplace folk have taken to wearing at least a thin and cheap cloak to protect their more expensive coats from the elements. Many coats are made with loops built into them into which a cloak with straps may be threaded.

#### Gloves/Shoes

Satisfactory to protect the hands from the elements - or even from the rigors of hard labor - and the feet from ordinary day-to-day use, gloves and shoes are a light comfort and protection that will offer little assistance against truly arduous conditions, but will satisfactorily protect the hands and feet when just a little bit of protection is required. (Per set.)

#### Hood/Mantle/Hat

Hoods and mantles are more often found together than separately, when a hood is not incorporated into a cloak wholesale. A mantle is essentially a cloak for the shoulders alone, hanging around the collarbone and the upper back, and sufficient to anchor a hood if the wearer wishes to put it down.

Hats are available in a wide and dizzying variety, from simple bonnets and skull caps to large woolen hats with fantastically stiff and broad brims that serve as well if not better than a hood to protect one’s head and face from the rain.

#### Robe/Dress/Greatcoat

More comprehensive than even a coat or jacket, this size of clothing is quite capable of being a person’s apparel in and of itself.

#### Trousers (etc)/Top

Individual outfit separates, this runs the gamut of apparel from simple tunics and trousers to frocked shirts and skirts and more.

### Jewelry

A wide and astonishing variety of jewelry can be devised by the aesthetic minds of Tamriel, but by and large it falls into the following categories by size, with examples given.

#### Tiny

Tiny jewelry is most rings and bodily piercings (earrings, etc,) of any size meaningfully smaller than a ring or earring. Rings for fingers or toes, earrings, most piercings for any zone of the body erogenous or otherwise, false teeth or eyes; all fit into this category.

#### Regular

Regular jewelry is the likes of particularly *thick* and gaudy rings, large and elaborate earrings, most necklaces, bracelets and anklets; if one were to make an enchanted cloak-hasp or broach that wasn’t part of its cloak or coat this is the size most would be.

#### Large

Large jewelry of this size is relatively uncommon; particularly large and thick bracelets and anklets, pendants and the largest of necklaces (which would hang where a pendant would,) small torcs and thin armlets/leglets occupy this size, as would the thinnest of tiaras and diadems.

#### Huge

The largest of jewelry occupies this size category; most torcs and circlets (as well as chunkier tiaras and diadems,) arm- and leg bands of notable size and gaudiness, outrageously-sized and dangling necklaces and pendants.

### Ornamentation

From time to time, a craftsman decides to add significant ornamentation to a functional device - a suit of armor or a weapon, usually. This may be a collaborative effort between a jeweler and a smith, or one multi-talented individual may perform both functions. Essentially this is the same as constructing the device and constructing the ornamentation as if it were a piece of jewelry, combined into the same piece. The costs are additive, and the Enchantment Level of the item is the higher of its calculated jewelry EL or its weapon/armor material EL plus the EL of its gemstone. In all cases, EL caps at 1,500.

Ornamentation requires 10% of the base ingot cost for itself; minimum 0.1 ingots, and rounded up to the next tenth in all cases. The Other Materials cost is the base cost. Gemstones, if incorporated, must be incorporated as usual. Ornamentation costs ignore the Superiority or Inferiority of the base item - though almost nobody will choose to ornament an item they know will be inferior!

## Economic Metals and Gems

This list is inexhaustive, and other metals which grease the economic wheels are present and being exploited in Tamriel. However, these metals are those which are most-commonly used for such things as coinage, ornamentation, jewelry, and the like; these are the materials which are of value, can be crafted into something wearable, and are not of any particular use on their own merits in combat - a silvered steel sword may be efficacious against the walking dead; a solid, even sterling, silver sword would be *significantly* less so.

Minor quantities of other materials, particularly with regard to alloying metals, may be added to change the color for aesthetic purposes without significantly altering the value or properties of the piece (it contributes to Intricacy, and hence, Other Materials cost.)

### Electrum

Although in the strictest sense most “gold” one finds in jewelry and coinage is in fact electrum, having had a very small bit of sterling silver added in order to stiffen it, Electrum is a fine material with a bright, pale golden color when polished, and is a fine material for working jewelry which is intended to hold a magical enchantment.

To qualify as Electrum as listed here, particularly for enchanting purposes, the alloy must be within 20% of a 1:1 ratio either way - 71% gold qualifies as gold, 71% silver qualifies as silver. The table assumes an honest 1:1 perfect electrum.

### Gemstones

Gemstones are distinct from polished ordinary stones, though they may be used for the same purpose in the jeweler’s craft - a substantial oval of even commonplace granite, or polished cave bear claws, can make for an attractive if unconventional piece - however, the addition will not (on its own - it likely contributes to Intricacy), add meaningfully to its ability to hold Magicka. A gemstone will.

Magicka is attracted to gemstones, and, perhaps uniquely amongst things which may be done to another thing, adding a fat, lustrous gem to any other object *increases* its total EL - substantially so, in some cases. Simply adding an enormous fat ruby or diamond to the hilt or crossguard of a steel sword can allow an enchanter to secure quite a larger enchantment into the weapon than they could a functional - and, every blacksmith will say, beautiful - steel blade alone.

Gemstones are ranked as Petty, Common, Uncommon, Rare, Very Rare, Storied, and Legendary. This is somewhat of an abstraction, but it covers the gamut from a tiny, one-carat Garnet to a mammoth, wars-have-literally-been-fought-to-own-this-stone 100-carat diamond. Not coincidentally, this also covers the full range of material tiers.

### Gold

Gold is generally regarded as the most valuable of common and easily-accessible precious metals, with a brilliant, dazzling hue like looking into the sun’s rays. As a magical conductor its qualities are difficult to surpass with anything approaching economy - though it is worth noting that accessing a large quantity of gold is not as simple as melting down a huge pile of coins, which are often made of various alloys from which seperating the constituent materials through labor-intensive processes or (generally, economically unviable) alchemical ones. If there is a spell that can do it, whomever knows it is keeping it to themselves.

### Pewter

The pettiest of economic metals, Pewter is often used for miscellaneous sundries, but is also used by jewelers experimenting with new shapes and patterns, or as a proof-of-concept piece for a commission. Cheap and cheerful, pewter is not much of a magical conductor, but it still exceeds that of wrought iron.

### Platinum

If Gold is the High King of precious metals, platinum is the Emperor; it is extremely rare, doubly so because it is desired as much by alchemists in their trade as jewelers in theirs - woe betide the alchemist who grinds a pure platinum ring for powder - he will surely engage the wrath of all jewelers everywhere.

### Silver

Silver is bright, shiny and lustrous, and not *too* expensive, as it’s considerably less rare than gold. Silver still conducts magical energies fantastically, and is much stiffer, making it quite adequate for surviving heavy rigors.

### Shakudo

Almost an unknown material in Tamriel, one part gold to nine parts copper, this alloy was first brought to Tamrielic shores by Akaviri invaders who bowed knee to Tiber Septim, and became the Dragonguard, then the Blades. When treated properly, it develops a black or indigo patina that resembles beautifully-lacquered wood. Those first invaders used it for the tsuba of their katana and o-daichi blades, and with it brought the art of using ornamentation to provide a stronger enchantment to a weapon than its base material can hold. In the Republic era it is sometimes made and used in small batches by craftsmen working for or as part of the Tamrielic Historical Society, which (among other things) has a custom of keeping traditional Akaviri swordplay alive, thanks to a treasure-trove of uncovered Blades fighting manuals - this is done in an effort, at least as publicly acknowledge, to keep the skills of Tamriel sharp against those of Akaviri, should invaders return.

### Shibuichi

A similar-in-principle Akaviri alloy, Shibuichi is one part silver to three parts copper. It finishes very darkly.

# New Talents

## Crafting Talents

### Material Conservator

*“Waste not, want not!”*

**Apprentice (Intelligence);**

You manage to reclaim nearly every bit of unused material from your work. If you botch a work in progress such that it would be completed at Inferior quality, you can reclaim 70% of the materials you started with. When you successfully complete a project, you conserve one-tenth of an ingot’s worth of material per ingot used - a tab, if working with metal.

### Confident Craftsman

“How am I so fast? I know what I’m doing.”

**Journeyman (Intelligence)**

Add 1 Degree of Success to all successful crafting rolls.

### Expert Recycler

*“The iron dung of a dozen bandits can become Skyforged Steel for a lone hero.”*

**Adept (Intelligence);**

When recycling materials by breaking things down, you reclaim 70% of its primary material. If you botch a work in progress such that it would be a total loss, you can reclaim 50% of the materials you started with. If you possess both Expert Recycler and Material Conservator, on recycling a failed attempt you recover all of the material, and on a complete botch you recover 90%.

### Enchanting Tailor

*“Most so-called tailors in Tamriel* ruin *the magical properties of the materials they work with, the fools. I know better.”*

**Journeyman (Intelligence)**

You can do things with fabric and fur that very few can, and you may command a premium for it. You may work with luxurious, if materially-indistinct, versions of those materials to enhance base EL; common material has the EL and cost of the Novice material; uncommon has double, rare has treble, and very rare has quadruple. Working with these carries its own cost, however; uncommon costs double and is treated as Rank 1, rare costs five times as much and is treated as Rank 2, and Very Rare costs ten times as much and is Rank 3, and the Other Materials cost is multiplied by the same modifier (subject to the minimum of 1×).

For example, a common fur cloak might be stitched together from the pelts of a dozen beavers or foxes, an uncommon one might be wolf or black bear, a rare one might be mink or sabrecat or cave bear, while a Very Rare fur cloak might be made from mammoth or snow bear.

**Note:** Anyone with thread and needle *may* work with such materials as if they were the common-quality stuff. The resulting piece may be worth more on its intrinsic merit alone when sold to a traveler or merchant (particularly one who does not know any better,) but an enchanter will be unimpressed by how badly they’ve butchered the material’s magical properties, and a true buyer will turn their nose up at it. Specific named materials above Rank 0 are unaffected - Ancestor Silk is Ancestor Silk.

### Daedric Smithing

*“Not many mortal smiths* really *know how to work with Daedric material. Now you are one of them.”*

**Expert (Intelligence); Character must have Profession: Blacksmith at Master rank or Expert *and* Specialized in [Ebony]**

The secrets of creating Daedric materials are now yours to command. Having attained these lofty heights, you can make a Daedric weapon or armor with the same materials you would require to create an Ebony version of the piece, plus a source of Chaotic Creatia, such as (most commonly) a Daedra’s Heart. You can make this stuff in daytime just fine.

**Note:** Attempting to make a Daedric metal item *without* this talent is possible, but fraught with risk; crafting rolls are at a -30 penalty, as incomplete information and/or outright misinformation mislead the character badly, and they are forced to work by rote, following byzantine and often counterproductive (or painful) instructions and rituals.

# Appendices

## Materials Information Table

Note that “Ingot” is used as a shorthand here; it may be an ingot of metal, but it could also be a bolt of cloth or a sheet of leather.

| **Novice (Rank 0) Materials** | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Conventional Materials** | | | | | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Bone | 100 | 10 | ×1 (×0.5) | Chitin | 200 | 16 | ×1 (×0.8) |
| Fur | 100 | 6 | ×1 (×0.266) | Hide | 50 | 6 | ×1 (×0.266) |
| Iron | 100 | 16 | ×1 (×0.8) | Leather | 150 | 16 | ×1 (×0.8) |
| Netch Leather | 200 | 18 | ×1 (×0.9) | Padded (Fabric) | 100 | 3 | ×1 (×0.13) |
| Wood | 100 | 10 | ×1 (×0.5) |  |  |  |  |
| **Unconventional Materials** | | | | | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Bronze | 400 | 40 | ×1 (×2) | Copper | 300 | 25 | ×1 (×1.25) |
| **Economic Materials** | | | | | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Gem (Petty) | 75 | < 50 | - | Pewter | 250 | 16 | ×1 (×0.8) |
| Shakudo | 345 | 770 | ×1 (×2) | Shibuichi | 325 | 145 | ×1 (×1.5) |
| **Apprentice (Rank 1) Materials** | | | | | | | |
| **Conventional Materials** | | | | **Unconventional Materials** | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Bonemold | 100 | 30 | ×1.5 | Ancestor Silk | 300 | 100 | ×4.8 |
| Dreugh Hide | 400 | 25 | ×1.25 | Apotheus Leather | 450 | 40 | ×2 |
| Mithril | 900 | 80 | ×4 | Apotheus Netch | 500 | 50 | ×2.4 |
| Orichalcum | 400 | 80 | ×4 | Improved Bonemold | 300 | 60 | ×3 |
| Silvered Steel | 300 | \* | N/A | Dwemer Steel | 400 | 80 | ×4 |
| Steel | 300 | 20 | ×1 | Fool’s Dwarven Metal | 400 | 40 | ×2 |
|  |  |  |  | Moonsteel | 300 | 80 | ×4 |
| **Economic Materials** | | | | | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Electrum | 575 | 2,750 | ×2 | Gems (Common) | 100 | 50-99 | - |
| Gold | 750 | 5,000 | ×4 | Silver | 400 | 500 | ×2 |
| **Journeyman (Rank 2) Materials** | | | | | | | |
| **Conventional Materials** | | | | **Unconventional Materials** | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Dwemer | 400 | 120 | ×6 | Adamant Steel | 300 | 120 | ×6 |
| Malachite | 200 | 120 | ×6 | Adamant Quicksteel | 1,000 | 120 | ×6 |
| Moonstone | 500 | 100 | ×5 | Atronach Steel | 600 | 100 | ×5 |
| **Economic Materials** | | | | | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Platinum | 1,000 | 10,000 | ×5 | Gem (Uncommon) | 200 | 100-499 | - |
| **Adept (Rank 3) Materials** | | | | | | |  |
| **Conventional Materials** | | |  | **Unconventional Materials** | | |  |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Adamantium | 1,000 | 160 | ×8 | Galatite | 1,500 | 160 | ×8 |
|  |  |  |  | Skyforged Steel | 400 | 145 | ×7.25 |
|  |  |  |  | Vitrine | 500 | 155 | ×7.75 |
| **Economic Materials** | | | | | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Gem (Rare) | 300 | 500-999 | - |  |  |  |  |
| **Expert (Rank 4) Materials** | | | | | | | |
| **Conventional Materials** | | | | **Unconventional Materials** | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Ebony | 1,250 | 200 | ×10 | Blue Mithril | 900 | 280 | ×14 |
| Stalhrim |  | 240 | ×12 | Calcinium | 900 | 200 | ×10 |
|  |  |  |  | Galatantite | 1,500 | 280 | ×14 |
|  |  |  |  | Voidstone | - | 200 | ×10 |
| **Economic Materials** | | | | | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Gem (Very Rare) | 500 | 1,000-2,999 | - |  |  |  |  |
| **Master (Rank 5) Materials** | | | | | | | |
| **Conventional Materials** | | | | **Unconventional Materials** | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Daedric | 1,500 | \* | ×15 | Ebonsteel | 1,250 | 300 | ×15 |
| **Economic Materials** | | | | | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Gems (Storied) | 750 | 3,000-6,999 | - |  |  |  |  |
| **Grandmaster (Rank 6) Materials** | | | | | | | |
| **Conventional Materials** | | | | **Unconventional Materials** | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Dragonbone | 1,500 | 600 | ×30 | Dragonscale | 1,500 | 600 | ×30 |
|  |  |  |  | Rubedite | 1,500 | 600 | ×30 |
|  |  |  |  | Rubedite (Quicksilver) | 1,500 | 600 | ×30 |
| **Economic Materials** | | | | | | | |
| **Material** | **EL** | **Ingot Price** | **Material Modifier** | **Material** | **EL** | **Ingot Price** | **Material Modifier** |
| Gem (Legendary) | 1,000 | 7,000+ | - |  |  |  |  |

**\*:** Applying Silvering has its own rules. Daedric smithing is its own thing, and requires a Talent.

**Note:** Rank 1 and above material “ingots” have been normalized by having prices rounded up to the nearest multiple of 5. Rank 0 (Novice) materials always have an Other Materials modifier of ×1 - the number in parenthesis is the “true calculated” value based on the material value relative to a steel item, but is ignored for crafting calculations.

## Base & Crafting Costs

| **Core Melee Weapons** | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Item** | **Price** | **Ingots** | **Other Materials** | **Item** | **Price** | **Ingots** | **Other Materials** |
| **Swords** | | | | **Axes** | | | |
| Great Sword | 300 | 4 | 20 | Great Axe | 250 | 3 | 25 |
| Longsword | 175 | 2.5 | 15 | Battle Axe | 125 | 1 | 25 |
| Broadsword | 100 | 1 | 15 | War Axe | 100 | 1 | 15 |
| Sabre | 125 | 2 | 10 | Hand Axe | 40 | 0.5 | 10 |
| Shortsword | 75 | 1 | 5 | **Polearms** | | | |
| Dagger | 45 | 0.5 | 5 | Halberd | 175 | 2 | 20 |
| **Blunt Weapons** | | | | Pike | 80 | 2 | 10 |
| Great Flail | 300 | 4 | 20 | Lance | 140 | 1 | 30 |
| Maul | 250 | 3 | 25 | Spear | 40 | 0.5 | 10 |
| Warhammer | 175 | 2 | 20 | Quarterstaff | 35 | 1 | 15 |
| Mace | 120 | 1 | 20 | Javelin | 40 | 0.5 | 10 |
| Flail | 180 | 2 | 20 |  | | | |
| **Others** | | | | | | | |
| Net | 10 | - | 5 | Parrying Dagger | 50 | 0.5 | 15 |
| **Book of Circles Melee Weapons** | | | | | | | |
| **Item** | **Price** | **Ingots** | **Other Materials** | **Item** | **Price** | **Ingots** | **Other Materials** |
| Dai-Katana | 325 | 4 | 30 | Katana | 200 | 2.5 | 20 |
| Tanto | 65 | 0.7 | 10 | Wakizashi | 90 | 1 | 15 |
| Trident | 75 | 1 | 10 | Rapier | 105 | 1 | 15 |
| Scimitar | 135 | 2 | 5 | Punch Dagger | 55 | 0.7 | 10 |
| Cestus | 45 | 0.5 | 5 | Hook Sword | 85 | 1 | 10 |
| Billhook | 150 | 2 | 10 |  |  |  |  |
| **Ranged Weapons** | | | | | | | |
| **Item** | **Price** | **Ingots** | **Other Materials** | **Item** | **Price** | **Ingots** | **Other Materials** |
| Arbalest | 700 | 4 | 160 | Crossbow | 500 | 3 | 110 |
| Longbow | 200 | 2 | 25 | Shortbow | 100 | 1 | 15 |
| Throwing Star/Dart | 10 | 0.1 | 1 |  | | | |
| Bola (BoC) | 30 | 0 | 5 | Sling (BoC) | 15 | 0 | 5 |
| **Armor** | | | | | | | |
| **Item** | **Price** | **Ingots** | **Other Materials** | **Item** | **Price** | **Ingots** | **Other Materials** |
| Partial Limb | 75 | 1 | 5 | Full Limb | 150 | 2 | 10 |
| Partial Body Armor | 150 | 2 | 10 | Full Body Armor | 300 | 4 | 10 |
| Common Shield | 175 | 2 | 20 | Tower Shield | 220 | 3 | 15 |
| Targe/Buckler (BoC) | 135 | 2 | 5 |  | | | |
| **Firearms** | | | | | | | |
| **Item** | **Price** | **Ingots** | **Other Materials** | **Item** | **Price** | **Ingots** | **Other Materials** |
| Regular Musket | 300 | 3.5 | 30 | Small Musket | 250 | 3 | 35 |
| Regular Musketoon | 250 | 3 | 35 | Small Musketoon | 200 | 2.5 | 20 |
| Regular Stocked Pistol | 150 | 1.5 | 20 | Small Stocked Pistol | 100 | 1.5 | 5 |
| Regular Pistol | 100 | 1.5 | 5 | Small Pistol | 100 | 1.5 | 5 |
| Large Musket | 400 | 5 | 35 | Large Musketoon | 350 | 4 | 40 |
| Large Pistol | 250 | 3 | 25 | Large Stocked Pistol | 250 | 3 | 25 |
| **Clothing, Accessories and Ornamentation** | | | | | | | |
| **Item** | **Price** | **Ingots** | **Other Materials** | **Item** | **Price** | **Ingots** | **Other Materials** |
| Boots | 25 | 1 | 5 | Tiny | 15 | 0.1 | 15 |
| Cloak/Coat | 50 | 2.5 | 15 | Regular | 25 | 0.2 | 25 |
| Gloves | 15 | 1 | 5 | Large | 50 | 0.3 | 50 |
| Hood/Mantle/Hat | 15 | 1 | 5 | Huge | 100 | 0.4 | 100 |
| Robe/Dress | 75 | 3 | 15 |  |  |  |  |
| Trousers/Top | 15 | 2 | 10 | Ornamentation | Base | 10% Base | As Ornament |

Prices here are normalized to Steel at 1× list cost. Multiply the Other Materials cost by the material cost of the item you’re making. Ingots is a static number - obviously you cannot make a Rubedite Tower Shield out of steel ingots, no matter how many you have.

Firearm prices are based off a smoothbore weapon; rifling, though vital for making a good firearm, does not materially add to the creation cost. Rifled firearms, for a gunsmith who can reliably fabricate them, are a proper moneyspinner. The price of a blunderbuss is the same as a smoothbore musket of corresponding caliber and size.

# Important Links

### [Conventional Materials](https://docs.google.com/document/d/1gjTJjKVxc2l3mBoRNE007efb7-OVbBe3UbR1FGWIadk/edit?usp=sharing)

For the full details of materials appearing in the UESRPG core book and regularly appearing in main-series games.

### [Unconventional Materials](https://docs.google.com/document/d/1HoG0xz103NpEjOUxT1LCWFCsR4hbh2xhw4_DXuSzzsU/edit?usp=sharing)

For the full details of materials uncommon to the main-series games, often which have appeared in only one game, or which have not appeared in usable form, or which have appeared in such a substantially dissimilar form in one game to the others that it must be concluded that the appearance in that one game was a different material (IE, blue mithril.)

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