Crafting

#global

Note: Numbers and Complexity Rating's are subject to change dramatically.
Note: The navigation links unfortunately do not work, but external links do.

In this version of crafting, the different components have been split up into separate documents in order to allow for easier iteration and more readability. The following paragraph contains a summarization of crafting as a whole, descriptions of each of the documents, and internal navigation links to each one.

Reagents

Smithing

Enchanting

Alchemy

Crafting Summarized

In crafting, you use reagents that you find in the world to combine together to create powerful weapons. Smithing lets you create weapons and armor to augment your abilities, Enchanting allows you to put powerful magics into tools and weapons, and Alchemy allows you to create powerful potions that have limited uses, but are more efficient with reagents.

Crafting is based on your chosen crafting skill. There are three primary crafting skills, one corresponding to each type of crafting. These skills work differently from a basic 5e skill, as a character must practice in order to level up the skill. There are several ways to augment your crafting skill, either by choice of reagents or using better tools. This will be expanded upon later.

Enchanting - the process of enchanting a weapon or piece of armor with a magic spell.
Alchemy - the process of creating and designing potions.
Smithing - the process of creating a weapon or piece of armor.

Players may also pay a professional to craft an item for them if the total CR of the item is less than 20. The item is guaranteed to craft successfully, but there is no chance of additional effects or gaining experience.

The crafting success chance can be described by the equation below.

$$y = CEILING\left[\left(\frac{\left(\left(\arctan\left(\frac{x}{7.5}\right)\right) + \frac{\pi}{2}\right)}{\pi} * 100\right) - (TEP + JR)\right]$$

Where

- *x* is represented by the (difference between the player skill level and the challenge rating of the craft)
- TEP: Tool Equipment Reduction, or the reduction to the challenge rating based on the tools used
- JR: Jewelry Reduction (Enchanting Specific), the reduction to the challenge rating based on the jewelry being enchanted.
- *y* is the percentage chance of success.

A player will then roll a d100, and if they get below the percentage number, the item is successfully crafted. If they get above the number, the craft is failed. Consult the Effects Table's at the bottom of this page to see if the craft qualifies for a minor effect.

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If I have a 20% chance to succeed and I roll a 15 on the d100, I have succeed by a margin of 5.
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After completing an item craft (successful or not) the character has a chance to gain experience in their crafting skill. On a failure, the chance to gain an experience point from a successful craft is the CR of the item. On a success, the chance to gain experience is (50 * (the CR of the item divided by the crafting skill of the character)). The players will roll a d100, and if they get below the chance threshold, then the character gains an experience point. The chance to gain XP is based on the Unmodified Challenge Rating, which is calculated without the modifiers from tools reducing the challenge rating.

See this table for a small tool to simplify the numbers calculation.

When a craft is uncessfully, the party loses half of each tier of reagent used in the craft. I.E. if a craft takes 2 Tier 1's and 1 Tier 3, the party will lose 1 Tier 1 and .5 Tier 3 (determined randomly if reagents w/ affinity are used).

Assisting with Crafting

Two people may work together to forge a piece of equipment. When doing so, take the combined skill of each player's appropriate craft skill and use that as the new skill level. Use that value in the above equation (or in the tool) to figure out the thresholds for success and failure and proceed as normal. On a success, both players roll with the same chance to gain XP in their craft skill, however they roll individually. The time it takes to create items in this way is not reduced however, simply the complexity.

Tools

Tools are typically items or equipment that can be used to reduce the Complexity Rating of crafts. They are divided into 3 tiers, each one reducing the complexity rating of the appropriate craft by a different amount.

Below the different costs, complexity reduction, and craft association is listed.

Craft Skill	Tier 1 (3 CR reduction)	Tier 2 (8 CR reduction)	Tier 3 (16 CR reduction)
Alchemy	Bunsen Burner and Mortar and Pestle (50g)	Distillery and Alchemical Fire (750g)	Pristine Purification Apparatus (7500g)
Smithing	Hammer and Iron Block (75g)	Anvil and Furnace (1250g)	Druidic Flame Forge (10000g)
Enchanting	Runic Notebook (100g)	Runic Circle (1750g)	Anechoic Stabilization Chamber (15000g)

Tier 1 tools are capable of being moved around inside of a players backpack. They must be placed down and not moved for the duration of a craft, but can be picked up again once the craft is completed. Tier 2 tools must be placed in a room, and cannot be moved without significant effort (time to move or cost to pay movers). Tier 3 reagents require an entire, good sized room in order to be used, and cannot be moved once placed without tremendous effort and cost (less than the original cost but still expensive).

Finally, you can also pay for training in your selected skill. It is an equivalent value of 1 week of training for 1 level, at a price of 300 gold per level. You can only use this until crafting level 20, at which point additional training will have no effect.

Challenge Rating Table

	Tier 1	TIer 2	Tier 3	Tier 4	Tier 5	Tier 6
CR Value	1	3	6	9	16	24

External Tools

Complexity Rating Calculator

Effects Tables

A effect occurs when you roll within a certain range of the target. In this case, the item is still "created" and counts as a successful creation for the purposes of XP. However, there are additional effects that are added onto the item. Minor effects are +/- 5 of the original goal, Major Effects are +/- 10 of the original goal. What those effects are is determined by the type of craft, and can be found at the end of the appropriate crafting documents. In Smithing these effects are called "Masterworking" and in Enchanting they are called "Flux". There are positive effects which benefit the weapon in some way, and can be due to the skill of the craftsman or the random properties of the reagents used, and negative effects from the environment or unforeseen circumstances.

For example, if my chance for success on an item is a 20, and I roll a 15, I have Minorly succeeded. I roll a positive effect from the Minor Effect Table. If I am crafting another item with the same chance for success, and I roll a 30, I would roll a negative effect from the Major Effects Table.

You can choose not to gain any effect at all, but the decision must be made before you roll on the effects table and see what you get.

Recycling or Selling a Craft

Does not apply to alchemy.
Sometimes, a spell or smithing project you've been working on doesn't have exactly what you want. Maybe it's cursed. Sometimes, you find a wand with no spellcasters on the team. This section explains how you can recover some of your hard earned reagents (or get new ones) by scrapping, dismantling, or selling crafts.

If it is a looted item, obtain it's reagent breakdown from the DM.

From here, you may sell the item. You can attempt to persuade the vendor to buy it for more, but keep in mind that the more powerful the magic item, the less likely you are to find someone who can afford to buy it.

Dismantling the item is guaranteed to give back half, however it can be accentuated using the appropriate crafting skill (Enchanting or Smithing). Dismantling an item requires 8 hours, regardless of the time it took to create, as well as at least tier 2 tools. Roll a D100, and add your crafting skill, then consult the below table.

0-10	**11-60**	**61 - 90**	**91 - 100**
Lose an additional quarter	No additional gain	Gain an additional quarter	Gain all reagents used in craft