

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.

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

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.

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 $(50 * (\text{the CR of the item divided by the crafting skill of the character}))$. 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.

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 (16 CR reduction)	Tier 3 (32 CR reduction)
Alchemy	Bunsen Burner and Mortar and Pestle (50g)	Distillery and Alchemical Fire (1000g)	Pristine Purification Apparatus (10000g)
Smithing	Hammer and Iron Block (75g)	Anvil and Furnace (1500g)	Druidic Flame Forge (15000g)
Enchanting	Runic Notebook (100g)	Runic Circle (2000g)	Anechoic Stabilization Chamber (20000g)

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.

Tables

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External Tools

[Complexity Rating Calculator](#)

Minor Effects Table

WIP - Effects from failing crafting checks

Roll (d20)	Positive Effect	Negative Effect
1-2		Using this deals 1d4+level damage to the user.
3-4		No Negative Effect
5-6		
7-8		
9-10		
11-12		
13-14		
15-16		
17-18		
19-20		

Major Effects Table

WIP - Effects from failing crafting checks

Roll (d20)	Positive Effect	Negative Effect
1-2		Using this deals 4d4+level damage to the user
3-4		Roll Minor Negative Effect

Roll (d20) 5-6	Positive Effect	Negative Effect
7-8		
9-10		
11-12		
13-14		
15-16	Blessed	Cursed
17-18	Empathic Craft	Empathic Craft
19-20	Increase Power by 1 Tier.	Decrease Power by 1 Tier.