

Smithing

#global

Smithing is the process of forging items out of the material components in the world. Smithing primarily uses the Source of the Reagent (Flora, Fauna, Mineral), as well as the tier in order to determine the power and specifications of an item. The reagents source used will specifically determine which attributes are added to a weapon. In general, flora components will gain benefits from Dexterity, fauna components will give a mix of both, and mineral components will gain benefits from Strength.

When using a component, it grants different benefits depending on what category it's from. The attribute doesn't matter.

Additionally, reminder that all charts are cumulative. A Tier 3 reagent will grant the benefits from a Tier 1-3

Melee Weapons

Melee weapons are forged using a Blade, a Guard, and a Grip. These components can be made from different reagents, but a complete weapon must have all 3 present in order to be used properly. Each component has a different effect when made out of a different material, which lets crafters customize the benefits they are receiving from a weapon that they craft. Weapon Skills are obtained from the **Guard** pathway on the various types of weapons. Those skills are listed below the component tables.

E.x. Robert the Ranger chooses to craft himself a new scimitar. He makes the Blade out of a Tier 1 Flora, the Guard out of Tier 2 Fauna, and the Grip out of Tier 1 Mineral. His weapon would then have +1 to Crit Range, +1 Skill, and +1 Damage.

Flora Component Chart

Blades: Increase Crit Range

Guard: Grants Skills.

Grip: Increases + to hit.

Designers note: if someone plays a Champion Fighter they have a 45% chance of critting per roll [69% with advantage]. Over three rolls thats.... alot of critting probably.)

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Blade	+1 Range	+ 1 Range		+1 Range	+1 Range	+1 Range
Guard		+1 Skill		+1 Skill		+2 Skills
Grip	+1 To Hit		+1 To Hit		+1 To Hit	+2 To Hit

Fauna Component Chart

Blades: Increase flat damage

Guard: Grants Skills.

Grip: Grants specific skills that are enhanced by nearby allies.

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Blade	+1 damage	+1 damage	+1 damage	+1d4 damage	+1d4 damage	+1d6 damage
Guard		+1 Skill		+1 Skill		+2 Skills
Grip	Grants "Feint"		Grants "Synchronicity"		Grants "Phalanx"	Makes all previous skills "Enhanced"

Feint

Prerequisite: Fauna Grip Tier 1

On your last Attack during your turn, you may choose to instead Feint an attack at an enemy. Make an attack roll as normal. If you roll above a 15 (including bonuses), give the next ally to make a melee attack that enemy +1d4 to hit. If your attack roll would critically miss and you still get above a 15, this effect does not occur.

Enhanced Feint

Prerequisite: Fauna Grip Tier 6

Instead of adding +1d4 to hit on an allies next attack, instead add +1d6 to any melee attack roll they make during their turn.

Synchronicity

Prerequisite: Fauna Grip Tier 3

At the start of your turn, choose whether to use this ability. If you use this ability, mark an enemy that you can make a Melee Attack against. Forego the rest of your turn. On any allies turn, if they make a Melee Attack against the creature you Marked (and you can still make the attack), make an Attack. If you hit, treat the base damage of the weapon as maxed. (If you would crit, add another weapon dice to the damage roll)

Enhanced Synchronicity

Prerequisite: Fauna Grip Tier 6

Allows all "Melee Attacks" in Synchronicity to be read as "Attacks", including Ranged and Spell Attacks.

Phalanx

Prerequisite: Fauna Grip Tier 5

When a creature attacks, count the number of allies adjacent to you that are ALSO in the threat range of the creature attacking you. Gain +1 AC per ally that fulfills those conditions.

Enhanced Phalanx

Prerequisite: Fauna Grip Tier 6

Gain +2 AC per ally instead.

Mineral Component Chart

Blades: Increases critical damage

Guard: Grants Skills.

Grip: Grants bonus damage. *Designer Note: This might want to be changed.*

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Blade	+1d4	+1d6	+1d8	+1d10	+1d12	+1d20
Guard		+1 Skill		+1 Skill		+2 Skill
Grip	+1 damage	+1 damage	+1 damage	+1d4 damage	+1d4 damage	+1d6 damage

Weapon Skills

Parry

Moving your weapon swiftly you can attempt to parry an attack. Using your reaction, you can roll to hit the target. If you succeed, subtract your weapons base damage die from the attack.

Shred

Prerequisite: Flora Component

By sacrificing the stability of your stance, you can create a breach in an opponents armor. Before you attack, you may decide to use this ability. Once you do so, if you hit, the opponent loses 2 AC until the start of their next turn. Performing this movement leaves you vulnerable, and attacks against you have advantage until the start of your next turn.

Rapid Attacks

Prerequisite: Flora Component

You may attempt to make additional attacks on your turn. After you make normal attacks, you may expend your bonus action to strike multiple times. You may make a number of attacks equal to your Dex Mod. For each additional strike you decide to make, subtract 3 from your base to-hit with that weapon. (If I decide to make two additional strikes, subtract 6).

Whirlwind Strikes

When you make an attack, you may reduce the damage by 10 (to a minimum of 1), and make an attack against every enemy within your threat range.

Guard

Before moving on your turn, you may reduce your movement speed to 0, and your number of attacks by 1 (If it was already 1, then no change). By doing so, increase your armor class by 4 until the start of your next turn.

Power Attack

Prerequisite: Mineral Component

On an attack, you may choose to gain 10 damage by reducing your to-hit bonus by 5.

Cleave

Upon downing an enemy, you gain an additional attack (Max of 1). You may only move 5 feet between

attacks gained this way.

Great Cleave

Prerequisite: Cleave

Upon downing an enemy, you gain an additional attack. You may only move 5 feet between attacks gained this way.

Weapon Focus

Choose a weapon type. For those types of weapons, gains +1 to hit.
Specific for some kind of weapon, +1 to hit.

Weapon Specialization

Prerequisite: Weapon Focus

For a weapon type that you have Focus in, gain +2 damage.

Mounted Combat

Negate attacks if you beat their roll? Just don't mount right now you dingi

Spring Attack

Prerequisite - Flora Blade

If you are not wearing Heavy or Medium Armor, you may spend an attack to move without provoking opportunity attacks.

Disarm

You may replace one of your attacks to attempt to disarm an opponent. Roll to hit as normal, but do not deal damage. Instead, the target drops their current weapon (if able). As a passive, Disarm also allows you to take opportunity attacks against enemies swapping or picking up weapons.

Quick Draw

Swap weapons and do something poggers? Or prevent something not poggers?

Ranged Weapons

Ranged weapons are forged using Limbs, a String, and a Grip. These components can be made from different reagents, but a complete weapon must have all 3 present in order to be used properly. Each component has a different effect when made out of a different material, which lets crafters customize the benefits they are receiving from a weapon that they craft. Weapon Skills are obtained from the **String** pathway on the various types of weapons. Those skills are listed below the component tables.

E.x. Robert the Ranger chooses to craft himself a new longbow. He makes the Limbs out of a Tier 1 Flora, the String out of a Tier 2 Fauna, and the Grip out of a Tier 1 Mineral. His resultant weapon would gain +1 Crit Range, +1 Skill, and +1 Mineral Thing

Flora Component Chart

Limbs: Increased Crit Chance

String: Grants Skills.

Grip: Increases + hit

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Limbs	+1 Range		+1 Range		+1 Range	+1 Range
String		+1 Skill		+1 Skill		+2 Skill
Grip	+1 To Hit		+1 To Hit		+1 To Hit	+2 To Hit

Fauna Component Chart

Limbs: Increases Damage

String: Grants Skills.

Grip: TODO [Felt uninspired on this please suggest](#)

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Limbs	+1 damage	+1 damage	+1 damage	+1 damage	+1 damage	+2 damage
String		+1 Skill		+1 Skill		+2 Skill
Grip						

Mineral Component Chart

Making any ranged weapon with a Mineral component means that you may only move up to half your movement speed if you want to take the Attack Action with that Bow

Limbs: Increased Crit Damage

String: Grants Skills.

Grip: Provides benefits to other components by sacrificing movement.

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Limbs	+1d4	+1d6	+1d8	+1d10	+1d12	+1d20
String		+1 Skill		+1 Skill		+2 Skill
Grip	+1 damage		+1 damage		+1 damage	+1 damage

Weapon Skills

Far Shot

Increase Range by 50%. Thrown weapons are doubled.

Point Blank Shots

You can +1 bonus on attack and damage rolls against opponents within 15 feet.

Weapon Focus

Specific for some kind of weapon, +1 to hit.

Weapon Specialization

Prereq - Weapon Focus on the same weapon.

Specific for some kind of weapon, +2 damage.

Rapid Reload

Prereqs - Crossbow

Load quicker

Mounted Archery

Precise Shot

Gain a +2 to hit on shooting enemies engaged in combat with an enemy.

Improved Precise Shot

Ignore concealment bonuses and cover bonuses that are not Total Cover. Additionally When you shoot at a target that is being grappled or is grappling, you automatically hit.

Rapid Shot

Choose to gain one extra attack per round with a ranged weapon when you make an Attack Action. Suffer a -2 on each attack you make that round.

Many Shot

Each time you make an Attack, you may choose to add an additional arrow per shot. Each arrow uses the same to hit, but rolls it's own damage. You suffer a -4 to hit on the attack if you choose to do this. Damage resistances and reduction apply to each arrow.

Additionally, for every 5 points of attack bonus you have above +6, you may choose to add another arrow (max of 4 total) to the attack. Each arrow added this way adds another -2 to attack roll.

Jewelry (Rings, Amulets, Bracelets, etc)

Jewelry is made from a single main component, and then up to 3 optional components. Each component has the same effect.

A piece of Jewelry's CR does not contribute to the CR of an enchantment placed upon it. Additionally, it reduces the CR of enchantments placed upon it.

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Core	1 reduction	1 reduction	1 reduction	1 reduction	1 reduction	2 reduction
Additional Components	1 reduction	1 reduction	1 reduction	1 reduction	1 reduction	2 reduction

Jewelry interacts with the reagents used more precisely than other Smithed items. The use of reagents with elemental affinities will reduce the CR reduction of enhancements placed upon that item of the same school by their base value again (A tier 3 Necromancy affinity reagent provides a 6 CR reduction to necromancy enchantments, and a 3 CR reduction to enchantments of another type). This bonus stacks with itself. A piece of jewelry cannot reduce the CR of an item below CR 20.

Armor

Armor is unique in that it must be made of a singular type of reagent. (Fauna, Flora, or Mineral). The reagents can be different tiers. You can have a max of 4 reagents used on a piece of armor.

Flora: +2 Base AC, Uncapped Dex

Fauna: +5 Base AC, Dex Capped at 2

Mineral: +8 Base AC, Dis Adv. on Stealth, No Dex Bonus

The unique aspect of armor is that you can choose a number of perks to add to your armor equal to

$$\text{Perks} = \text{Cumulative Tier Number} / 4$$

rounded down. For example, if I make armor using 3 tier 1 Reagents and 1 tier 2 reagents, my Cumulative Tier Number is $1 + 1 + 1 + 2 = 5$. (Designer Note: This means the most that a piece of armor can have is 6 additional perks, if it is crafted using 4 Tier 6 Reagents)

Below are listed the perks that you can choose to craft on your armor. Perks do stack.

Reinforced Plating

Adds +1 to your AC

Chameleon Coating

req: Flora Armor

Adds +2 to Stealth checks

Bound Crafting

req: 1 Tier 4 or higher component

Donning or doffing the armor requires an action.

Hardened Inserts

Grants resistance to 1 of the following: bludgeoning, piercing, slashing.

Tempered Cuirass

If you are reduced to 0 HP but not killed outright, you can drop 1 HP instead. Once per long rest.

(Additional perks of this kind increase the number of uses per long rest)

Memory Armor

req: 1 Tier 3 or higher component

Armor grants +1 initiative.

Textured Grip

Cannot be disarmed. Grants +1 to Athletics checks.

Lightweight Frame

+10 movement speed

Reinforced Rivets

Critical Hits are treated as normal hits. Requires 2 perk slots.

Soulbound Armor

req: 1 Tier 4 or higher component

Armor can be donned or doffed as a bonus action. Can be donned as long as the armor is within 1 mile.

Requires 2 perk slots.

Shields

Shields cannot be crafted.

Magical Foci

Magical Foci amplify the spells of a users cast. Using different materials, one can create devices that change how spells behave. Flora Magical Foci enhance the damage or healing of a spell, Fauna components enhance the spell attack property of a spell, and Mineral components enhance the spell save DC of spells cast with the item. Making a Magical Foci with a Tier of 3+ means that the Magical Foci requires Attunement.

Magical Foci are made with 2 unique components (Not 2 Flora Components).

Flora Component Chart

Amplifies the Damage or Healing of spells.

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Centerpiece	+1 d/h	+1 d/h	+1 d/h	+1 d/h	+1 d/h	+2 d/h

The bonus obtained from the Flora component is multiplied by the Spell Slot expended when cast. For example, if I have a Magical Foci made from a Tier 3 component, that gives me a +3 bonus at base. If I cast a Fireball with a 3rd level spell slot, that bonus goes up to +9.

Fauna Component Chart

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Centerpiece	+1 Spell Attack	+1 Spell Attack	+1 Spell Attack	+1 Spell Attack	+1 Spell Attack	+2 Spell Attack

Mineral Component Chart

Magical Foci made from Mineral Components require 4 components to be crafted. (I.E. 4 Tier 2 reagents are required to gain the benefits from a Tier 2 Magical Foci -> CR of 22)

Component	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Centerpiece		+1 Spell Save DC		+1 Spell Save DC		+1 Spell Save DC

Guns

Gun's cannot be crafted

Other

Ammunition can be augmented with any type of reagent. The tier of reagent is directly equal to the amount of damage it will do in addition. (Tier 1 Reagent is +1 damage). This crafts 20 pieces of ammo.

Masterworking Tables

Effects are obtained by rolling within a certain threshold of your target craft. Further information is defined in the **Crafting** document.

Minor Masterworking Table

+/- 5 of the target

Roll (d6)	Positive Effect	Negative Effect
1	Balanced - +1 to hit, +1 damage	Rusted - minus 1 to hit, minus 1 damage
2	Reinforced - +2 to hit	Blunt - minus 1 to hit
3	Hardened - +d4 damage	Brittle - minuss 1 damage
4	Sharp - +1 Crit range	Jagged - minus 1 crit range
5	Sturdy - Cannot be disarmed. +1 to hit	Bent - minus 1 to hit, nat 1's drop weapon
6	Robust - +10% crit damage	Flimsy - minus d4 crit damage

Major Masterworking Table

+/- 10 of the target

Roll (d6)	Positive Effect	Negative Effect
1	Sleek - +1 attack	Corroded - minus 1 attack
2	Flawless - d4+1 to hit	Pitted - minus d4 to hit
3	Elegant - +30% crit damage	Warped - minus 10% crit damage
4	Refined - 2d4 damage	Cracked - minus d4 damage
5	Tempered - 2x Primary Stat Damage	Tarnished - no stat bonus to damage
6	Pristine - Treat hits of <5 as a 5	Deformed - treat hits of <5 as 1