# Craft (Herbalism)

Herbalism is a craft skill that allows creating potions, tinctures, and poultices that provide alchemical bonuses to skills, and specific resistance rolls, up to a maximum of +4, for a duration of 1 hour. For example

* Anti-venom to give a bonus to Fortitude vs poison.
* Calming smoke to give a bonus to Will vs fear.
* Poultice to give a bonus to Heal skill.
* Eye wash to give a bonus to Perception.

Herbalism can also be used to aid Survival skill checks to survive in the wilderness.

### Addiction

The base *addiction factor* (AF) for a herbal item is ***(bonus x 3)***. To avoid addiction, the character must make a Fortitude check against the AF. If this check is failed, the character gains one *addiction level*. For every additional dose of any herbal item taken within a day (i.e. before the character sleeps) increases the difficulty by the AF. Thus, the difficulty of the Fortitude saving throw is equal to the *sum* of addiction factors for all herbal items taken.

**Effects of addiction:**

* The character must take a number of doses in a day equal to his current addiction level, and until he does so he suffers a penalty to actions, outlined below. Each dose will require a Fortitude check which, if failed, increases the character’s addiction level by 1, to a maximum of bonus x 5.
* If a character does not take the required number of doses, he begins to suffer withdrawal symptoms, taking a penalty of -1 to attack rolls, saving throws, and skill checks. This penalty increases by 1 each day, up to the character’s addiction level. Taking the full number of required doses (as above) removes the penalty completely. Taking less than the full number reduces the penalty by 1.
* Addiction can be cured by going “cold turkey”. A character that is at a penalty equal to his addiction level has a chance to recover from his addiction. Every week, the character can make a Fortitude saving throw with a difficulty equal to his addiction level. If successful, his addiction level reduces by 1.
  + Note, the character’s Fortitude saving throw can be enhanced in the usual way, including using other herbal items.

***Example:*** *Magrik smokes a weedstick to increase his alertness, giving him a +3 alchemical bonus to Perception. This has an addiction factor of 9, but Magrik rolls an 18 on his Fortitude saving throw and avoids becoming addicted. Later on he takes an anti-venom potion, giving him a +2 bonus to Fortitude saving throws. This requires a Fortitude saving throw with a difficulty of 15 (9 for the weekstick, +6 for the anti-venom), which unfortunately Magrik fails. Magrik is now addicted to the anti-venom, with an addiction level of 1 and will suffer a penalty of -1 to attack rolls, saving throws, and skill checks until he does.*

## Item Costs

The maximum bonus for a herbal item is +4, and the cost for buying such an item is equal to ***bonus2 x 10 GP***.

### Raw Materials

Raw materials for creating a herbal item can be bought, or found using the Craft(Herbalism) skill. In the latter case, the herbalist must decide on which herbal item the found materials (plants, mushrooms, bark, leaves, …) will be used for (e.g. an anti-venom potion) and the search takes half a day. The character can spend all day searching, in which case he can make two skill checks. Note, the bonus for the item does not have to be specified. The raw material amount found is equal to the Craft(Herbalism) skill check in SP’s.

***Example:*** *Greyash decides to create a poutice to help healing. He spends all day searching for relevant ingredients, and rolls a skill check of 17 in the morning and 19 in the afternoon. He thus has gathered 36 SP’s worth of materials for a Heal poultice. Note that a Heal +1 poultice requires 33 SP’s of raw materials (as per the standard rules).*

Another character can aid the Craft(Herbalism) check using Knowledge(nature), or Survival.

### Difficulty

The base DC for creating a herbal item is ***(bonus x 5)***. The herbalist can adjust the herbal item as follows:

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| Increase the duration by 1 hour | +5 |
| Reduce the addiction factor by 1 | +5 |
| Increase the addiction factor by 1  (max bonus x 2) | -5 |