SIMPLFIED CRAFTING PF2E BY ADUNIS

*This is a faster way to handle the **Craft** downtime activity. You use items you already own as materials instead of buying new ones. You still need the formula for what you want to make.*

1. GATHER MATERIALS

- **Choose Materials:** Pick items from your inventory to use. Their total Price must be at least **half** the Price of the item you want to craft.
- **Extra Materials for More Items:** If you provide materials worth *more* than half the target item's Price, you can attempt to craft multiple copies with one check (see Outcomes).
- **GM Approval:** The GM should agree that your materials make sense for the item (e.g., metal scraps for armor, not wood). Magical or alchemical items need suitable magical/alchemical parts.

2. DETERMINE TIME

- **Find Base Time:** Look up the time needed based on the item's level and your Crafting skill rank using the table below.
- **Time Per Item:** This is the downtime you spend **for each item** you successfully craft in this attempt. You spend the time *before* making the check.

TABLE: SIMPLIFIED CRAFTING TIME (PER ITEM)

Item Level	Untrained/ Trained	Expert	Master	Legendary
0 or less	100 minutes	10 min	7.5 min	5 min
1-3	10 hours	1 hour	45 min	30 min
4-6	10 days	1 day	18 hours	12 hours
7-9	10 weeks	1 week	5.25 days	3.5 days
10-12	20 weeks	2 weeks	10.5 days	7 days
13-15	10 months	1 month	3 weeks	2 weeks
16-18	30 months	3 months	9 weeks	6 weeks
19+	60 months	6 months	4.5 months	3 months

3. Make the Check

After gathering materials and spending the *first* item's worth of time, make a **Crafting** skill check. The DC is usually based on the item's level, unless the formula says otherwise.

4. CHECK THE OUTCOME

Your check result determines success, how many items you make, and how many materials are used up.

CRITICAL SUCCESS

- **Items Made:** Great success! You make the all items if you spend the determined total time, but you managed to save some of the materials.
- **Materials Used:** Only about half are used (50% chance for each unit of material). The rest remains unused.
- **Total Time Spent:** (Time Per Item) x (Quantity Made).

SUCCESS

- **Items Made:** Success! You make the all items if you spend the determined total time.
- **Materials Used:** All declared materials are used up.
- **Total Time Spent:** (Time Per Item) x (Quantity Made).

FAILURE

- **Items Made:** None.
- **Materials Used:** About half are wasted (50% chance for each unit of material). Return the rest.
- **Total Time Spent:** You still spend the time calculated for half of the total items, representing the failed effort.

CRITICAL FAILURE

- **Items Made:** None.
- **Materials Used:** All declared materials are ruined.
- **Total Time Spent:** You still spend the time calculated for all items, rappresenting a great failed effort.

FEAT REQUIREMENTS

Remember, you **must** have the **Magical Crafting** feat to craft magical items, and **Alchemical Crafting** for alchemical items, even with this system.