Leatherworking

Hides

Now that the tribe knows the craft of leatherworking, a new resource is available to them. Hides can be gathered by ministers with survival skill, or as a side-effect of manpower hunting herd sites.

A character with the survival skill may spend his turn hunting and skinning. A successful skill check against survival(12) gives one unit of hides.

A manpower unit that successfully gathers food from a herd site, also collects one unit of hides for the village.

Once enough hides are collected, crafters can undertake a leatherworking project.

Projects

Each leatherworking project takes the enclave turn of one or more crafters. Projects can be assisted and administered just like other enclave actions. Actions that create items for use by characters are resolved with simple skill checks, while actions that produce items for the entire village have to go through the normal CH procedure.

Personal Projects

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| **Project** | **DL** | **Effects** |
| Armor | 16 | * Creates AV 2 armor that covers up to 24 hit locations * Those hit locations can be configured into individual pieces at the crafter’s discretion |
| Bedroll | 16 | * Creates 4 sleeping bags * Owner gets +1 to camp actions that require skill checks |
| Belt | 12 | * Creates 4 belts * Each holds up to 4 thrown axes, knives, hammers, or potions as 1 enc |
| Coin Pouch | 10 | * Creates 4 pouches * Each holds up to 500 coins as 1 enc |
| Herb Pouch | 12 | * Creates 4 herb pouches * Each pouch can hold 10 doses of herbs as 1 enc |
| Medical Bag | 16 | * Creates 1 medical bag * Holds enough goods to use medical skill 20 times * +1 to medical skill checks |
| Oilskin | 12 | * Creates 4 oilskins * Each holds up to 6 pots of lamp oil as 1 enc |
| Tent | 16 | * Creates 1 tent that fits up to 4 people * Tent weighs 3 enc * +1 survival check to see if camp is possible * Penalties due to inclement weather are ignored |
| Traveling Bag | 12 | * Creates 4 traveling bags * Each bag allows up to 21 days of food to be carried at 1 enc/3 days |