



All items have a crafting time measured in hours. Crafting is completed in 2 hour chunks. Some branches of crafting must make all their checks consecutively (like Alchemy) while some do not. A crafting roll is made every 2 hours of work on an item. On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail three times in a row, the crafting is a failure and all materials are lost.

During a long rest, you can make up to 2 hours of progress during a crafting project if you do nothing else during the long rest besides craft and sleep. During this time, you have disadvantage on any Wisdom (Perception) checks and a -5 to all Passive Perception checks as you are focused on your craft. For some types of crafting, like alchemy, you can't make incremental progress, but you can continue for 2 additional hours of crafting before or after a long rest.

Tools Quick Reference

Profession	Related Tool	Related Ability
Alchemy	Alchemist's Tools/ Poisoner's Kit	Wis/Int
Blacksmithing	Blacksmith's Tools	Str
Cooking	Cook's Utensils	Wis
Enchanting	Arcana	Int
Leatherworking	Leatherworker's Tools	Dex
Runecarving - Ancient	Mason's Tools or Painter's Supplies	Wis
Runecarving - Academic	Calligrapher's Supplies or Woodcarver's Tools	Int
Scrollscribing	Calligrapher's Tools	Int
Wand Whittling	Woodcarver's Tools	Dex
Woodcarving	Woodcarver's Tools	Dex



Crafting Rolls

Each profession lists the related ability modifier and tool used to calculate your crafting roll modifier. Beyond the tool, most branches of crafting require a heat source, and some require more infrastructure.

Here is a list of some of the additional requirements by branch:

- Blacksmithing can perform minor crafts with a simple heat source, but requires a forge and anvil to make new items.
 - Alchemy and Cooking almost always requires a heat source.
 - Tinkering, Jewelcrafting, and Poisoncraft sometimes require a heat source.
- Enchanting, Scroll Scribing, Woodworking, Wand Whittling, Poisoncraft, Leatherworking, Engineering, Runecarving rarely require anything besides the tools of the profession.



Expertise

Features that grant tool expertise (the ability to add twice your proficiency bonus to ability checks made with a tool) are calculated into your crafting roll modifier, but do not add to an the calculated DC the effects of that item have.



Bonuses

A crafting roll is a special kind of check. You can't apply boosts other than expertise to your crafting check. In general, the only way other than expertise to boost a crafting roll is to get help from another skilled crafted for the entire duration of the craft.



Taking 10

When you craft something, double the crafting period (from 2 hours to 4 hours per check) to "take a 10" on the crafting roll, meaning that your crafting checks are $10 + \text{your related ability score} + \text{your related tool proficiency bonus}$. This provides a floor level that you can always succeed on if you choose to take your time. If someone with proficiency is aiding you for the entire duration of the crafting, the crafting check doesn't gain any bonus, but can be completed in the standard 2 hours.



Workdays

When a character is spending all day working, they make 8 hours of progress, and cannot exceed 8 hours working on a crafting project during a day. In almost all cases working over 8 hours on a crafting project would leave a character with one or more levels of Exhaustion.