

STILL ALIVE

CRAFTER'S

JOURNAL

Version 1.2

Still Alive Crafter's Journal

CRAFTING RULES

Crafting objects is a very important skill to have. In order to start crafting you must possess one of the many crafting skills available to you (Check out the *Tinkerer* skill and any of the other that branch off from it). Once you possess the required skill, you can begin crafting!

Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).

To start crafting, you must first let a Game Runner know. Then you'll need to make sure you have ALL of the required materials in your possession *before* you begin crafting the object. The object will be awarded to you after the build time is up or after special instructions are completed, whichever comes first. Listed below is a chart that outlines possible craft-able objects, their build times, and which skills are required to create them [See the **Specific Object Creation** section for more information].

There are 6 basic materials that are required for crafting: cloth, wood, metal, stone, machinery parts, and technology parts. Cloth, wood, metal, and stone are scrapped pieces of the material that can be built into whatever you can imagine. Machinery Parts are items such as screws, nails, bolts, tubes, joints, and pulleys. These are used to make low-level tech objects. Technology Parts are things like circuit boards, wiring, magnets, screens, and lasers. These are used to make high-tech objects. Occasionally crafting requires an object that isn't one of the 6 basic materials. They're usually self-explanatory. Ask a Game Runner if you have questions.

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If you have an idea for an item that you'd like to be able to craft but you don't see it on the crafting list (see **Specific Object Creation** section), let a Game Runner know. We'll see if we can get it added to the list by the next update!

OBJECT REPAIR

Object repair requires a crafting kit or toolbox with a hammer and a wrench (Other roleplaying tools are encouraged). Sometimes you'll be able to repair objects to make them useful again. This will be indicated by a card sitting on or near the object. On the card, it will state which level of crafting skill you need, how long it will take, and what materials are required to finish the job. Sometimes repairing objects can be very beneficial to the community as a whole, and sometimes it just leads to an object that you can sell for a large number of bullets (See the **Currency and Bartering** section).

DESTROYING OBJECTS

From character creation possess the skill necessary to destroy lightly fortified objects (fortification level 1) but it requires a melee weapon (See the **Bash** skill for more information). In order to damage more fortified objects (fortification levels 2 and 3) you'll need the skills **Wall Smasher** and **Fortification Eradicator**, respectively. On any object that you can destroy, you'll find a card that says the fortification level and amount of time it will take to break through. (A game runner will keep track of how much time has passed, so make sure you let one know when you'd like to begin breaking it). Sometimes objects are large enough that breaking them down with two or more people reduces the amount of time it takes to destroy them. If this is the case, it will be stated on the card. Each person involved in the break must possess the necessary skills to break it, in order for them to count as helping.

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SCRAPPING OBJECTS

Object scrapping requires a crafting kit or toolbox with a hammer and a wrench (Other roleplaying tools are encouraged). Scrapping an object also requires a flat, study surface to work on. If no table is available, the ground works just fine. Scrapping an object is the act of taking apart an object that that's listed on the *Specific Object Creation* chart in order to gain some of its component parts back. In order to scrap an object, you'll need to have the necessary skills required to craft it in the first place. Scrapping the object takes half its build time and yields half of its crafting materials back (rounded up). To start scrapping, you need to let a game runner know so that they can begin timers and gather related information.

SPECIFIC OBJECT CREATION

<u>OBJECT</u>	<u>Fortification Level</u>	<u>REQUIRED MATERIALS</u>	<u>SKILL(S) REQUIRED</u>	<u>BUILD TIME IN MINUTES</u>	<u>DESCRIPTION</u>
AM Radio Transmitter	-	4 Metal 1 Small Engine 6 Machinery Parts 4 Technology Parts	Machinist	20	Used to transmit radio messages over short distances
Cloth Barricade	1	10 Cloth 4 Wood 1 Machinery Part	Tinkerer	2	A very lightly fortified wall up to 5' tall by 5' wide by 2" thick
Concrete Barricade	3	12 Stone 2 Metal 8 Machinery Parts	Artisan	24	An extremely strong concrete fortification up to 5' tall, 5' wide, and 2" thick.
Gun Light	-	1 Cloth 1 Machinery Part 1 Flashlight 1 Firearm (any size)	Tinkerer	2	A flashlight fastened onto a gun so you don't have to hold it

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Heavy Firearm	-	6 Metal 4 Wood 4 Machinery Parts 1 Cloth 2 Technology Parts	Weapon Smith	18	Any firearm classified as Heavy
Heavy Melee Weapon	-	8 Metal 2 Wood 2 Stone 2 Machinery Part	Weapon Smith	18	Any melee weapon classified as Heavy
Heavy Metal Barricade	3	16 Metal 4 Stone 8 Machinery Parts	Artisan	18	A strong metal fortification up to 5' tall, 5' wide, and 2" thick.
Light Firearm	-	2 Metal 1 Wood 1 Machinery Part 1 Cloth	Arms Smith	6	Any firearm classified as Light
Light Melee Weapon	-	1 Metal 2 Wood	Arms Smith	6	Any melee weapon classified as Light
Medium Engine	-	12 Metal 6 Machinery Parts 6 Stone 2 Technology Parts	Mechanic	12	Used for some tech projects that require a moderate amount of power or moving parts
Medium Firearm	-	4 Metal 2 Wood 2 Machinery Parts 1 Cloth 1 Technology Part	Weapon Smith	12	Any firearm classified as Medium
Medium Generator	-	8 Metal 2 Wood 4 Stone 8 Machinery Parts 2 Technology Parts	Mechanic	12	A generator that produces a moderate amount of power
Medium Melee Weapon	-	2 Metal 2 Wood 1 Machinery Part 1 Stone	Weapon Smith	12	Any melee weapon classified as Medium

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Military Grade Firearm	-	8 Metal 8 Wood 16 Machinery Parts 1 Cloth 10 Technology Parts	Gunsmith, Machinist	30	Any firearm classified as Military Grade
Large Engine	-	16 Metal 12 Machinery Parts 10 Stone 4 Technology Parts	Master Mechanic	18	Used for some tech projects that require a large amount of power or moving parts
Large Generator	-	16 Metal 4 Wood 10 Stone 10 Machinery Parts 6 Technology Parts	Master Mechanic	18	A generator that produces a large amount of power
Large Radio Antenna	-	8 Metal 1 Medium Engine 8 Machinery Parts 8 Technology Parts	Technician	24	Used to pick up long range radio transmissions
Large FM Radio Transmitter	-	16 Metal 1 Large Engine 16 Machinery Parts 16 Technology Parts	Technician	30	Used to transmit radio messages over extreme distances
Large Solar Panel	-	8 Metal 4 Stone 4 Machinery Parts 8 Technology Parts	Technician	24	Produces a Large amount of power during daylight hours, without fuel
Light Metal Barricade	2	12 Metal 4 Machinery Parts	Journeyman	12	A basic metal fortification up to 5' tall, 5' wide, and 2" thick
Small FM Radio Transmitter	-	8 Metal 1 Medium Engine 12 Machinery Parts 10 Technology Parts	Technician	20	Used to transmit radio messages over long distances
Small Engine	-	8 Metal 2 Machinery Parts 2 Stone	Apprentice Mechanic	6	Used for some tech projects that require a small amount of power or moving parts

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Small Generator	-	4 Metal 1 Wood 4 Machinery Parts 1 Technology Part	Apprentice Mechanic	6	A generator that produces a small amount of power
Small Radio Antenna	-	4 Metal 1 Small Engine 4 Machinery Parts 4 Technology Parts	Machinist	12	Used to pick up radio transmissions in the surrounding area
Small Solar Panel	-	4 Metal 4 Stone 4 Machinery Parts 4 Technology Parts	Machinist	12	Produces a small amount of power during daylight hours, without fuel
Super Heavy Firearm	-	10 Metal 8 Wood 10 Machinery Parts 1 Cloth 4 Technology Parts	Gunsmith	24	Any firearm classified as Super Heavy
Super Light Melee Weapon	-	1 Metal 1 Wood	Arms Smith	2	Any melee weapon classified as Super Light
Wood Barricade	2	12 Wood 4 Machinery Parts	Craftsperson	8	A basic wooden fortification up to 5' tall, 5' wide, and 2" thick
Workbench	-	12 Wood 12 Metal 12 Stone 1 Metal 4 Machinery Parts	Journeyman	12	When used, it cuts crafting time in half (rounded up) – Cannot be used in conjunction with a workstation
Workstation	-	36 Wood 30 Metal 24 Cloth 18 Stone 12 Mechanical Parts 6 Technology Parts	Artisan	24	When used, it reduces material costs in craft by half (rounded up) – Cannot be used in conjunction with a workbench

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→ CURRENCY AND BARTERING

The primary currency in the Still Alive Camp is bullets. They're the only thing that has really retained its value since the start of the apocalypse. While in the camp, NPC traders may come and go, selling or buying various wares. You're free to trade with them as you please. Make sure you check in often, because new traders may have rare or limited-time items!

While we *do* allow real money to be used in game to be spent on things such as raffle tickets, flashlights, and food, you will NEVER be able to buy bullets or in-game materials.

If you'd like to buy basic materials or different types of bullets, the exchange rates are below. The equations work in both directions, so don't worry about losing bullets when exchanging back and forth (Keep in mind, bartering with other players is allowed, the prices below are just what the normal market value is):

2 Regular Bullets = 1 Accustrke Bullet

3 Regular Bullets = 1 Megadart Bullet

5 Regular Bullets = 1 Military Grade Bullet

10 Regular Bullets = 1 Rocket

1 Regular Bullet = 1 Cloth

2 Regular Bullets = 1 Wood

3 Regular Bullets = 1 Metal

3 Regular Bullets = 1 Stone

2 Regular Bullets = 1 Mechanical Part

3 Regular Bullets = 1 Technology Part

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RELATED SKILLS

Apprentice Mechanic

- *Prerequisites:* Tinkerer
- *Cost/Tier:* 2
- *Description:* You've always liked the smell of engine oil.
- *Explanation:* An upgrade to Tinkerer. You now have the skills and knowledge to build and take apart more advanced objects. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

Arms Smith

- *Prerequisites:* Tinkerer
- *Cost/Tier:* 2
- *Description:* Guns are just small cannons, right? How hard could it be to make one?
- *Explanation:* An upgrade to Tinkerer. You now have the skills and knowledge to build and take apart some firearms and melee weapons. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

Artisan

- *Prerequisites:* Journeyman
- *Cost/Tier:* 4
- *Description:* You're a crafting machine!
- *Explanation:* An upgrade to Journeyman. You now have the skills and knowledge to build and take apart large scale construction projects and fortifications. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).

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- *Type:* Profession
- *Notes:* None.

Craftsperson

- *Prerequisites:* Tinkerer
- *Cost/Tier:* 2
- *Description:* You dabble in woodworking.
- *Explanation:* An upgrade to Tinkerer. You now have the skills and knowledge to build and take apart small-scale construction projects and fortifications. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

Gunsmith

- *Prerequisites:* Weapon Smith
- *Cost/Tier:* 4
- *Description:* You're adept at making extremely powerful firearms.
- *Explanation:* An upgrade to Weapon Smith. You now have the skills and knowledge to build and take apart advanced firearms and melee weapons. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

Journeyman

- *Prerequisites:* Craftsperson
- *Cost/Tier:* 3
- *Description:* You smell like mahogany on any given day.
- *Explanation:* An upgrade to Craftsperson. You now have the skills and knowledge to build and take apart medium-scale construction projects and fortifications. See the **Crafting** section for more information.

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- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

Machinist

- *Prerequisites:* Apprentice Mechanic, Craftsperson
- *Cost/Tier:* 3
- *Description:* Steampunk goggles fit right in with your inventions.
- *Explanation:* Unlocks new forms of crafting. You now have the skills and knowledge to build and take apart previously unfeasible machines. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

Master Mechanic

- *Prerequisites:* Mechanic
- *Cost/Tier:* 4
- *Description:* You bathe in engine oil.
- *Explanation:* An upgrade to Mechanic. You now have the skills and knowledge to build and take apart more advanced objects. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

Mechanic

- *Prerequisites:* Apprentice Mechanic
- *Cost/Tier:* 3
- *Description:* You've always smelled like engine oil.

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- *Explanation:* An upgrade to Apprentice Mechanic. You now have the skills and knowledge to build and take apart more advanced objects. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

Technician

- *Prerequisites:* Technician
- *Cost/Tier:* 4
- *Description:* You're a mad scientist.
- *Explanation:* An Upgrade to the Machinist skill. Unlocks new forms of crafting. You now have the skills and knowledge to build and take apart advanced unfeasible technology. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

Tinkerer

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* You liked to mess with tinker toys as a kid.
- *Explanation:* You can now build and take apart basic structures. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

Weapon Smith

- *Prerequisites:* Arms Smith
- *Cost/Tier:* 3

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- *Description:* You love making weapons.
- *Explanation:* An upgrade to **Arms Smith**. You now have the skills and knowledge to build and take apart most firearms and melee weapons. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.