**STILL ALIVE CRAFTER’S JOURNAL**

**Version 1.1**

**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 [See **Tinkerer** and all skills 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 parts 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.

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 list, 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 [See **Tinkerer** and all related skills], 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 OJBECTS**

Object destruction requires a crafting kit or toolbox with a hammer and a wrench (Other roleplaying tools are encouraged). The process of destroying objects is similar to that of repairing them. Sometimes you’ll need to destroy an object in order to get past it (such as a barricade). Even from the start you possess the skill necessary to destroy lightly fortified objects (fortification level 1) but it requires a melee weapon [See **Bash** skill]. In order to damage more fortified objects (fortification levels 2 and 3) you’ll need the skills Wall Smasher and Fortification Eradicator, respectively [See **Wall Smasher** and **Fortification Eradicator** skills]. On objects that you may need to 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.

**SCRAPPING OJBECTS**

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 chart below in order to gain some of its component parts back [See the **Specific Object Creation** section]. In order to scrap an object, you’ll need to have the necessary skills required to craft it in the first place [See **Tinkerer** and related skills]. 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**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **OBJECT** | **Fortification Level** | **REQUIRED MATERIALS** | **SKILL(S) REQUIRED** | **BUILD TIME IN MINUTES** | **DESCRIPTION** |
| 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 |
| 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 |
| 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 |
| 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 |

**Standard basic material Costs:**

1 bullet = 1 Cloth

2 bullets = 1 Wood

3 bullets = 1 Metal

3 bullets = 1 Stone

2 bullets = 1 Mechanical Part

3 bullets = 1 Technology Part

**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).
  + ***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.
  + ***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.
  + ***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
  + ***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.