# Crafting

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| Metals: | Difficulty | Enhancements:  *Hardened*: (May choose up to three)  +200 DUR = +60  (Only Includes: Pyron, Light Pyron, and Heavy Pyron)  +150 DUR = +45  (Only Includes: Dwarven Amalgam, Pyron, Light Pyron, and  Heavy Pyron)  +100 DUR = +30  Excludes: Leathers, Woods, Tin/Rock/Stone, Copper,  Bronze)  +50 DUR = +15  (Excludes: Leathers, Woods, Tin/Rock/Stone, Copper,  Bronze)  +40 DUR = +25  (Excludes: Tanned Hide, Balsa, Tin/Rock/Stone)  +30 DUR = +35  (Excludes: Balsa)  +25 DUR = +45  (Excludes: Balsa)  *Lightened*: (May only have one)  75% to Total WE = +30  50% to Total WE = +75  *Padded:*  Stealth Negative reduced to -2 Instead:+25 and Requires Padding  *Ventilated*:  No Negative to Heat Resist = +20  *Dyed/Painted:*  May have alternate colors = +5 and Requires Dyes  *Thickened*: (Armor)  +0/15 MIT = +15  +0/25 MIT = +30  +1/25 MIT = +45  +1/40 MIT = +60  +1/50 MIT = +75  +1/75 MIT = +90  +1/100 MIT = +105  *Toughened*: (Weapons)  Note: Up to +10S could convert into +1H  +1 = +20  +2 = +40  +3, +5 Art = +60  +4, +5 Art = +80  +5, +10 Art = +100  *Detailed:* Note, "Detailing" typically requires another secondary skill *entirely.* In addition, a second roll is made. The difficulty below is a standalone difficulty. "Art," "Detailing," and things such as "Painting," etc. can all apply to these difficulty checks.  + Charisma = +50  ++ Charisma = +90  + Authority = +60  ++ Authority = +100  ++ Charisma, + Authority = +150  ++ Charisma, ++ Authority = +190 |
| Tin/Rock/Stone | **+30** |
| Copper | **+35** |
| Bronze | **+40** |
| Iron | **+45** |
| YoungAmalgam | **+50** |
| Steel | **+55** |
| Stainless Steel | **+60** |
| Aged Amalgam | **+65** |
| Silver | **+70** |
| Sterling Silver | **+75** |
| Gold | **+75** |
| Platinum | **+75** |
| Dwar Amalgam | **+80** |
| Pyron | **+85** |
| Light Pyron | **+90** |
| Heavy Pyron | **+90** |