

# *Crafting and Materials*

While there are likely to be merchants throughout the lands, many Specialists will enjoy crafting their own gear. Some will craft items to sell, to make a living outside of adventuring. Others may craft to save on the cost of buying. Still others will craft to take advantage of the improved quality of the items they make. This section covers how various materials affect crafted items and general guidelines for obtaining and working with those materials.

## *Combustibility*

Many materials are combustible, and may be set on fire with prolonged exposure to heat. In game terms, this means a single blast of intense heat damage or prolonged exposure to damage from a heat source will cause those materials to ignite. For example, oil or tinder exposed to a flame readily ignites. Other materials, such as firewood take a bit more damage to ignite. Treated wood, such as the walls of a cabin are even tougher to burn. Some materials, such as stone or metal are not likely to burn regardless of how much heat damage they take.

To ignite a material or object requires continuous exposure to a source of heat until the appropriate level of heat damage has been sustained. For example, a material with a combustion point of 15 would begin to burn if it was hit with a fire spell that dealt 15 or more damage, even if the spell was instantaneous. That same material would begin to burn with continued exposure to lower amounts of heat damage, such as being dropped in a campfire for several turns. Exposing that material to repeated instantaneous fire damage of smaller amounts would not cause it to ignite. For example, hitting it twice in a row with 14 points of fire damage would not ignite the material.

## *Materials*

The following is a list of materials, including their general type (wood, metal, etc), properties such as elemental resistances, whether or not it is combustible, whether it is an insulator or conductor for electricity, other special notes, and finally examples of the material separated by quality degrees.

### *Cloth*

Cloth is a supple fabric consisting of woven strands of fiber.

**Mitigation:** 1d10

**Elemental Immunity:** None

**Combustible:** Yes – 15 fire damage per quality degree

**Electricity:** Neither insulator nor conductor

**Simple:** Burlap

**Basic:** Wool

**Intermediate:** Canvas

**Advanced:** Linen

**Master:** Silk

### *Wood*

Material generic info

## **Elemental Properties**

**Immune:** None

**Combustible:** Yes

**Electricity:** Neither insulator nor conductor

## **Simple**

## **Basic**

## **Intermediate**

## **Advanced**

## **Master**

*Hide*

Material generic info

## **Elemental Properties**

**Immune:** None

**Combustible:** Yes

**Electricity:** Neither insulator nor conductor

## **Simple**

## **Basic**

## **Intermediate**

## **Advanced**

## **Master**

*Metal*

Material generic info

## **Elemental Properties**

**Immune:** None

**Combustible:** Yes

**Electricity:** Neither insulator nor conductor

## **Simple**

## **Basic**

## **Intermediate**

## **Advanced**

## **Master**

### *Stone*

Material generic info

## **Elemental Properties**

**Immune:** None

**Combustible:** Yes

**Electricity:** Neither insulator nor conductor

## **Simple**

## **Basic**

## **Intermediate**

## **Advanced**

## **Master**