

50 Weaponsmith (Ver 1.0)

50.1 Restrictions

A weaponsmith's progress in their skill is inhibited by a low Manual Dexterity, and aided by a high Manual Dexterity.

A weaponsmith has an increased Experience Point cost of 5% for each point of Manual Dexterity less than 16. A character decreases their Experience point cost by 5% for each point of Manual Dexterity greater than 20. A character will have great difficulty passing their weaponsmith apprenticeship if their Manual Dexterity is less than 10.

50.2 Benefits

A weaponsmith acquires one ability every two Ranks. The character begins with one of the following abilities at Rank 0. All abilities can be performed skillfully.

1. Make and maintain swords including daggers.
2. Make and maintain hafted weapons.
3. Make and maintain thrown weapons.
4. Make and maintain pole weapons.
5. Make and maintain missile weapons.
6. Make and maintain entangling weapons.
7. Make and maintain experimental weapons.
8. Make and maintain siege engines.

A weaponsmith may gain additional abilities after achieving Rank 10 by the expenditure of 10000 experience points per ability.

A weaponsmith can build increasingly more effective weapons as their Rank increases.

For every Rank that a weaponsmith achieves, they may create weapons that have an increased base chance of 1%. For every Rank divisible by *five* that a weaponsmith achieves, they may create weapons that cause an extra point of damage. These two effects are *not* cumulative.

For example, a Rank 8 weaponsmith may construct a weapon with a Base Chance increased by 3% and a Damage Modifier increased by 1, or a weapon with a BC increased by 8% and no increase in DM.

Note: The weapons statistics as shown in the weapons chart are manufactured at an effective Rank of 0 i.e. they are the mass-produced variety. They may have been manufactured by a weaponsmith of greater Rank than this, but the skill level used was elementary.

The time and cost required for a weaponsmith to construct a weapon is dependent on the Rank that is used, and the type of weapon.

A Weapon may be manufactured at any Rank up to the weaponsmith's Rank.

1. The *time* required is $(10 \times (\text{Effective Rank} + \text{DM}))$ hours, with a minimum of 10 hours.
2. The *cost* is 80% of the Base Cost as shown in the weapons table $\times (\text{effective Rank} + 1 + \text{DM increase})$ silver pennies.

A weaponsmith is treated as a merchant of their weaponsmith Rank when attempting to buy or value weapons which are part of their abilities.

If the equipment concerned is unfamiliar, then they operate as a merchant of half their Rank (rounded down).

50.3 Costs

A weaponsmith, with the exception of some missile weapons, can only perform their skill in a properly maintained workshop.

It costs 2000 silver pennies to construct a workshop and 500 silver pennies per year to maintain it with

tools and materials. A basic tool kit will cost $100 + (100 \times \text{Rank})$ silver pennies. A workshop may be rented at a cost of 10 silver pennies per day.

50.4 Silvering and Gilding weapons

An item made of silvered metal costs 10 times the normal cost for the item made simply of cold iron. A gilded item will cost 120 times the normal cost for the item made of cold iron alone. Truesilver will cost 180 times the cost of the item made from cold iron alone.

The cost of silvering or gilding is added to the base cost of the weaponsmithed item so that the cost of a silvered sword is $\text{Base Cost} \times (80\% \times (\text{effective Rank} + 1 + \text{DM}) + 10)$ silver pennies.