

Makes Handbook

Crafting

Weapon-smiths, armour-smiths and bowyers are an essential part of the world. Their range of skills goes from equipping the lowliest peasant militia to the arms and armour fit for the Lord of the Land. Whether you're just after a new piece of equipment, or need your armour fixed after a tricky mission, having a friend with crafting skills goes a long way...

Introduction

These are the complete rules for all Weapon-smiths, armour-smiths and bowyer makes and should be used by anyone who gets access to these skills. The Crafter skills have 4 levels, these being:

1. Apprentice. The character can make the simplest and most basic version of their craft,
2. Journeyman. The character can make more complex items, including silver items,
3. Master. The character can make complex items, such as master-crafted items,
4. Grand Master. The character has reached the pinnacle of their craft.

Each of the 4 skills must be bought in order, (although some Previous Occupations or Classes confer a level of Crafting skill which bypass this requirement). This is the character's **Skill Level** at Weapon-smithing, Armour-smithing, or Bowyership.

When creating weapons, armours or bows, there are six factors to bear in mind.

- 1) Your **Skill Level**. Special items have a minimum Skill Level required to be able to make, reflecting the different levels of complexity in the crafting process,
- 2) Your **Character Level**. Higher level characters are able to manufacture more than lower level ones (for split level characters, this is based off your Class Level). A Character's Skill Level and their Character Level are used to determine the number of Crafting points the character has to 'spend' for their Crafting skills. If a character has more than one Crafting skill, these form separate pools,
- 3) The equipment's **Difficulty**, in **Crafting Points**. All equipment is made using similar processes, but some equipment is larger and more difficult to perfect. With this in mind, every piece of armour, weapon or bow has a cost in Crafting Points associated with its manufacture. There is **no** limit on the items a character can make imposed by its Crafting Point cost,
- 4) Armour-smiths only: Some armours are just too much for a novice to attempt to accomplish. Armour-smiths are capped by the Armour's Base Armour Class (i.e. before increases due to M/C are applied, etc.). The limit for Armour-smiths is increased as they increase in Skill Level. Shields are not limited in this way.
- 5) A character need to be able to wield a weapon, armour, or bow in order to be able to make it, but exotic items are not necessarily covered by the core rules,
- 6) The equipment's **Make Cost**. Each suit of armour, weapon or bow costs a certain number of gold crowns to buy the materials necessary to create it. A character can either pay this amount up-front, or may choose to trade some of their wares (once complete) to cover the costs.

Some of this Make Cost can be mitigated by owning raw materials, and this is listed below where applicable.

Weapons

A character that learns the art of weapon-smithing can create a wide variety of weapons. Each weekend they gain a number of Weapon Crafting Points units which they spend to create weapons. The number of weapon CPs they have available each weekend is determined by their Skill Level and their Character Level.

	Number of Weapon CPs
Apprentice	½ Character level (round up)
Journeyman	Equal to Character level
Master	Character level × 2

Weapons can be made depending on their size category; Light, Medium, or Heavy. As a base, Light weapons require 1 CP, Medium weapons require 2 CPs, and Heavy weapons require 4 CPs. The following table contains the size category for common weapons.

Name	Size	Name	Size
Bastard-Sword	Medium	Pole-arm	Heavy
Battle Axe	Heavy	Short Sword	Light
Battle Mace	Heavy	Spear	Heavy
Dagger	Light	Staff	Light
Great Sword	Heavy	Throwing Axe	Light
Hand Axe	Medium	Throwing Dagger	Light
Hand Mace	Medium	Tiger Claws × 1	Light
Long Sword	Medium		

A Weapon-smith can make as many CPs of weapons each weekend as they have CPs available, and can save up CPs across weekends to make particularly difficult items. The difficulty for making weapons, in CPs, is given below.

	Standard	Silver	M/C	M/C Silver	Iron
Light	1	3	5	15	20
Medium	2	6	10	30	40
Heavy	4	12	20	60	80

An Apprentice Weapon-smith can make basic bronze weapons,
 At Journeyman skill level, the Weapon-smith can also work silver,
 At Master skill level, the Weapon-smith can also make Master Crafted items, Iron items, and Master Crafted Silver items.

The Weapon-smith must pay for their raw materials to craft their items, the costs of which are given below.

	Standard	Silver	M/C	M/C Silver	Iron
Light	5	25	50	250	500
Medium	10	50	100	500	1000
Heavy	20	100	200	1000	2000

Materials are readily available from the armoury, although Silver and Iron ingots are more limited. Where a Weapon-smith has obtained several ingots of metal, the cost of these can be deducted from the make cost, but they must still pay any remainder to cover other materials used. Weapons require 1 unit of material for every CP in their Standard CP cost (an ingot of metal is 1 unit). *N.B. Metal ingots/materials do not directly map to Metal Points, although they are correlated.*

Weapons can be made out of a variety of exotic materials not listed above, but normally require a special mission in order to obtain knowledge of how to manufacture these items – such as the Secret of Steel, Obsidian, or Ceramics.

Additionally, as well as being able to craft weapons, an apprentice weapon-smith (or better) can repair one item per weekend. They can only repair weapons that they are able to make. This form of repair will only work on broken, rended, smashed or shattered items – items which have been turned to dust, vapourized, turned into goop etc. are not repairable this way. The cost to repair a weapon is ½ of the make cost value (one sixth of the weapon's price), and does not require any extra metal or materials.

Weapon Properties

Master Crafted weapons deal an additional 6LPs damage, capped by Stress Resistance.

Silver Weapons deal Silver damage, which is useful against lycanthropes and some undead.

Master Crafted Silver Weapons – See Silver and Master Crafted

Iron Weapons deal iron damage and an additional 6LPs damage, capped by Stress Resistance. Against various creatures, iron may deal double or triple damage, and also disrupts Psionic casting.

Armour & Shields

A character that learns the art of Armour-smithing can create a wide variety of armours and shields. Each weekend they gain a number of Armour Crafting Points which they spend to create armour or shields. The number of Armour CPs they have available each weekend is determined by their Skill Level and their Character Level.

	Number of Armour CPs	Max Base AC Level
Apprentice	½ Character level (round up)	½ Character level (round up)
Armourer	Equal to Character level	Equal to Character level
Master	Character level x 2	Character level x 2 (Max AC 12)

Armours and shields can be made depending on their armour CP value. The following table contains the CP cost for common armour and shields.

Name	CPs	Name	CPs
Small Shield	2	Chain	12
Medium Shield	4	Brigandine	16
Large Shield	6	Plate	24
Rigid Leather	8		

An Armour-smith can make as many CPs of armours each weekend as they have CPs available, and can save up CPs across to weekends to make particularly difficult items. The difficulty multipliers applied to the Armour CP cost for making different standards of armour are given below.

Standard	Silver	M/C	M/C Silver	Iron
x1	x3	x5	x15	x20

An Apprentice Armour-smith can make basic bronze armours,
 At Journeyman skill level, the Armour-smith can also work silver,
 At Master skill level, the Armour-smith can also make Master Crafted items, Iron items, and Master Crafted Silver items.

The Armour-smith must pay for their raw materials to craft their items, the costs of which are given below.

Units	Standard	Silver	M/C	M/C Silver	Iron
2	25	N/a	250	N/a	N/a
4	50	N/a	500	N/a	N/a
6	75	N/a	750	N/a	N/a
8	100	N/a	1000	N/a	N/a
12	150	750	1500	7500	15000
16	200	1000	2000	10000	20000
24	300	1500	3000	15000	30000

Materials are readily available from the armoury, although Silver and Iron ingots are more limited. Where an Armour-smith has obtained several ingots of metal, the cost of these can be deducted from the make cost, but they must still pay any remainder to cover other materials used. Armours and shields require 5 units of material for every 2 CPs in their Standard CP cost (an ingot of metal is 1 unit). *N.B. Metal ingots/materials do not directly map to Metal Points, although they are correlated.*

Armours can be made out of a variety of exotic materials not listed above, but normally require a special mission in order to obtain knowledge of how to manufacture these items – such as the Secret of Steel, Obsidian, or Ceramics.

Additionally, as well as being able to craft armours, an apprentice armour-smith (or better) can repair one item per weekend. They can only repair armours that they are able to make.

This form of repair will only work on broken, rended, smashed or shattered items – items which have been turned to dust, vapourized, turned into goop etc. are not repairable this way. The cost to repair an armour is $\frac{1}{2}$ of the make cost value (one sixth of the armour's price), and does not require any metal ingots or leather hides.

Armour Properties

Master Crafted armours grant an additional 50% armour (+2 Hits to a Shield's Break limit), capped by AC limits.

Silver armours protect against Were Creatures. Blows struck upon Silver armours by a Were-creature's claws do not have the potential to cause lycanthropy to be passed on. Additionally, if a powerful Were-creature could normally *Rend* or strike *Through* Armour the Silver armour will stop this. NB. If what appears to be a normal Were-creature does not care about Silver Weapons, they will similarly disregard Silver Armour!

Master Crafted Silver armour – See Silver and Master Crafted

Iron armours grants an additional 50% armour (+2 Hits to a Shield's Break limit), and protects against extra-planar creatures. Blows struck upon Iron armour by an extra-planar creature will resist some of their 'natural' abilities. If they are affected by Iron, extra-planar creatures cannot strike *Through* Iron Armour (e.g. powerful Elementals). Wraiths, being affected by Iron Weapons, cannot strike through Iron Armour to use their *Freeze with Fear* or *Level Drain* abilities.

Misc Armour Table

Sometimes a character may wish to just make a series of back and breasts, or a series of helms, or do a run of chain gorgets. Where applicable, a character may use the following table to determine the number of CPs and cost associated with this compared with the normal complete suit of armour. The number of armour CPs always rounds mathematically.

Item	%
Helm	7.90%
Vest	35.46%
Shirt	53.68%
Long shirt	71.41%
Bracer (Pair)	5.75%
Greaves (Pair)	11.85%
Back	17.73%
Breast	17.73%
Gorget	2.96%
Arm	8.62%
Leg	17.73%
Trousers	30.52%
Gloves (Pair)	2.87%
Gauntlets (Pair)	5.75%

The use of the above is a courtesy provided by the Armouring staff, and it is expected that you will have already "run the numbers" and written them down for the armours you wish to craft.

Bowyer

A character that learns the art of the Bowyer/Fletcher can create a wide variety of projectile weapons. Each weekend they gain a number of Weapon CPs which they spend to create ranged weapons. The number of Weapon CPs they have available each weekend is determined by their Skill Level and their Character Level.

	Number of Weapon Units
Apprentice	½ Character level (round up)
Journeyman	Equal to Character level
Master	Character level x 2

Bows and arrows can be made depending on their weapon CP value. The following table contains the CP cost for common bows and arrows.

Name	CPs	Name	CPs
Arrows (20)	1	Heavy Crossbow	4
Bolts (20)	1	Long Bow	4
Hand Crossbow	3	Short Bow	3

A Bowyer can make as many CPs of ranged weapons each weekend as they have CPs available, and can save up CPs across weekends to make particularly difficult items. The difficulty multipliers applied to the Weapon CP cost for making more intricate ranged weapons (where applicable), is given below.

Units	Standard	Silver	M/C	M/C Silver	Iron
1	x1	x3	x5	x15	x20
3	x3	N/A	x15	N/A	N/A
4	x4	N/A	x20	N/A	N/A

An Apprentice Bowyer can make basic bows and bronze arrows/bolts,
 At Journeyman skill level, the Bowyer can also work silver arrows/bolts,
 At Master skill level, the Bowyer can also make Master Crafted items, Iron items, and Master Crafted Silver items.

The Bowyer must pay for their raw materials to craft their items, the costs of which are given below.

Units	Standard	Silver	M/C	M/C Silver	Iron
1	5	25	50	250	500
3	15	N/a	150	N/a	N/a
4	20	N/a	200	N/a	N/a

Materials are readily available from the armoury, although Silver and Iron ingots are more limited. Where a Bowyer has obtained several ingots of metal, the cost of these can be deducted from the make cost, but they must still pay any remainder to cover other materials used. Ranged weapons require 1 unit of material for every CP in their Standard CP cost (an ingot of metal is 1 unit). *N.B. Metal ingots/materials do not directly map to Metal Points, although they are correlated.*

Bows and arrows/bolts can be made out of a variety of exotic materials not listed above, but normally require a special mission in order to obtain knowledge of how to manufacture these items – such as the Secret of Steel, Obsidian, or Ceramics.

Additionally, as well as being able to craft ranged weapons, an apprentice bowyer (or better) can repair one item per weekend, or their level in arrows/bolts. They can only repair ranged weapons that they are able to make. This form of repair will only work on broken, rended, smashed or shattered items – items which have been turned to dust, vapourized, turned into goop etc. are not repairable this way. The cost to repair a ranged weapon or arrow/bolt is ½ of

the make cost value (one sixth of the ranged weapon's price), and does not require any metal ingots, extra wood, etc.

Ranged Weapon Properties

Arrows and Bolts are capable of increasing damage above a character's stress resistance, although the Bow is still capped by the character's stress resistance.

Master Crafted weapons deal an additional 6LPs damage, capped by Stress Resistance.

Silver Weapons deal Silver damage, which is useful against lycanthropes and some undead.

Master Crafted Silver Weapons – See Silver and Master Crafted

Iron Weapons deal iron damage and an additional 6LPs damage, capped by Stress Resistance. Against various creatures, iron may deal double or triple damage, and also disrupts Psionic casting.