

The Makes Handbook

Introduction – These are the complete rules for the entire standard makes and unless specified otherwise should be used by everyone who gets access to these skills.

Alchemy/Black Arts Alchemy – These rules are covered in a separate section. Alternatively, if you just wish to make money by selling your makes to the armoury, you can use the following formulae:

Skill Level	Non-Mystic Potions	Mystic Potions
Apprentice	25 GC/level	30 GC/level
Journeyman	50 GC/level	60 GC/level
Master	100 GC/level	120 GC/level

Armoursmith/Bowyer/Weaponsmith – These rules are covered in a separate section. Alternatively, if you wish to make money by selling your makes to the armoury, you can use the following formulae:

Skill Level	Weapons	Bowyer	Armour
Apprentice	2½ GC/level	2½ GC/level	6¼ GC/level
Journeyman	5 GC/level	5 GC/level	12½ GC/level
Master	20 GC/level	20 GC/level	50 GC/level

Shot – A character can make a number of grades equal to their level per weekend based on the following table:

Shot Type	Grade	Make Cost
Low	1	33
Medium	2	66
High	4	133

It is possible for a character to learn how to make silver or iron shot but will require a special mission to gain the ability. The character would also need to acquire the necessary materials, 1 ingot will be sufficient to make 3 shot. Silver and Iron shot does the same damage as standard shot.

Lembas – A character can make a number of Lembas equal to their level per weekend.

Currently due to arrangements with the Elven Nation, any Elven character with the ability is assumed to be contributing to their stockpiles so there is no need to perform individual character makes. However if a character wishes to make Lembas separate from the Elven Nation, make costs will apply:

Lembas Type	Make Cost
Standard Elven Race	50
High Elven Race	50
Other Elven Race	66

Elven Cloak – A character can make one Elven Cloak per weekend. These cost 100GC to manufacture.

Godscharms and Holy Symbols – A character can manufacture symbols of their faith and, if they have a Bless or Curse miracle to also manufacture Gods Charms (either +1 Dexterity or +1 Strength).

They may only make Symbols or Gods Charms of their own primary Patron, even if they are polytheistic. A maximum of 1 item per 2 class levels per weekend can be made by the priest, in any combination of Symbols and Gods Charms. There is no cost to make these items apart from the power cost of casting the spell. To make Gods Charms last longer than one weekend, the priest must be able to cast Permanent Bless or Damnation (as appropriate).

Incense – A character can make double their class level in incense per weekend for no cost.

Foci – A character can make their class level in Foci per weekend. This costs 33GC per Foci.

Concealed Weapon – This allows the character to make weapons that can be broken down into small parts or inconspicuous looking items. Weapons no greater than the size of a long sword can be made, the exception being the long bow. These weapons cannot be crafted into mystic versions but can be affected by blade enhancements. They cannot be crafted to master or superior level.

A character with this skill can make one such weapon per weekend. The make cost is double the standard.

Arrows/Bolt – A character can make arrows/bolts as if they were a Master Bowyer. See the Crafting Rules.

Holy/Unholy Water - A character can make a number of units per weekend equal to twice their class level. There is no make cost associated with the skill, although the character must have a temporary bless/curse miracle to make temporary Holy/Unholy water (lasts for 1 weekend), and a permanent bless/damnation miracle to make Holy/Unholy water.

Gypsy Charm – Allows a gypsy to make little trinkets conferring luck or dexterity depending on what a gypsy wants to make. A character can make one charm per two class levels per weekend. Make cost is 100gc per charm.

A Gypsy can make charms of dexterity. These charms have a permanent +1 or +2 Dexterity AC bonus. Since gypsies make these they can be used by anyone and are not religion specific like Godscharms. They will also stack with other items that grant Dexterity AC bonuses but cannot stack with themselves.

Alternatively a Gypsy can make charms of Luck once a day.

Specific Potion/Balm/Poultice - For any Character where it specifies a specific type of potion/balm/poultice, the character can make a number of potions/balms/poultice equal to their level per weekend. If not otherwise specified there will be the standard make cost. If the type of potion has a level (e.g. Make Poison), Character can only make a potion up to ½ Character level (round down).

For example, Jack the 8th Rank Warrior has 'Make Poison' from their previous occupation. Jack can make 8 Poison IV potions per weekend.

Unless specified otherwise 'Make Cure Potion' will make herbal cure light potions. 'Make Spiritual Cure Potion' will make spiritual cure light potions.

Mystic Items – A character with this ability can make a number of items equal to one per two levels per weekend. There are two types of item that a character can make - either an item of jewellery such as a ring, necklace, amulet etc. or a scroll.

The following applies to all Made Mystic items – Jewellery, Weapons, Scrolls, etc. Items can contain up to a maximum of **ten** spell levels (or **five** rituals/Runes), with the highest level spell allowed being **sixth** (or **third** Sphere, **three** Rune Points). No items made using **Make Mystic Item** can cost the caster any Permanent or Irrevocable loss, including Experience loss. The spells placed into permanent items or temporary scrolls must be on the standard casting list for their class, and the character performing the crafting must be able to cast the spell. Additionally, *Summons, Blesses, Curses, Salvations* and *Damnations* (and similar) cannot be put into items or scrolls.

A Rune Priest on regaining their priestly casting can choose to make either priestly or runic items. Neither Rune Priest nor Ullratha specialists can make runic empowered spells into items. If a codex class has more than one caster type listed above they must choose which the make mystic item will apply to and cannot change. Illusionists can make items and scrolls that use both power and mana, but the power source when a person uses the item comes from that person. The power source is aggressive (i.e. can cause power coma/death), but it will not cause the person to become undead.

Jewellery – The item needs to be of a significant quality to hold the bound spells and so the make cost is 500gc per item.

Weapons, Shields and Armour – The character enchants a gemstone as per above, which is then set into the item to complete it. Shields and armour can only have defensive and healing spells, weapons can only have offensive and healing spells. The items must be of master-crafted quality and the make cost of the item applies.

Each separate spell bound item an item of jewellery can then be cast from the item once per day, and it is possible to bind the same spell multiple times to get additional uses per day.

Every level of spell placed into the item costs the character 10XP, 1XP of which counts towards the character's XP cap (standard 1250XP), i.e. a sorcerer with 500xp spent on levels who had made items with a total of 50 spell levels in them will count as having spent 550xp when booking on missions, etc.

Scrolls – To make a scroll it costs the character the mana/power etc needed to cast it, that mana/power etc is then assigned to the scroll until used/destroyed. A separate scroll for each spell wishing to be bound needs to be made, even if the item is to have the same spell bound multiple times. The scrolls also cost 33gc per level (rituals and runes count as double) for the parchment and inks.

Playtest. Alternatively, a character can spend XP when creating a scroll. By choosing to spend 5XP for each level of spell stored in the scroll, the character's Power/Mana etc. is

not stored in the scroll on a semi-permanent basis. The other limitations on creating scrolls still apply.