

Chapter Seven - Production Resources and Refining

Each resource (i.e., each different type of refined material) has several attributes:

Production Cost: This determines how many SU it takes to refine a unit of this material. Apprentices must pay the full cost; Journeymen use 3/4 the normal cost, and Masters use 1/2 the cost. However, all SU expenditures for a batch of material refined at one time are rounded up (for instance, a Master producing a material with a production cost of 5 would use 2.5 SU per unit, so they could refine 2 units for 5 SU, but 3 units would take 8 SU). Standard buying/selling costs for Weapons, armor, herbal components, psionic foci, and food are calculated using this value.

Base Value: Standard buying/selling costs for the refined material itself, not crafted into any item, are calculated based using this value.

Artistic Value: Materials less useful for utilitarian items are often valued more highly when they have been crafted into artistic items like jewelry or pottery. Standard buying/selling costs for crafted artisan items are calculated using the higher of this value or the production cost of the material.

Herbalism Resources

These resources are refined using the listed refining skill and the Herbalism Refining Pool.

Herbs are concentrations of natural power, and as such can be used in mystical rituals. Very few are used for artistic purposes, but many are in high demand by alchemists and magicians and can be sold for reasonable amounts of money. Spices, dyes, and flavourings are always in demand, to flavor foods, colour clothing and other items and provide pleasant scents for incense and candles. They are good commodities.

Herbalism Resources: Herbs of the Fates – Shadows

<u>Bogmyrti</u> C Dye Production Cost 1 Base Value 2 Artistic Value 2	<u>Adder's Tongue</u> C Control, Dye Production Cost 2 Base Value 4 Artistic Value 2	<u>Felonherb</u> U Resistance Production Cost 4 Base Value 5 Artistic Value 0	<u>Nightshade</u> R Poison, Psionic Production Cost 5 Base Value 8 Artistic Value 0
<u>Carumcavi</u> C Spice Production Cost 1 Base Value 2 Artistic Value 1	<u>Daphne</u> C Stimulant, Spice Production Cost 2 Base Value 2 Artistic Value 2	<u>Lamium</u> U Healing, Tea, Dye Production Cost 4 Base Value 4 Artistic Value 3	<u>Martagon Blossom</u> XR Curing, Life Enhancement Production Cost 6 Base Value 8 Artistic Value 8
<u>Organlu</u> C Spice, Dye Production Cost 1 Base Value 3 Artistic Value 3	<u>White Poppy</u> C Revitalizer, Spice Production Cost 2 Base Value 5 Artistic Value 1	<u>Meklin</u> C Poison Antidote Production Cost 3 Base Value 3 Artistic Value 0	<u>Resurrection Lily</u> U Soothing, Curing Production Cost 4 Base Value 5 Artistic Value 0

Herbalism Resources: Herbs of the Furies - Light

<u>Kakelah</u> c <i>Spice</i> Production Cost 1 Base Value 2 Artistic Value 1	<u>Eyebright</u> c <i>Vision</i> Production Cost 2 Base Value 3 Artistic Value 0	<u>Celandine</u> u <i>Purging</i> Production Cost 4 Base Value 4 Artistic Value 0	<u>Acacia</u> c <i>Purging, Restorative</i> Production Cost 3 Base Value 3 Artistic Value 0
<u>Manzanilla</u> c <i>Spice, Dye</i> Production Cost 1 Base Value 3 Artistic Value 3	<u>Mastich</u> c <i>Binding</i> Production Cost 2 Base Value 2 Artistic Value 0	<u>Mistletoe</u> u <i>Convulsive, Incense</i> Production Cost 4 Base Value 4 Artistic Value 2	<u>Ambergris</u> R <i>Binding</i> Production Cost 5 Base Value 8 Artistic Value 0
<u>Tormentil</u> c <i>Spice, Dye</i> Production Cost 1 Base Value 3 Artistic Value 3	<u>Storax Sap</u> c <i>Cleansing, Spice</i> Production Cost 2 Base Value 3 Artistic Value 1	<u>Verrucaria</u> u <i>Toxin, Dye</i> Production Cost 4 Base Value 6 Artistic Value 2	<u>Heliotrope</u> c <i>Blessing, Curing</i> Production Cost 3 Base Value 5 Artistic Value 0

Herbalism Resources: Herbs of the Muses - Transition

<u>Feaburry</u> c <i>Spice</i> Production Cost 1 Base Value 3 Artistic Value 3	<u>Burdock</u> c <i>Purification</i> Production Cost 2 Base Value 3 Artistic Value 0	<u>Cassia</u> c <i>Toxin</i> Production Cost 2 Base Value 5 Artistic Value 0	<u>Agaric</u> u <i>Paralysis, Spice</i> Production Cost 4 Base Value 5 Artistic Value 1
<u>Myristica</u> c <i>Spice, Dye</i> Production Cost 1 Base Value 3 Artistic Value 3	<u>Canella</u> c <i>Health, Spice</i> Production Cost 2 Base Value 4 Artistic Value 2	<u>Cinquefoil</u> c <i>Divination, Dye</i> Production Cost 3 Base Value 3 Artistic Value 2	<u>Alecost</u> c <i>Preservation</i> Production Cost 3 Base Value 6 Artistic Value 1
<u>Polarincen</u> c <i>Spice</i> Production Cost 1 Base Value 2 Artistic Value 2	<u>Myrica</u> u <i>Toxin, Incense</i> Production Cost 4 Base Value 3 Artistic Value 3	<u>Mandrake</u> u <i>Poison, Empowerment</i> Production Cost 4 Base Value 4 Artistic Value 0	<u>Nardus</u> R <i>Protection</i> Production Cost 5 Base Value 7 Artistic Value 0

Hunting/Farming Resources

These resources are refined using the listed refining skill and the Hunting/Farming Refining Pool.

Hunting/Farming Resources: Farming

<u>Wood</u> c Production Cost 2 Base Value 2 Artistic Value 3	<u>Wax</u> c Production Cost 3 Base Value 4 Artistic Value 0	<u>Produce</u> c Production Cost 2 Base Value 1 Artistic Value 2	<u>Feathers</u> c Production Cost 3 Base Value 2 Artistic Value 2	<u>Fiber</u> c Production Cost 3 Base Value 3 Artistic Value 2
<p>Forester/Farmer: Forest plants and domesticated animals provide many useful items that cannot be duplicated by hunting.</p> <p>Wood is useful for many things, though it is not hard to find and cheaply sold. It is commonly used in everything from weapons to washtubs, and any self-sufficient community will need significant stores of it. Wax is primarily used to make candles and to waterproof clothing; also useful in crafting domestic items. Domesticated foodstuffs are generally easier to procure than spoils of the hunt, although slightly less valuable. Fine clothes are often made from wool, silk, and linen, and hemp and silken ropes are useful for a variety of projects. Cloth is a mainstay of any civilization, and a good commodity. Feathers are primarily used to fletch arrows, bolts, and other missile weapons. They can be used to craft some simple artistic items, however, and are useful for stuffing mattresses and pillows.</p>				

Hunting/Farming Resources: Hunting

Leather c	Bones c	Meat c	Sinew c
Production Cost 3 Base Value 3 Artistic Value 3	Production Cost 2 Base Value 3 Artistic Value 4	Production Cost 3 Base Value 1 Artistic Value 0	Production Cost 3 Base Value 5 Artistic Value 0
<p>Hunter/Herder: The spoils of the hunt are useful in many respects; though rarely bring a great deal of wealth to their finder. However, they are staple products and finding a buyer will rarely, if ever be a problem.</p> <p>Though hides are difficult to prepare for use and not terribly valuable, they are extensively required as secondary materials, and it is possible to craft sturdy if unfashionable clothes entirely out of leather. Bones can sometimes be used to make armor and weapons, though the results are not usually what one would hope for. Bone, horn, and ivory carvings can fetch reasonable prices if the workmanship is great enough. Game meat is the best commodity among spoils of the hunt, and can be sold directly to cooking establishments. Sinews are hard to extract but are necessary to craft bows and crossbows.</p>			

Mining Resources

These resources are refined using the listed refining skill and the Mining Refining Pool.

Mining Resources: Minerals

Clay c	Coal u	Salt peter c	Sulphur c
Production Cost 2 Base Value 2 Artistic Value 4	Production Cost 3 Base Value 5 Artistic Value 0	Production Cost 3 Base Value 4 Artistic Value 0	Production Cost 4 Base Value 4 Artistic Value 0
<p>Mineral Miner: Minerals are among the more rare natural resources, and are used in a variety of ways. They are rarely used to create anything low-tech but are useful for many other purposes.</p> <p>Clay is of little value in and of itself but can be crafted into surprisingly beautiful (and often quite useful) forms by a potter or sculptor. Coal is always worth stockpiling for the long winter months, or burning at the forges and cooking hearths. It is the best commodity among the minerals. Salt peter and Sulphur are used primarily in manufacturing ammunition for firearms and have a few other uses.</p>			

Mining Resources: Base Metals

Copper c	Bronze c	Lead c	Iron u	Steel u
Production Cost 2 Base Value 3 Artistic Value 4	Production Cost 3 Base Value 5 Artistic Value 3	Production Cost 4 Base Value 5 Artistic Value 1	Production Cost 4 Base Value 7 Artistic Value 2	Production Cost 5 Base Value 8 Artistic Value 3
<p>Base Metal Miner: Base metals are the primary material of which weapons and heavy armor are made. They are little used in other areas, and tend to be worth less than most resources without skillful handling by a smith.</p> <p>Copper is one of the easiest metals to refine, but is mostly useful for crafting everyday items. Weapons and armor made of copper crumple too easily. Bronze is easily refined and can be made into workable weapons and armor, but is generally not a good choice unless nothing else is available. Lead is primarily useful for making heavy weapons (for which it is exceptional) and firearm ammunition. For most other uses it is too soft. Iron is the best all-around base metal; it makes a reasonably good commodity and can be formed into surprisingly sturdy items. It is very bad for crafting, however, and has little flexibility. Steel is the sturdiest of all metals and perhaps the best material to craft most weapons and armor from. It is, however, difficult to refine and not very useful for other purposes.</p>				

Mining Resources: Noble Metals

<u>Silver</u> U	<u>Gold</u> U	<u>Platinum</u> R
Production Cost 4	Production Cost 5	Production Cost 6
Base Value 7	Base Value 11	Base Value 11
Artistic Value 5	Artistic Value 7	Artistic Value 9
<p>Noble Metal Miner: Noble Metals are the most valuable of all resources save for the hard-to-produce gems. They can be used to fashion gaudy but somewhat ineffective arms and armor, but are generally better used by skilled artisans, who can craft things of beauty and worth from them.</p> <p>Silver is the only noble metal that can be reasonably used in a weapon, though it is still soft for the purpose; it is not too difficult to refine and makes for reasonably expensive objects of art.</p> <p>Gold is the best commodity among all the refined materials; it gives the highest return of profit for each refined units for sheer monetary production. Other materials are better choices for most other purposes. Platinum is better for making jewelry and art than Gold. It is, however, less useful than Gold as a commodity because it is hard to produce.</p>		

Mining Resources: Gemstones

<u>Semi-precious</u> U	<u>Precious</u> U	<u>Celestial</u> R
Production Cost 5	Production Cost 7	Production Cost 9
Base Value 10	Base Value 14	Base Value 14
Artistic Value 6	Artistic Value 8	Artistic Value 8
<p>Gem Miner: Uncut gems, though difficult to produce, can be crafted by skilled gemcutters into the powerful foci that allow psionic powers to be utilized. They are among the most valuable resources and can also be crafted into fine jewelry; however, they are hard to refine, and uncut gems are worth less than one might expect compared to the difficulty of their extraction.</p> <p>Semiprecious gems are useful for crafting into jewelry, and can focus psionic energy (though not nearly as well as finer gems). Precious gems are useful for both focusing one's will and crafting into elegant and beautiful pieces of jewelry. They are quite difficult to refine, though. Celestial gemstones, such as sunstones and moonstones, are among the most valuable of gems, capable of focusing psionic energies more finely than any others. Because their luster does not always outshine more colorful gems and the difficulty of refining them is great, they are generally not considered as good a commodity as other gems.</p>		

Crafted Items

There are many forms of crafted item in the game. Each one is created from Raw Materials by a Crafting skill, and all are useful in some fashion, from allowing the performance of skills to being valuable enough to sell for a profit. Additionally, many items provide other bonuses, or are more valuable, when crafted at Journeyman or Master level.

Crafted items have a base duration of 2 events for an Apprentice quality item, 4 for a Journeyman quality item, and 6 for a Master quality item. With full maintenance, these durations may increase to 3 events for an Apprentice quality item, 6 for a Journeyman quality item, and 9 for a Master quality item.

For general information on the crafting, maintenance, and repair of crafted items, see the main rules.

WEAPONS

Weapons are a basic commodity. They are necessary to engage in combat, and are produced by a variety of skills - Bladesmith, Hammersmith, Wood/Bonesmith, Fletcher, Blacksmith, and Founder.

All offensive combat skills used through a weapon require the weapon to be able to do at least 2 points of damage, though some skills require more. Thus, any weapon with a maximum called damage of less than 2 may only be used for defensive skills, uncalled strikes and blocks, and death strikes.

Apprentice Quality items give no bonuses to performing any skills, but do allow the use of all skills that require such an item.

Journeyman Quality weapons and shields give a flat -1 Stamina bonus to any skill that requires a weapon that is used through them (or, in the case of skills which require an item to be wielded, whenever that item is in hand). Thus, the skills 'Stunning Blow' and 'Parry', which normally cost 9 and 6 Physical Stamina respectively, cost 8 and 5 Physical Stamina when used with a Journeyman Quality weapon, but the skill 'Avoid Blow' would be unaffected in cost. Ammunition does not give this bonus. Only one weapon or shield's bonus may be applied to a given use of a skill, even if you are currently wielding more than one. Master Quality weapons gain all the benefits of a Journeyman weapon, and provide a single *additional* 'Master Bonus', determined by the primary craftsman at the time the item is created. Different weapon types have different available Master Bonuses. Master Quality weapons last for 6 events, and may be maintained three times over their full duration. Ammunition never has 'Master Bonuses'.

Example: Alberto and Barruchs are getting together to create a longsword. Alberto is a Master Bladesmith and a Journeyman Wood/Bonesmith, and Barruchs is a Master Wood/Bonesmith. Crafting a longsword has the following attributes:

Long Sword

Base Maximum Called Damage: 3

Primary Material: 7 units Bronze (+0), Iron (+1), or Steel (+2)

Secondary Materials: 1 unit Wood/Bone and 1 unit Leather

Primary Skill: Bladesmith

Secondary Skill: Wood/Bonesmith

Master Bonus: Parry bonus, Disarm bonus, Mighty

Alberto must be the primary craftsman, as he is the one who possesses the Primary Skill of Bladesmith. If he were making this weapon on his own, he would be limited to a Journeyman Quality weapon, as he is only Journeyman Rank in Wood/Bonesmith, the one required secondary skill. However, if Barruchs contributes his Master Wood/Bonesmith skill, then the two of them can make a Master Quality longsword. Longswords have a base max called damage of 3, so if they chose to make the sword out of 7 units of a cheaper material, like Bronze, that would be the sword's max called damage. However, they are trying to make this sword as fine as possible, so they obtain the more expensive 7 units of Steel, which will instead provide a +2 bonus to damage, for a total of 5. Alberto may then choose which Master Bonus to give the weapon. Since this weapon is intended for a dexterous fighter, Alberto decides to give it the Disarm Bonus. The final weapon's stats are: Master-Quality Steel Long Sword, Maximum Called Damage 5, -1 Physical Stamina to all weapon skills, -2 Physical Stamina to the Disarm skill, 6 events' duration, 3 possible maintenance. This would be a fine weapon, especially in the hands of a skilled duelist.

Weapons Table Key

- The (parentheses) after the weapon's name indicate the allowed dimensions of the weapon's physrep and the proficiencies it falls under, along with any limitations on its wielding.
- **Base Maximum Called Damage:** The initial maximum number this weapon can apply for a single called Damage strike. For ammunition, this is the bonus that ammunition gives to the maximum damage of the weapon that fires it. Other aspects of the weapon may modify this value, so each individual weapon will have its own Maximum Called Damage. All weapons can always be used for uncalled damage strikes regardless of their maximum damage.
- **Primary Material:** The number of units of material it takes to create this weapon, followed by the types of materials which may be used and their effect on the final maximum damage of the weapon. For ammunition, this material affects the bonus the ammunition gives to the maximum damage of the weapon that fires it. It is possible to combine two Primary Materials in one weapon, but such weapons count as being made of the least beneficial material.
- **Secondary Material:** The number and type of materials which crafting this weapon requires in addition to the Primary material. These materials must be used but do not affect the weapon's damage maximum.
- **Primary Skill:** The skill required to both create and maintain this weapon. The quality of the weapon cannot be higher than the craftsman's rank in this skill. The craftsman may choose to make a weapon of a lesser quality.
- **Secondary Skill:** Additional skills required for the creation of this weapon. If there are any secondary skills involved in a weapon's creation, at least one of them must be as highly ranked as the desired weapon quality.
- **Master Bonus:** The potential bonuses which Master craftsmen can give this weapon. Each

individual weapon may have only one Master Bonus. Ammunition cannot have Master Bonuses.

Master Bonuses for Weapons

- **<Skill> Bonus:** Gives an additional -1 Stamina bonus to one Combat skill when that skill is used through the weapon. If this skill is one that could not otherwise be used with this weapon because the weapon's maximum damage is too low, then *instead* that skill may be used freely with this weapon. In the case of skills that require a weapon or shield in hand, this bonus applies as long as you are wielding the item.
- **Sturdy:** While wielding this weapon, you may spend 5 Physical Stamina to call 'Resist' to negate a 'Destroy' effect targeting this item.
- **Mighty:** Gives an additional +1 to the maximum damage this weapon can deliver. This bonus cannot be chosen if the weapon is made of the highest-quality material possible.
- **Tempered:** This weapon requires no resources to maintain.

Weapons of Rare Materials

Silver may be substituted for *Bronze* for any purpose. If done to a weapon, any called strike with that weapon which would ordinarily be called 'by Weapon' (or without a trait call) may be called 'by Silver' instead if the wielder desires. This does not apply to uncalled strikes.

Gold may be substituted for *Lead* for any purpose. This has no special effect, but you can have a really gaudy mace if you want.

Notes

Weapons with Maximum Called Damage of less than 2 cannot normally be used to swing 'called damage' or most combat effects like Agony or Maim. Weapons with Maximum Called Damage of less than 6 cannot normally be used to swing 'Stun' or any 'Destroy' effect. These restrictions can be canceled by certain Master weapon bonuses.

Weapons tags may not be used with weapon reps that exceed their maximum dimensions or are less than their minimum dimensions.

Weapons with 'Two-Handed' listed may only be wielded if the wielder has the 'Two-Handed' style proficiency.

Ammunition is considered to be 'enough ammunition for one person'. Only one character may use a particular batch of ammunition at a time, though it may be passed freely between characters. As long as that character has ammunition physreps, they may use the ammunition.

After firing once, Flintlock Pistols and Muskets must be 'reloaded' by a character proficient in Firearms for ten continuous seconds before they may be fired again. The character doing the reloading may use no other skills during this time.

Flintlock Pistols and Muskets add 2 to any called Damage shot made with them, as long as at least 1 Stamina point is spent to fuel the ability. For instance, a character with the 'Basic Combat' skill Firing a Journeyman Quality Firearm could spend 1 Physical Stamina to call '3 Damage' or 3 Physical Stamina to call '5 Damage', but not 0 Physical Stamina to call '2 Damage'.

List of Weapons

Dagger (up to 24", Small Weapon)

Base Maximum Called Damage: 0

Primary Material: 2 units Bone (+0), Bronze (+1), Iron (+2), or Steel (+3)

Secondary Materials: 1 unit Wood/Bone and 1 unit Leather

Primary Skill: Bladesmith

Secondary Skill: Wood/Bonesmith

Master Bonus: Parry Bonus, Block Bonus, Swordbreaker Bonus, Mighty

Staff (48" to 64", Staff, must use two hands but does not require proficiency with Two-Handed style)

Base Maximum Called Damage: 0

Primary Material: 6 units Wood/Bone (+0)

Secondary Materials: None

Primary Skill: Wood/Bonesmith

Secondary Skill: None

Master Bonus: Parry Bonus, Block Bonus, Sturdy

Metal-Shod Staff (48" to 64", Staff, must use two hands but does not require proficiency with Two-Handed style)

Base Maximum Called Damage: 2

Primary Material: 2 units Bronze (+0), Lead (+1) or Iron/Steel (+2)

Secondary Materials: 6 units Wood/Bone

Primary Skill: Blacksmith

Secondary Skill: Wood/Bonesmith

Master Bonus: Parry Bonus, Block Bonus, Mighty, Sturdy

Short Sword (up to 36", Sword)

Base Maximum Called Damage: 1

Primary Material: 4 units Bone (+0), Bronze (+1), Iron (+2), or Steel (+3)

Secondary Materials: 1 unit Wood/Bone and 1 unit Leather

Primary Skill: Bladesmith

Secondary Skill: Wood/Bonesmith

Master Bonus: Parry Bonus, Disarm Bonus, Mighty

Long Sword (up to 46", Sword)

Base Maximum Called Damage: 3

Primary Material: 7 units Bronze (+0), Iron (+1), or Steel (+2)

Secondary Materials: 1 unit Wood/Bone and 1 unit Leather

Primary Skill: Bladesmith

Secondary Skill: Wood/Bonesmith

Master Bonus: Parry Bonus, Disarm Bonus, Mighty

Greatsword (up to 64", Two-Handed, Sword)

Base Maximum Called Damage: 5

Primary Material: 9 units Bronze (+0), Iron (+1), or Steel (+2)

Secondary Materials: 2 units Wood/Bone and 2 units Leather

Primary Skill: Bladesmith

Secondary Skill: Wood/Bonesmith

Master Bonus: Bone Break Bonus, Shieldbreaker Bonus, Mighty

Small Hammer (up to 24", Small Weapon)

Base Maximum Called Damage: 1

Primary Material: 3 units Bronze (+0), Iron (+1), Lead/Steel (+2)

Secondary Materials: 2 units Wood/Bone, 1 units Leather

Primary Skill: Hammersmith
Secondary Skill: Blacksmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus, Mighty

Short Hammer (up to 36", Hammer)
Base Maximum Called Damage: 3
Primary Material: 5 units Bronze (+0), Iron (+1), Lead/Steel (+2)
Secondary Materials: 2 units Wood/Bone, 1 units Leather
Primary Skill: Hammersmith
Secondary Skill: Blacksmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus, Mighty

Long Hammer (up to 46", Hammer)
Base Maximum Called Damage: 5
Primary Material: 6 units Bronze (+0), Iron (+1), Lead/Steel (+2)
Secondary Materials: 3 units Wood/Bone, 1 units Leather
Primary Skill: Hammersmith
Secondary Skill: Blacksmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus, Mighty

Great Hammer (up to 64", Two-Handed, Hammer)
Base Maximum Called Damage: 8
Primary Material: 8 units Bronze (+0), Iron (+1), Lead/Steel (+2)
Secondary Materials: 4 units Wood/Bone, 2 units Leather
Primary Skill: Hammersmith
Secondary Skill: Blacksmith
Master Bonus: Bone Break Bonus, Shieldbreaker Bonus, Mighty

Blackjack/Sap (up to 24", Small Weapon)
Base Maximum Called Damage: 2
Primary Material: 3 units Bronze (+0), Iron/Steel (+1), Lead (+2)
Secondary Materials: 2 units Leather
Primary Skill: Hammersmith
Secondary Skill: Leathersmith
Master Bonus: Mug Bonus, Mighty

Short Mace (up to 36", Mace/Club)
Base Maximum Called Damage: 3
Primary Material: 3 units Bronze (+0), Iron (+1), Lead/Steel (+2)
Secondary Materials: 3 units Wood, 1 unit Leather
Primary Skill: Hammersmith
Secondary Skill: Wood/Bonesmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus, Sturdy, Mighty

Long Mace (up to 46", Mace/Club)
Base Maximum Called Damage: 5
Primary Material: 5 units Bronze (+0), Iron (+1), Lead/Steel (+2)
Secondary Materials: 4 units Wood, 1 unit Leather
Primary Skill: Hammersmith
Secondary Skill: Wood/Bonesmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus, Sturdy, Mighty

Maul/Great Mace (up to 64", Two-Handed, Mace/Club)
Base Maximum Called Damage: 6
Primary Material: 8 units Bronze (+0), Iron (+1), Lead/Steel (+2)
Secondary Materials: 4 units Wood, 2 units Leather

Primary Skill: Hammersmith
Secondary Skill: Wood/Bonesmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus, Sturdy, Mighty

Small Club (up to 24", Small Weapon)
Base Maximum Called Damage: 0
Primary Material: 3 units Wood (+0) or Bone (+1)
Secondary Materials: 1 unit Leather
Primary Skill: Wood/Bonesmith
Secondary Skill: Hammersmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus

Short Club (up to 36", Mace/Club)
Base Maximum Called Damage: 1
Primary Material: 5 units Wood (+0) or Bone (+1)
Secondary Materials: 1 unit Leather
Primary Skill: Wood/Bonesmith
Secondary Skill: Hammersmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus

Long Club (up to 46", Mace/Club)
Base Maximum Called Damage: 2
Primary Material: 7 units Wood (+0) or Bone (+1)
Secondary Materials: 1 unit Leather
Primary Skill: Wood/Bonesmith
Secondary Skill: Hammersmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus

Greatclub (up to 64", Two-Handed, Mace/Club)
Base Maximum Called Damage: 3
Primary Material: 9 units Wood (+0) or Bone (+1)
Secondary Materials: 2 units Leather
Primary Skill: Wood/Bonesmith
Secondary Skill: Hammersmith
Master Bonus: Bone Break Bonus, Stunning Blow Bonus

Hatchet (up to 24", Small Weapon)
Base Maximum Called Damage: 1
Primary Material: 2 units Bone (+0) Bronze (+1), Iron (+2), or Steel (+3)
Secondary Materials: 2 units Wood and 1 unit Leather
Primary Skill: Bladesmith
Secondary Skill: Wood/Bonesmith
Master Bonus: Mighty, Sturdy

Short Axe (up to 36", Axe)
Base Maximum Called Damage: 2
Primary Material: 4 units Bone (+0), Bronze (+1), Iron (+2), or Steel (+3)
Secondary Materials: 2 units Wood and 1 unit Leather
Primary Skill: Bladesmith
Secondary Skill: Wood/Bonesmith
Master Bonus: Swordbreaker Bonus, Shieldbreaker Bonus, Sturdy, Mighty

Long Axe (up to 46", Axe)
Base Maximum Called Damage: 6
Primary Material: 6 units Bronze (+0), Iron (+1), or Steel (+2)
Secondary Materials: 3 units Wood and 1 unit Leather

Primary Skill: Bladesmith
Secondary Skill: Wood/Bonesmith
Master Bonus: Swordbreaker Bonus, Shieldbreaker Bonus, Sturdy, Mighty

Greataxe (up to 64", Two-Handed, Axe)
Base Maximum Called Damage: 8
Primary Material: 8 units Bronze/Lead (+0), Iron (+1), or Steel (+2)
Secondary Materials: 4 units Wood and 2 units Leather
Primary Skill: Bladesmith
Secondary Skill: Wood/Bonesmith
Master Bonus: Swordbreaker Bonus, Shieldbreaker Bonus, Sturdy, Mighty

Spear (up to 48", Spear)
Base Maximum Called Damage: 3
Primary Material: 4 units Bone (+0), Bronze (+1), Iron (+2), or Steel (+3)
Secondary Materials: 4 units Wood and 2 units Leather
Primary Skill: Bladesmith
Secondary Skill: Wood/Bonesmith
Master Bonus: Parry Bonus, Mighty, Tempered

Polearm (60" to 72", Two-Handed, Spear)
Base Maximum Called Damage: 6
Primary Material: 6 units Bone (+0), Bronze (+1), Iron (+2), or Steel (+3)
Secondary Materials: 6 units Wood and 2 units Leather
Primary Skill: Bladesmith
Secondary Skill: Wood/Bonesmith
Master Bonuses: Block Bonus, Stunning Blow Bonus, Mighty

Shortbow (at least 30", Bow)
Base Maximum Called Damage: 1
Primary Material: 4 units Wood (+0), Bone (+1), or Steel (+2)
Secondary Materials: 2 unit Sinew and 2 units Bone
Primary Skill: Fletcher
Secondary Skill: Wood/Bonesmith
Master Bonuses: Mighty, Tempered

Longbow (at least 38", Bow)
Base Maximum Called Damage: 2
Primary Material: 6 units Wood (+0), Bone (+1), or Steel (+2)
Secondary Materials: 2 units Sinew and 3 units Bone
Primary Skill: Fletcher
Secondary Skill: Wood/Bonesmith
Master Bonuses: Mighty, Tempered

Greatbow (at least 48", Bow)
Base Maximum Called Damage: 3
Primary Material: 8 units Wood (+0), Bone (+1), or Steel (+2)
Secondary Materials: 3 units Sinew and 4 units Bone
Primary Skill: Fletcher
Secondary Skill: Wood/Bonesmith
Master Bonuses: Mighty, Tempered

Sheaf of Arrows (Ammunition)
Base Maximum Called Damage: +0
Primary Material: 2 units Bone/Bronze (+0), Iron (+1), or Steel (+2)
Secondary Materials: 2 units Wood, 2 units Feathers

Primary Skill: Fletcher
Secondary Skill: Wood/Bonesmith
Master Bonus: N/A

Light Crossbow (at least 20" long)
Base Maximum Called Damage: 2
Primary Material: 4 units Bone (+0), Bronze (+1), or Steel (+2)
Secondary Materials: 3 units Wood, 3 units Sinew
Primary Skill: Fletcher
Secondary Skill: Blacksmith
Master Bonuses: Mighty, Tempered

Medium Crossbow (at least 30" long)
Base Maximum Called Damage: 3
Primary Material: 5 units Bone (+0), Bronze (+1), or Steel (+2)
Secondary Materials: 4 units Wood, 3 units Sinew
Primary Skill: Fletcher
Secondary Skill: Blacksmith
Master Bonuses: Mighty, Tempered

Heavy Crossbow (at least 40" long)
Base Maximum Called Damage: 4
Primary Material: 7 units Bone (+0), Bronze (+1), or Steel (+2)
Secondary Materials: 4 units Wood, 3 units Sinew
Primary Skill: Fletcher
Secondary Skill: Blacksmith
Master Bonuses: Mighty, Tempered

Sheaf of Crossbow Bolts (Ammunition)
Base Maximum Called Damage: +0
Primary Material: 2 units Bone/Bronze (+0), Iron (+1), or Steel (+2)
Secondary Materials: 2 units Wood, 2 units Feathers
Primary Skill: Fletcher
Secondary Skill: Blacksmith
Master Bonus: N/A

Flintlock Pistol (pistol rep, Firearm)
Base Maximum Called Damage: 5
Primary Material: 5 units Bronze (+0), Iron (+1), or Steel (+2)
Secondary Materials: 3 units Wood
Primary Skill: Founder
Secondary Skills: Blacksmith, Wood/Bonesmith
Master Bonuses: Mighty, Tempered
Notes: Does an additional +2 damage with any called Damage shot. Must be reloaded between shots.

Musket (rifle rep, Firearm, requires two hands, but does not require proficiency with the Two-Handed style)
Base Maximum Called Damage: 6
Primary Material: 7 units Bronze (+0), Iron (+1), or Steel (+2)
Secondary Materials: 5 units Wood
Primary Skill: Founder
Secondary Skills: Blacksmith, Wood/Bonesmith
Master Bonuses: Mighty, Tempered
Notes: Does an additional +2 damage with any called Damage shot. Must be reloaded between shots.

Firearm Ammunition Pack (Ammunition)

Base Maximum Called Damage: +0

Primary Material: 3 units Bronze (+0), Iron/Steel (+1), or Lead (+2)

Secondary Materials: 4 units Saltpeter, 2 units Sulphur, 1 unit Fiber

Primary Skill: Founder

Secondary Skill: Blacksmith

Master Bonus: N/A

Dart (2" to 8", Thrown Weapons)

Base Maximum Called Damage: 0

Primary Material: 1 unit Wood/Bone (+0), Bronze (+1), Iron (+2), or Steel (+3)

Secondary Materials: 1 unit Feathers

Primary Skill: Fletcher

Secondary Skill: None

Master Bonuses: Mighty, Tempered

Thrown Knife (4" to 18", Thrown Weapons)

Base Maximum Called Damage: 1

Primary Material: 2 units Bone (+0), Bronze (+1), Iron (+2), or Steel (+3)

Secondary Materials: None

Primary Skill: Bladesmith

Secondary Skill: None

Master Bonuses: Mighty, Tempered

Thrown Axe (8" to 20", Thrown Weapons)

Base Maximum Called Damage: 2

Primary Material: 1 units Bone (+0), Bronze (+1), Iron (+2), or Steel (+3)

Secondary Materials: 2 units Wood/Bone

Primary Skill: Bladesmith

Secondary Skill: Wood/Bonesmith

Master Bonuses: Mighty, Tempered

Javelin (24" to 48", Thrown Weapons)

Base Maximum Called Damage: 3

Primary Material: 2 units Bone (+0), Bronze (+1), Iron (+2), or Steel (+3)

Secondary Materials: 4 units Wood

Primary Skill: Fletcher

Secondary Skill: Wood/Bonesmith

Master Bonuses: Mighty, Tempered

Shield (max 36" in any direction, Shield)

Base Maximum Called Damage: N/A

Primary Material: 8 units Wood

Secondary Materials: 4 units Bronze/Iron/Steel, 1 units Leather

Primary Skill: Wood/Bonesmith

Secondary Skill: Blacksmith

Master Bonuses: Block Bonus, Sturdy

ARMOR

A suit of armor, when worn, protects against damage. Any damage the character takes is removed first from the armor's Armor Value; only after the armor is expended is the character's Vitality reduced. Armor will not protect against effects other than damage, however.

Every suit of armor is crafted using one of three primary armorsmith skills: Leathersmith, Ringsmith, or Platesmith. A character with the primary armorsmithing skill that was used to create a suit of armor may

spend 1 uninterrupted minute role-playing fixing the armor to call “Repair 5 Armor” and refresh up to five armor points that have been exhausted by damage, up to the maximum original Armor Value of the armor. The armor does not need to be removed for this repair to be made. This basic repair does not need to be performed at the Forge and does not require any additional materials. An apprentice rank skill is sufficient for basic repair, but only characters with the Platesmith skill would be able to repair a suit of plate armour, just as only characters with the Leathersmith skill would be able to repair a suit of leather armour, and so forth. Basic armor repair is different from Maintenance, and does not extend the life of the armor in any way.

A Destroy effect that targets a suit of armor immediately exhausts all of its armor points, though the armor may be repaired normally.

You may create a lightweight, medium-weight, or heavyweight suit of armor out of a particular material. Having apprentice rank in the primary skill is enough to create a lightweight suit of armor, but you must have journeyman rank or better to create a medium-weight suit, and master rank to create a heavyweight suit. Medium or heavy armor provides more protection, but also takes more material to produce. It is possible to create armor that is reinforced by additional materials using additional production skills, to increase the armor’s total Armor Value. The type of armor determines which secondary skills may be used to reinforce it, and the selected reinforcement skill determines the type of additional material that is necessary. For example, metal studs may reinforce a suit of leather armor if you use a Blacksmith skill as well as a Leathersmith skill; or bone studs could be used as reinforcement if you use a Wood/Bonesmith skill. If a Ringsmith or Platesmith skill were used, then metal rings or plates could also be used to reinforce the leather armour. The primary material of the armor is still leather, and it would take a Leathersmith skill to repair or maintain the armor, and leather material for its maintenance. Reinforcing materials do not need to be maintained.

Single-reinforced armor increases the base Armor Value by 1. It uses one additional skill of your choice from the listed reinforcement skill options for the armor type, and uses the listed number of units of material of the corresponding type: Bone for Wood/Bonesmith, Leather for Leathersmith, and any combination of Bronze, Iron, and Steel for Blacksmith, Ringsmith, or Platesmith. The type of metal used for reinforcing has no effect on the value of the armor.

Double-reinforced armor increases the base Armor Value by 2. It has all the requirements of single-reinforced armor, and also uses a second additional skill and listed number of units of material of the corresponding type. You must use a different reinforcement skill from the first reinforcement. In some cases, certain skills may not both be used: for example, you may reinforce leather with *either* Wood/Bonesmith to make bone studs, or with Blacksmith to make metal studs, but not both. Armor cannot be reinforced more than twice. A reinforced suit of armor must be created that way from the start; you cannot reinforce an existing suit of armor.

To use a reinforcing skill, the rank of the skill must be at least equal to the quality of the armor you are producing, and must also be journeyman rank or better to reinforce medium-weight armor, and master rank to reinforce heavy-weight armor. For example, if you had a master rank in Leathersmith and a journeyman rank in Blacksmith, you could create Heavy Leather armor, but your Blacksmith skill would not be good enough to improve that armor. If you chose to create Journeyman quality Medium Leather armor, you could use your Journeyman Blacksmith skill to improve the Armor Value of that armor by 1.

In general, Leathersmith is best suited for making armor with low Armor Values (1-3), Ringsmith is best suited for making armor with medium Armor Values (4-5), and Platesmith is best suited for making armor with high Armor Values (6-10). While every armor skill can produce armor over a range of Armor Values, it may take increased skills and materials to make a suit with a particular Armor Value, compared to the skills and materials required to make armor of another variety with the same effectiveness.

Armor Table Key

- **Base Armor Value:** The number of armor points this armor provides, assuming it is not reinforced. Once you have taken this many points of damage, the armor’s points are exhausted and any additional damage will subtract from your Vitality. Single-reinforcing the armor will increase this value by 1; double reinforcing will increase it by a total of 2.

- **Primary Material:** The number of units of material it takes to create this armor. It is possible to combine two or more Primary Materials in one suit of armor, but such armor counts as being made of the least beneficial material.
- **Primary Skill:** The skill required to create, maintain, and repair this armor. The quality of the armor cannot be higher than the craftsman's rank in this skill. The craftsman may choose to make armor of a lesser quality. The listed rank of this skill is the minimum rank that is sufficient to make this type of armor: medium-weight armor requires journeyman rank or better, and heavyweight armor requires master rank.
- **Reinforcement Skills:** The possible skills that may be used to reinforce this type of armor. To make single-reinforced armor of this type, you must have one of these skills at the required rank – at least the required rank listed for the Primary Skill, and at least the quality of the armor you want to produce. To make double-reinforced armor, you must have two of these skills at the required rank. These may not be the same skill, and may not be skills listed with *or* between them, such as “Wood/Bonesmith *or* Blacksmith”.
- **Single-reinforced:** The additional units of material required to produce single-reinforced armor of this type. You use the appropriate material and number of units for the chosen reinforcement skill: Bone for Wood/Bonesmith, Leather for Leathersmith, Bronze / Iron / Steel for Blacksmith, Ringsmith, or Platesmith.
- **Double-reinforced:** The additional units of material *beyond that required for single-reinforced* required to produce double-reinforced armor of this type. You use the appropriate material and number of units for the second chosen reinforcement skill.

List of Armor

Light Cloth Armor

Base Armor Value: 1
 Primary Material: 4 units Fiber
 Primary Skill: Apprentice Leathersmith
Cloth armor may not be reinforced.

Medium Cloth Armor

Base Armor Value: 2
 Primary Material: 8 units Fiber
 Primary Skill: Journeyman Leathersmith
Cloth armor may not be reinforced.

Heavy Cloth Armor

Base Armor Value: 3
 Primary Material: 12 units Fiber
 Primary Skill: Master Leathersmith
Cloth armor may not be reinforced.

Light Leather Armor

Base Armor Value: 2
 Primary Material: 4 units Leather
 Primary Skill: Apprentice Leathersmith
 Reinforcement Skills: Wood/Bonesmith *or* Blacksmith; Ringsmith; Platesmith
 Single-reinforced: 4 units Bone or 3 units Bronze/Iron/Steel
 Double reinforced: additional 8 units Bone or 5 units Bronze/Iron/Steel

Medium Leather Armor

Base Armor Value: 3
Primary Material: 6 units Leather
Primary Skill: Journeyman Leathersmith
Reinforcement Skills: Wood/Bonesmith *or* Blacksmith; Ringsmith; Platesmith
Single-reinforced: 8 units Bone or 5 units Bronze/Iron/Steel
Double reinforced: additional 6 units Bone or 4 units Bronze/Iron/Steel

Heavy Leather Armor

Base Armor Value: 4
Primary Material: 11 units Leather
Primary Skill: Master Leathersmith
Reinforcement Skills: Wood/Bonesmith *or* Blacksmith; Ringsmith; Platesmith
Single-reinforced: 6 units Bone or 4 units Bronze/Iron/Steel
Double reinforced: additional 8 units Bone or 5 units Bronze/Iron/Steel

Light Bronze Chain Armor

Base Armor Value: 3
Primary Material: 8 units Bronze
Primary Skill: Apprentice Ringsmith
Reinforcement Skills: Leathersmith; Blacksmith; Platesmith
Single-reinforced: 3 units Leather or Bronze/Iron/Steel
Double reinforced: additional 4 units Leather or Bronze/Iron/Steel

Medium Bronze Chain Armor

Base Armor Value: 4
Primary Material: 10 units Bronze
Primary Skill: Journeyman Ringsmith
Reinforcement Skills: Leathersmith; Blacksmith; Platesmith
Single-reinforced: 4 units Leather or Bronze/Iron/Steel
Double reinforced: additional 6 units Leather or Bronze/Iron/Steel

Heavy Bronze Chain Armor

Base Armor Value: 5
Primary Material: 12 units Bronze
Primary Skill: Master Ringsmith
Reinforcement Skills: Leathersmith; Blacksmith; Platesmith
Single-reinforced: 7 units Leather or Bronze/Iron/Steel
Double reinforced: additional 7 units Leather or Bronze/Iron/Steel

Light Iron Chain Armor

Base Armor Value: 4
Primary Material: 8 units Iron
Primary Skill: Apprentice Ringsmith
Reinforcement Skills: Leathersmith; Blacksmith; Platesmith
Single-reinforced: 3 units Leather or Bronze/Iron/Steel
Double reinforced: additional 6 units Leather or Bronze/Iron/Steel

Medium Iron Chain Armor

Base Armor Value: 5
Primary Material: 10 units Iron
Primary Skill: Journeyman Ringsmith
Reinforcement Skills: Leathersmith; Blacksmith; Platesmith
Single-reinforced: 7 units Leather or Bronze/Iron/Steel
Double reinforced: additional 7 units Leather or Bronze/Iron/Steel

Heavy Iron Chain Armor

Base Armor Value: 6
Primary Material: 14 units Iron
Primary Skill: Master Ringsmith
Reinforcement Skills: Leathersmith; Blacksmith; Platesmith
Single-reinforced: 7 units Leather or Bronze/Iron/Steel
Double reinforced: additional 5 units Leather or Bronze/Iron/Steel

Light Steel Chain Armor

Base Armor Value: 5
Primary Material: 8 units Steel
Primary Skill: Apprentice Ringsmith
Reinforcement Skills: Leathersmith; Blacksmith; Platesmith
Single-reinforced: 7 units Leather or Bronze/Iron/Steel
Double reinforced: additional 7 units Leather or Bronze/Iron/Steel

Medium Steel Chain Armor

Base Armor Value: 6
Primary Material: 12 units Steel
Primary Skill: Journeyman Ringsmith
Reinforcement Skills: Leathersmith; Blacksmith; Platesmith
Single-reinforced: 6 units Leather or Bronze/Iron/Steel
Double reinforced: additional 5 units Leather or Bronze/Iron/Steel

Heavy Steel Chain Armor

Base Armor Value: 7
Primary Material: 15 units Steel
Primary Skill: Master Ringsmith
Reinforcement Skills: Leathersmith; Blacksmith; Platesmith
Single-reinforced: 5 units Leather or Bronze/Iron/Steel
Double reinforced: additional 5 units Leather or Bronze/Iron/Steel

Light Bronze Plate Armor

Base Armor Value: 4
Primary Material: 12 units Bronze
Primary Skill: Apprentice Platesmith
Reinforcement Skills: Leathersmith; Ringsmith
Single-reinforced: 4 units Leather or Bronze/Iron/Steel
Double reinforced: additional 4 units Leather or Bronze/Iron/Steel

Medium Bronze Plate Armor

Base Armor Value: 5
Primary Material: 15 units Bronze
Primary Skill: Journeyman Platesmith
Reinforcement Skills: Leathersmith; Ringsmith
Single-reinforced: 3 units Leather or Bronze/Iron/Steel
Double reinforced: additional 5 units Leather or Bronze/Iron/Steel

Heavy Bronze Plate Armor

Base Armor Value: 6
Primary Material: 17 units Bronze
Primary Skill: Master Platesmith
Reinforcement Skills: Leathersmith; Ringsmith
Single-reinforced: 5 units Leather or Bronze/Iron/Steel
Double reinforced: additional 4 units Leather or Bronze/Iron/Steel

Light Iron Plate Armor

Base Armor Value: 5
Primary Material: 12 units Iron
Primary Skill: Apprentice Platesmith
Reinforcement Skills: Leathersmith; Ringsmith
Single-reinforced: 3 units Leather or Bronze/Iron/Steel
Double reinforced: additional 5 units Leather or Bronze/Iron/Steel

Medium Iron Plate Armor

Base Armor Value: 6
Primary Material: 13 units Iron
Primary Skill: Journeyman Platesmith
Reinforcement Skills: Leathersmith; Ringsmith
Single-reinforced: 5 units Leather or Bronze/Iron/Steel
Double reinforced: additional 4 units Leather or Bronze/Iron/Steel

Heavy Iron Plate Armor

Base Armor Value: 7
Primary Material: 16 units Iron
Primary Skill: Master Platesmith
Reinforcement Skills: Leathersmith; Ringsmith
Single-reinforced: 4 units Leather or Bronze/Iron/Steel
Double reinforced: additional 5 units Leather or Bronze/Iron/Steel

Light Steel Plate Armor

Base Armor Value: 6
Primary Material: 11 units Steel
Primary Skill: Apprentice Platesmith
Reinforcement Skills: Leathersmith; Ringsmith
Single-reinforced: 5 units Leather or Bronze/Iron/Steel
Double reinforced: additional 4 units Leather or Bronze/Iron/Steel

Medium Steel Plate Armor

Base Armor Value: 7
Primary Material: 13 units Steel
Primary Skill: Journeyman Platesmith
Reinforcement Skills: Leathersmith; Ringsmith
Single-reinforced: 4 units Leather or Bronze/Iron/Steel
Double reinforced: additional 5 units Leather or Bronze/Iron/Steel

Heavy Steel Plate Armor

Base Armor Value: 8
Primary Material: 15 units Steel
Primary Skill: Master Platesmith
Reinforcement Skills: Leathersmith; Ringsmith
Single-reinforced: 5 units Leather or Bronze/Iron/Steel
Double reinforced: additional 5 units Leather or Bronze/Iron/Steel

Example: Casper and Durbin want to craft an extremely protective suit of armor. Casper is a Journeyman Platesmith and Master Leathersmith. Durbin is a Master Ringsmith and a Journeyman Blacksmith. They decide to make a suit of steel plate armor, as plate armor is most effective for very high armor values, and steel is the strongest material available, though it is expensive. Because Casper only has Journeyman Platesmith, he cannot make Heavy Plate armor, but he can make Medium Plate. Crafting Medium Steel Plate armor has the following attributes:

Medium Steel Plate Armor

Base Armor Value: 7

Primary Material: 13 units Steel

Primary Skill: Journeyman Platesmith

Reinforcement Skills: Leathersmith; Ringsmith

Single-reinforced: 4 units Leather or Bronze/Iron/Steel

Double reinforced: additional 5 units Leather or Bronze/Iron/Steel

Casper must be the primary craftsman, as he is the one who possesses the Primary Skill of Platesmith. He can craft the basic suit of plate armor by himself, but as the two of them want to make the suit as protective as they can, they decide reinforce the steel plate with leather and with chain mail for the open areas, using their Leathersmith and Ringsmith skills. Durbin's Blacksmith skill cannot be used to improve Plate armor. They have more Bronze available than Leather, so they decide to use 4 units of Leather for the first layer of reinforcement and 5 units of Bronze for a second layer of reinforcement with chain (provided by Durbin, the Ringsmith). The total materials required are 13 Steel, 4 Leather, and 5 Bronze.

The final armor's stats are: Journeyman-quality Medium Steel Plate Armor, double reinforced, 4 events' duration, 2 possible maintenances, Armor Value 9. This is an expensive but extremely protective suit.

PSIONIC FOCI

Psionic skills require specially cut gemstones known as Psionic Foci to use. When a psionist wishes to use a skill, they must attune the gem to a skill that they possess. Attuning a focus requires 10 minutes of rest and concentration on the gem; conversing with others is possible while attuning, but any walking, fighting, or use of other game skills will interrupt the 10 minute count and require the psionist to start afresh. Once a focus has been attuned, it may be used as the focus for that skill indefinitely until re-attuned to another skill. Each psionic focus may be used to focus skills of a particular range of skill levels; a focus may not be attuned to any skill with a level higher than its Psionic Skill Maximum. A Journeyman quality focus provides a -1 Mental Stamina bonus to the skill it is used for; similarly, a Master quality focus provides a -2 Mental Stamina bonus.

List of Psionic Foci

Minor Psionic Focus

Primary Material: 2 units Semiprecious Gemstones

Primary Skill: Gemcutter

Psionic Skill Maximum: 4

Major Psionic Focus

Primary Material: 2 units Precious Gemstones

Primary Skill: Gemcutter

Psionic Skill Maximum: 7

True Psionic Focus

Primary Material: 2 units Celestial Gemstones

Primary Skill: Gemcutter

Psionic Skill Maximum: 10

HERBAL COMPONENTS

Herbal Components give power to magical rituals, and are required for the use of Wizardry and Enchantment. They are created by the application of Alchemy skills to various herbs, and like most items, come in three qualities - Apprentice, Journeyman, and Master. The quality of an herbal component is limited to the craftsman's rank in the appropriate Primary Skill. While other ritual components may be

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used to aid in a magical process, only the herbal component is actually required for it to function. Herbal components may be maintained with 1 unit of any of the materials used in their creation; however, in some cases, maintenance may not be worthwhile.

MASTER ALCHEMY LIST

Type	Alchemical Mixture	SU	Function	Herbal Components			Spell / Enchantment Name
SOLUTIO PROCESS							
E	Tincture of Aid	4	Healing Potion	Burdock	Canella		Furies Blessing
W	Tincture of Brilliance	2	Magelight	Daphne			Star of Fates
E	Tincture of Glory	2	Coldfire	Eyebright			Eye of Fates
W	Tincture of Health	4	Heal	Canella (2)			Muses Blessing
W	Tincture of Peace	4	Touch of Sanity	White Poppy	Adder's Tongue		Gift of Fates
E	Tincture of Resistance	2	Antivenom	Adder's Tongue (2)			Furies Bane
W	Tincture of Safety	3	Safe Travel	Mandrake			Gift of Muses
W	Tincture of Solitude		Sunder	Myrica	Burdock		Family's Tears
E	Tincture of Vigor	3	Antidote	Meklin			Furies Balm
CONJUNCTIO PROCESS							
W	Compound of Connection	7	Brethren	Lamium (2)	Acacia		Brethren's Blessing
W	Compound of Dismissal	7	Ward	Nardus	Celandine		Spirit of Hearth's Protection
E	Compound of Pain	6	Agony Venom	Mistletoe	Cassia		Furies Pain
W	Compound of Passage	7	Pocket Space	Alecost	Felonherb		Whimsy of the Muses
E	Compound of Protection	7	Magical Armor	Felonherb	Heliotrope		Gift of Furies
W	Compound of Purity	6	Cleanse Body	White Poppy	Celandine		Muses Purity
E	Compound of Regrowth	6	Mend Limb Potion	Acacia	White Poppy		Furies Recovery
E	Compound of Sanctity	6	Medicinal Philter	Burdock (2)	Storax Sap		Furies Mercy
E	Compound of Space	5	Bag of Holding	Mastich	Mandrake		Inspiration of Muses
W	Compound of Wholeness	6	Mend Limb	Canella	White Poppy	Mastich	Muses Grace
W	Compound of Wisdom	4	Spirit Speech	Cinquefoil	Mistletoe		Tongue of Muses
E	Compound of Wrath	7	Damage Venom	Verrucaria	Deadly Nightshade		Strike of Furies
RECTIFICATIO PROCESS							
E	Essence of Dreams	8	Stun Venom	Adder's Tongue	Myrica	Ambergris	Furies Blow
W	Essence of Fate	8	Lifeline	Martagon Blossom	Heliotrope		Fates Salvation
W	Essence of Negation	10	Destroy Magic	Deadly Nightshade	Agaric	Storax Sap	Fates Retribution
E	Essence of Presence	8	Reform Body	White Poppy	Canella	Acacia	Rebirth of Muses
W	Essence of Spirit	10	Circle of Protection	Ressurrection Lily	Mastich	Alecost	Walking the Spirit World
E	Essence of Stillness	8	Paralyze Venom	Adder's Tongue	Mastich	Agaric	Furies Vengeance
E	Essence of Torment	5	Weakness Venom	Cassia	Myrica		Strength of Furies

Production item requirements:

- Any production item that calls for “dye” can use any herb that produces “dye”.
- Any production item that produces “incense” or “oil” can use any herb that produces “incense”.
- Any production item that calls for “spice” and produces a consumable food product can use any herb that produces “cooking” or “flavouring”.
- Any production item that calls for “spice” and produces a non-consumable product requiring scent (like candles or sachets) can use any herb that produces “spice”.
- Any “tea” production item can use any herb that produces “tea”.

ARTISAN ITEMS

A few items created by artisan skills, such as lockpicks and thieves tools, are required to use certain skills, and a few items like locks or shackles may be used for effects as described by the n’Teraction rules. Other than those items, apprentice quality artisan items have no in-game effect, though it may be possible to sell them for profit. Each Journeyman or Master quality artisan item gives a bonus to a particular skill or skills. If it is a Wizardry or Enchantment skill, a Journeyman item will give a +1 Magic Bonus and a Master item will give a +2 Magic bonus. If the listed bonus skill is not a Wizardry or Enchantment skill, a Journeyman item provides a –1 stamina bonus and a Master item a –2 stamina bonus to using that skill. You may never gain direct stamina bonuses from more than one item for the same use of a skill.

Carver / Sculptor				
Items	Primary Materials	Secondary	Tertiary	Bonus
Talisman / Meditation Beads	1 Wood / Bone	2 Fiber	-	Inner Calm
Mortar and Pestle	2 Wood / Bone	-	-	Eye of the Fates, Inspiration of the Muses, Furies Bane, Rebirth of the Muses
Statuette	2 Wood / Bone	-	-	Tongue of the Muses
Runestones	2 Wood / Bone	-	-	Fates Salvation
Carved Wand	3 Wood / Bone	-	-	Muses Grace (may not be used with any other wand)
Box	3 Wood / Bone	-	-	Gift of the Muses

Clothier / Weaver				
Items	Primary Materials	Secondary	Tertiary	Bonus
Dark Cloth Cloak	5 Fiber	2 Dye	-	Hide in Shadows
Bandages	3 Fiber	-	-	First Aid
Shroud	4 Fiber	-	-	-
Cloth Sheet	3 Fiber	1 Dye	-	Muses Blessing
Rope	4 Fiber	-	-	Muses Grace; may also be used to bind maimed arm
Thread	2 Fiber	-	-	Walking the Spirit World, Fates Salvation
Shawl	4 Fiber	2 Dye	-	Walking the Spirit World
Sachet	2 Spice	2 Fiber	-	Gift of the Fates
Cloth Cape	5 Fiber	2 Dye	-	Avoid Blow, may not be used with any other cape

Leatherworker				
Items	Primary Materials	Secondary	Tertiary	Bonus
Mask	2 Leather	2 Dye	-	Tongue of the Muses
Boots	4 Leather	1 Dye	-	Disengage
Reinforced Gloves	4 Leather	-	-	Burst Bonds
Fine Gloves	3 Leather	2 Fiber	-	Avoid traps
Charm Bag	2 Leather	1 Gold/ Platinum	-	Muses Grace
Hidden Pouch	2 Leather	1 Dye	-	Hide Item

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Leather Cape	5 Leather	2 Dye	-	Avoid Blow, may not be used with any other cape
Dark Leather Cloak	5 Leather	2 Dye	-	Hide in Shadows, may not be used with any other cloak

Chandler				
Items	Primary Materials	Secondary	Tertiary	Bonus
Votive (Jar) Candle	3 Wax	1 Dye	-	Walking the Spirit World
(Blue/Green) Ritual Candle	2 Wax	1 Dye	1 Spice	Muses Blessing
(Yellow/ Orange) Ritual Candle	2 Wax	1 Dye	1 Spice	Gift of the Fates
(Red) Ritual Candle	2 Wax	1 Dye	1 Spice	Gift of the Furies, Muses Grace
(White) Ritual Candle	2 Wax	1 Dye	1 Spice	Spirit of the Hearth's Protection
(Black) Ritual Candle	2 Wax	1 Dye	1 Spice	Fates Retribution
Incense	2 Spice	1 Wax	1 Wood	Muses Purity
Sealing Wax	3 Wax	-	-	Spirit of the Hearth's Protection

Metalsmith				
Items	Primary Materials	Secondary	Tertiary	Bonus
Lodestone	3 Iron/ Steel	-	-	Fates Salvation
Crucible	2 Steel	2 Coal	-	Furies Mercy, Furies Balm, Furies Blessing, Furies Recovery
Metal Cup	2 any metal	-	-	Muses Blessing, may not be used with any other cup
Metal Bowl	3 any metal	-	-	Muses Purity, may not be used with any other bowl
Silver Ritual Knife	2 Silver	1 Wood	-	Muses Purity
Iron Ritual Knife	2 Iron	1 Bone	-	Fates Retribution
Bronze Ritual Knife	2 Bronze	1 Bone	-	Gift of the Furies
Mirror	3 Silver	-	-	Gift of the Fates
Pair of Ritual Coins	2 Gold/ Platinum	-	-	Fates Salvation
Bell	3 Copper/ Bronze/ Noble Metal	-	-	Tongue of the Muses, Gift of the Muses

Locksmith				
Items	Primary Materials	Secondary	Tertiary	Bonus
Lockpicks	2 Steel	-	-	Pick Locks (required for pick locks skill)
Thieves Tools	1 Steel	1 Silver	-	Thieves Tools required for Disarm Traps skill.
Chest Lock	2 Bronze/ Iron/ Steel	-	-	Lock has a difficulty of 2 + 2x quality rank, + 1 if Iron, + 2 if Steel
Ritual Lock	2 Silver/ Gold/ Platinum	-	-	Spirit of Heart's Protection
Ritual Key	1 Silver	1 Gemstone (any)	-	Fates Salvation
Shackles	4 Bronze/ Iron/ Steel	-	-	Lock has a difficulty of 2 + 2x quality rank, +1 if Iron, +2 if Steel. Used to bind arms or legs, according to n'Teraction rules on Shackles

Jeweler				
Items	Primary Materials	Secondary	Tertiary	Bonus
Circlet	3 Silver/ Gold/ Platinum	-	-	Walking the Spirit World
Necklace	1 Silver/ Gold/ Platinum	1 Silver	-	-
Jeweled Ring	1 Silver/ Gold/ Platinum	1 Gemstone (any)	-	Muses Blessing
Bracelet	2 Silver/ Gold/ Platinum	-	-	Muses Purity
Signet Ring	1 Silver/ Gold/ Platinum	-	-	Spirit of the Hearth's Protection
Talismanic Symbol/Hexagram	3 Silver	-	-	Fates Retribution

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Metal Wand	3 any metal, except iron	-		Muses Grace, may not be used with any other wand
Jeweled Pendulum	2 Silver/ Gold/ Platinum	1 Gemstone (any)	-	Gift of the Fates
Chain	4 any metal	-	-	Walking the Spirit World

Potter				
Items	Primary Materials	Secondary	Tertiary	Bonus
Chalk	2 Clay	-	-	Walking the Spirit World
Clay Cup	2 Clay	-	-	Muses Blessing; may not be used with any other cup
Clay Bowls	3 Clay	-	-	Muses Purity; may not be used with any other bowl
Clay Jar	4 Clay	-	-	Fates Retribution
Alembic	3 Clay	-	-	Furies Pain, Strike of the Furies, Strength of the Furies, Furies Blow
Retort	4 Clay	-	-	Eye of the Fates, Inspiration of the Muses, Rebirth of the Muses, Furies Bane
Still	4 Clay	-	-	Furies Mercy, Furies Balm, Furies Blessing, Furies Recovery

Brewer				
Items	Primary Materials	Secondary	Tertiary	Bonus
Mead	5 Produce	-	-	Battle Rage, Fearless Spirit
Whisky	5 Produce	-	-	Resilience
Wine	4 Produce	-	-	Tongue of the Muses
Pure Spirits	5 Produce	-	-	Furies Pain, Strike of the Furies, Strength of the Furies, Furies Blow
Tea	5 Tea	-	-	Strong Mind

Cook				
Items	Primary Materials	Secondary	Tertiary	Notes
Sustenance	4 Produce/ Meat	-	-	4 units needed for Apprentice, 3 for Journeyman, 2 for Master
Preserved Rations	6 Produce/ Meat	-	-	6 units needed for Apprentice, 5 for Journeyman, 4 for Master. Has a duration of 3 sessions. May not be maintained.

PRODUCTION TOOLS

Basic Benefits of Using Crafted Hand Tools for Production / Refining Pools. This basic bonus scale is the same as the one Wizardry skills use. In this case, the bonus is equal to a one-time-per-weekend bonus of production points to your production pool.

<u>Total Bonus</u>	<u>Benefit Level</u>
1-2	1
3-5	2
6-9	3
10	4

Under normal circumstances, the use of a tool of journeyman level is worth 1 point, and a master level tool is worth 2 points. The basic assumption is that you are using Apprentice level tools to do your everyday production, so there is no bonus for them. By upgrading to better tools, you become more efficient. Basic hand tools are only usable by one person at a time for this purpose. While it might not make much sense to

not be able to share tools, the In Game effects of having everyone use one set of tools would be unbalancing.

Basic Benefits of Building Larger Scale Tools

Large Scale Tools for PSU Maintenance

Normal PSU degradation = loss of 20% per event. By building larger scale tools, like a mining cart, you may reduce the loss, and even gain a little bonus due to efficiency. The calculation chart works just like the chart for hand tools & production, but the bonus levels translate as follows :

Tool benefit lvl 1 = reduce loss to 10% per event

Tool benefit lvl 2 = reduce loss to 0 % per event

Tool benefit lvl 3 = gain of 5% per event

Tool benefit lvl 4 = gain of 10% per event

Some smaller Tools may also be used for PSU Maintenance, but no tool may be used for more than one purpose on a weekend. (i.e. Production Pool, or PSU Maintenance, but not both – unless you have two of the tool)

Large Scale Projects for Refining Skills

Beyond using hand tools to increase your personal production, as in boosting your production pool on a temporary basis, some large scale projects can boost the efficiency of a refiner. Example : The Waterwheel Grindstone. Refining Tools like this will generally increase your skill level by 1 place. Apprentice will work as a Journeyman, Journeyman as a Master, and Master will actually refine at 1/3 rate, as opposed to the normal 1/2.

Such tool projects have a limited amount of time they may be used during an event. For each “time slot” you use, you may spend one point from your production pool. If you have more points than “time slots”, the remaining production points would be used at the normal rate.

Alternate Use of Production Pool Points

A player may choose to spend production pool points to work on expanding PSU resources, rather than converting them to base SU. For each production point a player spends, they may add 2 PSU to any PSU pool they already have. This reflects time and effort to make sure nothing is wasted, and thereby extends the PSU potential. This exchange is not very efficient, but if a player should have unused production points left at the end of a weekend, it allows them to be used in a profitable manner. Please note, this is only applicable to a PSU source you already have – it does not discover new sources ... Tool Durations will be 2/4/ or 6 Events. Tool Duration usually is based upon level of Craftsmanship, but will sometimes be based upon materials used.

Anvil

Primary Material: 8 units of Iron or Steel

Primary skill: Metalsmith

Bonus : Production or PSU Maint. Duration : Craftsmanship

Awl

Primary material: 1 unit of bronze/iron/steel

Secondary Material: 1 unit wood/bone

primary skill: Bladesmith

secondary skill: Wood/bonesmith

Bonus : Production Pool Duration : Craftsmanship

Axe, Woodsman

Primary material: 2 units of Bronze, Iron, Steel

Secondary material: 2 units of Wood/bone

Primary Skill: Bladesmith

Secondary skill: Wood/bonesmith

Bonus : Production Pool Duration : Craftsmanship

Bedroll

Primary material: 6 units of Fiber
Secondary material: 2 units of Feather
Primary skill: Clothier/Weaver
Use : Trade Goods

Blanket

primary material: 7 units of fiber
secondary material: 3 units of dye (optional)
Primary skill: Clothier/Weaver
Use : Trade Goods

Cookware set:

Primary material: 12 units of Bronze/iron or steel
primary skill: Metalsmith
Bonus : Production or PSU Maint. Duration : Craftsmanship

Mallet

Primary Material: 3 units of Bronze, Iron, or Steel
Primary skill: Hammersmithing
Secondary skill: Wood/bonesmith
Bonus : Production Pool Duration : Craftsmanship

Nails

Primary materials: 2 units iron/steel
primary skill: Metalsmith
Use : Trade Goods

Needles

Primary Material: 1 units bronze, iron or steel
Primary skill: Metalsmith
Bonus : Production Pool Duration : Craftsmanship

Pillow

Primary Material: 2 units fiber
Secondary Material: 1 unit of Feather
Primary skill: Clothier/Weaver
Use : Trade Goods

Scythe

Primary Materials: 7 units bronze/iron/steel
Secondary material: 6 units wood/bone
Primary skill: Bladesmith
Secondary skill: Wood/bonesmith
Bonus : Production or PSU Maint. Duration : Craftsmanship

Shovel

Primary Material: 6 units bronze/iron/steel
Secondary Material: 3 units Wood/Bone
Primary skill: Bladesmith
Secondary skill: Wood/bonesmith
Bonus : Production or PSU Maint. Duration : Craftmanship

Splitting Wedges

Primary material: 3 units iron/steel
Primary skill: Metalsmith

Bonus : Production or PSU Maint. Duration : Craftsmanship

Tent

Primary Material: 10 units Fiber
Secondary material: 5 units Dye (optional)
Primary skill: Clothier/Weaver
Use : Trade Goods

Tree Saw

Primary Material: 7 units bronze/iron/steel
Secondary Material: 2 units Wood/bone
Primary skill: Metalsmith
Secondary skill: Wood/bonesmith
Bonus : Production or PSU Maint. Duration : Craftsmanship

Woodworking Tools

Primary material: 7 units bronze/iron/steel
secondary material: 4 units Wood/bone
Primary skill: Metalsmith
Secondary skill: Wood/Bonesmith
Bonus : Production or PSU Maint. Duration : Craftsmanship

Chisel

Primary Material: 2 units Bronze/iron/steel
Primary skill: Metalsmith
Bonus : Production or PSU Maint. Duration : Craftsmanship

Gloves, Smelting

Primary Material: 6 units of leather
secondary materials: 1 unit of Fiber
Primary skill: Leatherworking
Bonus : Production or PSU Maint. Duration : Craftsmanship

Gloves, Work

Primary Material: 3 units of Leather
Primary skill: Leatherworking
Bonus : Production Duration : Craftsmanship

Hoe

Primary Material: 4 units bronze/iron/steel
Secondary Material: 3 units wood/bone
Primary skill: Bladesmithing
Secondary skill: Wood/bonesmith
Bonus : Production or PSU Maint. Duration : Craftsmanship

Smelting Tongs

Primary Units: 4 units of Bronze/iron/steel
Primary Skill: Metalsmith
Bonus : Production or PSU Maint. Duration : Craftsmanship

Plow (man driven)

Primary Materials: 10 units Bronze/iron/steel
secondary materials: 4 units of Wood/Bone
Primary skill: Bladesmith
Secondary skill: Wood/bonesmith
Bonus : Production or PSU Maint. Duration : Craftsmanship

Herbalist's Tea Ball

Primary 2 silver & Secondary 2 fiber

Made with metalworking

Bonus : Production Duration : Craftsmanship

Skinning Knife

Primary 2 base metal & Secondary 1 wood

Made with metalworking & woodcarving

Bonus : Production Duration : Craftsmanship

Large Scale Projects

Mill and Waterwheel:

Shelter: 185 wood (pure wooden peg construction) 165 wood + 10 metal for wood + metal nails/fittings.

Shaft: 36 wood

Waterwheel: 45 Wood, 12 Metal

Drive wheels: one per side, each side being able to power 2 belts. 10 wood, 6 metal.

Accessories:

Drive belts: 16 leather per belt. 2 belts per drive wheel. Drive belts last based upon quality of craftsmanship 2/4/6 events. (They may be maintained for an additional 0/1/2 events by normal maintenance rules.)

Grinding stone: TBA (needs research)

Sawblade: 28 metal. Duration based on metal used: Bronze, Iron, steel 2/4/6 (not maintainable)