

# SMITH

*Citizens, Unaffiliated, Landed: Cavachs*

## BACKGROUND

A smith is someone who works primarily with metal and is usually described by the items that feature primarily in what they craft. Smiths are very important members of any given community, although their work often varies from place to place. While a blacksmith concentrates on forging tools and household items, a weaponsmith might dedicate himself to keeping their laird's armory in good repair and ready for the next battle. Unlike a blacksmith, modern armor and weaponsmiths have added leatherworking to their craft to better serve the diverse styles of arms and armor used across the Known World. The White God is considered to be the patron of smiths.

Metal until it becomes soft enough to be shaped with hand tools; heating is accomplished through the use of a forge. Color is a key indicator of workability in metals, with the smith aiming for the bright yellow-orange color known as "forging heat." Their techniques include forging, the process of shaping metal by hammering it; welding, the process of joining metal to itself or a similar kind of metal; heat-treating, the process of heating and then quenching metal so that it will keep a cutting edge; and finishing, the process of treating the metal to inhibit oxidation and enhance a piece's final appearance.

Leatherworking requires a different approach, and there are several tanning processes to transform hides into usable leather. Vegetable-tanned leather is treated with tannins and is characterized by its suppleness and brown color; it is the only kind of leather suitable for use in leather carving, although it is unstable in water. This kind is often used to make armor or to bind books. Rawhide is made by scraping skin until it is quite thin, soaking it in lime, and then stretching it while it dries. It is stiffer and more brittle than other forms and is often cut into cords. In general, leather can be oiled to improve its water resistance, a practice that also serves to supplement the natural oils in the leather, keep it supple, and improve its lifespan dramatically.

## MECHANICS

Raw materials are represented by small rocks or fur pieces of a particular color, explained in detail in the profession supplement. Crafted rings are represented by small, silver chain-mail rings, and crafted leather is represented by small scraps of black-tanned leather.

You may smith on behalf of others in-game for profit, but skills granted by a smith do **not** carry over from event to event. A weapon or piece of armor may not have more than **5 CP** worth of skills applied to it during an event unless noted otherwise in the skill description. This applies even if existing skills have already been used. Thus, you could only ever stack 5 *Takedowns*, 2 *Maims*, etc. on any 1 weapon. For instance, you can't apply 2 *Maims* to a weapon, have them used up in battle, then apply another *Maim* to the same weapon.

Repairs and improvements must be completed at a rate of 30 seconds of uninterrupted roleplay per 1 crafted material used in the process; thus, 30 seconds and 1 material to repair 1 armor point, 1 minute and 2 materials to use the Reinforce gear skill, etc. Smithing of any kind must be completed at the Forge & Tannery crafting station; once expended, rings and leather should be deposited in the appropriate container.

## PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Use <b>2 novice skills</b> per event, over the course of <b>2 events</b> .	+2 events	Information about fur and ores. All novice skills unlocked.
<i>J Journeyman</i>	Use <b>2 journeyman skills</b> per event, over the course of <b>2 events</b> .	+2 events	Able to select a specialization. All journeyman skills of specialization unlocked.
<i>Master</i>	Use <b>2 master skills</b> per event, over the course of <b>3 events</b> .	+3 events	All master skills of specialization unlocked.
<i>Grandmaster</i>			All grandmaster skills of specialization unlocked.

## SKILLS

**Note:** Each skill listed below is classified as an infinite-use skill, but it requires a number of crafted materials equal to the skill's listed CP cost to use. Crafted rings may be used only on primarily metal weapons and armor and leather may be used on any non-metal weapons or armor.

### NOVICE

**Craft materials (0)** Smelt raw ore/tan raw fur into crafted metal rings/leather by spending 30 seconds per finished material desired, working the raw material at the workbench. You can exchange the raw material for the appropriate number of crafted materials at the forge. You may also convert them *between games* by indicating which ore you would like to use in your *Between-Game Actions*.

**Repair (2)** After 1 minute of roleplay at a workbench, use:

- 1 crafted material to repair 1 appropriate armor point;
- 1 crafted material to repair 1 arrow, cudgel, dagger, or thrown weapon;
- 2 crafted materials to repair 1 buckler or 1-handed weapon;
- 3 crafted materials to repair 1 shield or 2-handed weapon; or a number of crafted rings equal to a lock's number to repair a non-magical lock.

**Refine edge (1)** Manipulate a weapon to allow its wielder to swing 1 Disarm on their next successful weapon strike.

**Jagged edge (1)** Manipulate a weapon to allow its wielder to swing 1 Pain on their next successful weapon strike.

**Reinforce armor (1)** Improve armor by adding 1 armor point to a given piece of armor per instance this skill is used, up to a total of 5 points per person. Additional armor points do not count toward the wearer's normal armor cap; however, additional armor points cannot be repaired.

**Sticky grip (1)** Improve a glove or gauntlet to allow its wearer to resist the next Fumble or Disarm. This skill is not effective against an Unstoppable call.

**Lighten leather (1)** Reinforce a boot or glove to allow its wearer one use of the Acrobatics skill.

**Weight blunt (1)** Manipulate a blunt weapon to allow its wielder to swing 1 Takedown on their very next successful weapon strike. This may never be applied to edged weapons.

**Hone weapon (1)** Manipulate a weapon to allow its wielder to swing 1 Cripple on their very next successful weapon strike.

### *JOURNEYMAN (ARMORSMITH)*

**Modify grip (2)** Alter a pair of gloves to give the wearer 1 use of the Climb skill.

**Modify tread (2)** Alter a boot's tread to allow its wearer to resist the next Bind call that affects them. This skill is not effective against an Unstoppable call.

**Reinforce bracer/greave (2)** Improve a bracer or greave to allow its wearer to resist the next Maim or Cripple that successfully hits the appropriate limb. This skill is not effective against an Unstoppable call.

**Reinforce gear (2)** Improve a piece of armor to allow its owner to resist the next Destroy call that successfully hits that item. This skill is not effective against an Unstoppable call.

**Sew hidden pocket (1)** Sew a hidden pocket into a piece of armor or item of clothing made of fur or leather, granting the wearer 1 Conceal. The pocket is sewn into the article's lining, and must be physically destroyed to remove the item concealed inside; thus, these pockets cannot be used more than once ever. You may sew only 1 pocket per "location," which is defined as helm, shoulder, chest, arm, and leg. Items in hidden pockets must conform to the usual restrictions of Conceal.

### *JOURNEYMAN (WEAPONSMITH)*

**Balance weapon (2)** Manipulate a weapon to allow its wielder to swing 1 Maim on their next successful weapon strike.

**Reinforce arms (2)** Improve a shield/buckler or weapon to allow its owner to resist the next Destroy call that successfully hits that item. This skill is not effective against an Unstoppable call.

**Strengthen weapon (2)** Manipulate a weapon to allow its wielder to swing 1 Disable on their very next successful weapon strike.

**Weight pommel (2)** Manipulate a weapon's pommel to allow its wielder to swing 1 Subdue on their next successful weapon strike. The skill conforms to the regulations and restrictions of the Subdue skill.

### *MASTER (ARMORSMITH)*

**Reinforce armor cap increase (2)** Prerequisite: *Reinforce armor*. Your ability to "stack" additional armor points on any given person increases to 10.

**Reinforce helm (3)** Improve a helm to allow its wearer to resist the very next Subdue that successfully hits them. This skill is not effective against an Unstoppable call.

**Waxed chest piece (3)** Improve a chest piece to allow its wearer to resist the next Poison that successfully hits them.

**Swift Sole (3)** Improve a pair of boots to allow the wearer one use of the *Flee* skill.

## *MASTER (WEAPONSMITH)*

**Heavy weapon (2)** Manipulate a weapon to allow its wielder to swing 1 Stun on their next successful weapon strike.

**Perfect edge (2)** Manipulate a weapon to allow its wielder to convert their next Death Strike to a Quick Death.

**Sharpen weapon (3)** Manipulate a weapon to allow its wielder to swing 1 Cleave on their very next successful weapon strike.

**Wax Shield (3)** Improve a shield/buckler to allow its wearer to resist the very next Poison that successfully hits them. This skill is not effective against an Unstoppable call.

## *GRANDMASTER (ARMORSMITH)*

**Armor check (4)** Spend 1 Tungsten or Pelt and 1 minute of uninterrupted roleplay “setting up shop.” As long as you remain within 10 paces of this spot and use no other skills or abilities, you may repair 1 armor point to any armor piece you examine for 10 seconds, as long as the armor is not completely broken. You may not repair the same piece of armor twice during this time.

**Armor salve (4)** Fashion a layer of medicinal salve under the armor that grants the wearer 4 points of self-only healing.

**Fortify armor (4)** Improve a chest plate to allow its wearer to resist the very next stealth-based skill that successfully hits them. This skill is not effective against an Unstoppable call.

**Strengthen armor (4)** Improve a chest plate to allow its wearer to resist the very next Slay or Slaughter that successfully hits them. This skill is not effective against an Unstoppable call.

**Infused armor (4)** You may infuse a chest piece with a small amount of magical energy that allows its wearer to resist the very next Dispel Magic that hits them. This skill is not effective against an Unstoppable call. This does not count toward the armor CP limit.

## *GRANDMASTER (WEAPONSMITH)*

**Anti-magic plating (4)** Manipulate a weapon to allow its wielder to swing 1 Dispel Magic on their next successful weapon strike.

**Infused arms (4)** You may wrap the handle of a thaumaturgical focus with leather infused with magic that allows its bearer to resist the very next Dispel Magic that hits them. This skill is not effective against an Unstoppable call. This does not count towards the weapon CP limit.

**Perfect timing (3)** Use twice the required materials on a modification to allow the user to choose the swing that the skill is used, rather than using it on their next successful swing.

**Serrate weapon (5)** Manipulate a weapon to allow its wielder to swing 1 Slaughter on their next successful weapon strike.

**Whet weapon (4)** Manipulate a weapon to allow its wielder to swing 1 Slay on their next successful weapon strike.