

Tober's Crafting Additions

Mundane Crafting

- The time to create a mundane item will be changed by the following
 - Alchemy: Alchemical items will be treated as an hour crafting check. If the craft DC is over 25, you will be required to have the item mix/boil/settle in overnight and thus will be available the next day
 - Armor/Weapon/Woodworking: If the object is an armor or weapon, every 5 DC required for the desired item will require a day. However, if you exceed the crafting check by five without taking ten or twenty, you reduce the time needed by a day every five your result exceeds the DC. Two handed weapons (Including Bows/Crossbows) and Heavy Armor requires at least two days to craft no matter what.
 - Tinkering/Clothier/Traps: Same rules at Alchemy, however for more complex items (Ask as we go) you will be required two days to craft.
- Materials
 - Items that you find in the world can be melted down or deconstructed for material. The equation for this is half of the weight of the item. Material can also be harvested from bodies for alchemy recipes or tinkering should there be a related creature.
 - When you use these pounds of material, you can further discount the cost of any crafted item. Example: I desire to craft a padded suit of light armor. It is ten pounds. The item is normally 1g 7s (1/3rd of price) to craft. You can put in 10 pounds of material to negate the crafting cost and thus only be required to do the check. This does not apply to wondrous items.
- Masterwork
 - Creating a masterwork item will be treated differently. If you exceed the crafting DC by double without taking a ten/twenty, you can choose to half the number of days you're reducing (rounding up) in order to create a masterwork item with no additional cost or time. Masterwork means very high quality, after all.
 - You can also upgrade a non-masterwork item to a masterwork item by attempting a craft check at 1.5x the DC of the original item. You cannot take ten or twenty, and failing this check will require a 2df roll. If you roll one -, the item gains the broken condition. If you roll two -, the item is completely destroyed and unsalvageable
- Wonderous and Magical Items
 - When creating, enhancing, or enchanting an item. You can make an additional check with a craft skill related to the item. The DC is the same as creating a similar mundane item. You cannot take ten when doing this, but if you succeed

the craft check, you can cut the crafting gold cost in half. Failing this check will require a 2df roll. If you roll one -, the item gains the broken condition. If you roll two -, the item is completely destroyed and unsalvageable

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