

NEW CRAFTING RULES

Have you ever wanted to keep the game flowing but you have a character or two that really wants to get into crafting, and you haven't found a way to keep the game from grinding to a halt?.

CRAFTING CHANGES

Here is Nothing Ventured, Nothing Gamed's altered crafting rules, use with caution.

CRAFT

DOWNTIME

EXPLORATION

MANIPULATE

You can make an item from raw materials. You still need any specialized crafting feats as you normally would.

To Craft an item, you must meet the following requirements:

- You must supply raw materials worth at least 25% of the item's Price. You always expend at least that amount of raw materials when you Craft successfully.
- The item is your level or lower.
- An item that doesn't list a level is level 0. If the item is 9th level or higher, you must be a master in Crafting, and if it's 16th or higher, you must be legendary.
- You have the formula for the item; see Getting Formulas for more information.
- You have an appropriate set of tools and, in many cases, a workshop.
- You spend 1 day crafting, at which point you attempt a Crafting check. The GM determines the DC to Craft the item based on its level, rarity, and other circumstances.
- **Special note:** You can choose to make this activity a **Downtime** activity, or an **Exploration** activity. See below for details

Critical Success Your attempt is successful. You must pay 25% of the item's cost.

Success Your attempt is successful. You must pay 50% of the item's cost.

Failure You fail to complete the item. You can salvage the raw materials you supplied for their full value. If you want to try again, you must start over.

Critical Failure You fail to complete the item. You ruin 10% of the raw materials you supplied, but you can salvage the rest. If you want to try again, you must start over.

If you choose to make this a **Downtime** activity, you can spend the extra time to craft more items, based on your **Crafting** proficiency

MAXIMUM NUMBER OF ITEMS CRAFTED PER DAY DURING DOWNTIME:

- Trained: 2
- Expert: 3
- Master: 4
- Legendary: 5

These can be either permanent items, or batches of consumables (up to 4 of the same consumable)

CRAFTING AS AN EXPLORATION ACTIVITY:

If you choose to make this a **Exploration** activity, you only have time to craft 1 item, or batch of consumables

Also, you must have access to the correct materials to craft, up to GM discretion.

(Example: It is plausible that you can use an Owlbear to craft Talismans, or other items, but not Metal items requiring a forge or workshop, unless you are in a town/village/city)

