



THE
SUB-
PROFESSIONS

SMITHS

KNOWLEDGE SKILLS

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Metallurgy	3 or 5	This ability allows a character to mine metal from metal nodes. Mining a component takes 2 minute per bit of metal. A single character may only harvest a maximum of 10 points from a single metal node each hour. It will also allow the character to tell if an item they can touch has any effects of any crafting skill they have knowledge of.	Constant	None
Smith's Arm	5	This ability grants +10 healable Vigor. 30 points of build must be spent on the Smith list before purchasing Smith's Arm.	Constant	30 Build spent in Smit

SMITHING

All crafting costs 1 bit of metal per total vigor cost of the project, as well as 1 minute to cast per total vigor cost of the project. All crafting must be done at a forge.

Rank	Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
	Small Weapon Crafting	2	1v	This skill allows the character to create small weapons, as well as thrown weapons. This can also be used to create 12 arrows	Instant	Instant		Metallurgy
	One-Handed Crafting	2	2v	This skill allows the character to create one-handed weapons	Instant	Instant		Metallurgy
	Two-Handed Crafting	2	3v	This skill allows the character to create two-handed weapons, as well as bastard weapons and pole- arms	Instant	Instant		Metallurgy
	Bow Crafting	3	2v	This skill allows the character to create bows and crossbows	Instant	Instant		Metallurgy
	Shield Crafting	2	Varies	This skill allows the character to create a shield. The cost of the shield is 1 vigor per 5 points of armor	Instant	Instant		Metallurgy

Rank	Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
	Forge Leather Armor	2	Varies	This skill allows the character to craft Leather and Hard Leather Armor. The cost of the armor is 1 vigor per 10 points of armor.	Instant	Instant		Metallurgy
	Forge Chain Armor	3	Varies	This skill allows the character to craft Chain and Scale armor. The cost of the armor is 2 vigor per 10 points of armor	Instant	Instant		Forge Leather Armor
	Forge Plate Armor	4	Varies	This skill allows the character to create Plate armor. The cost of the armor is 3 vigor per 10 points of armor.	Instant	Instant		Forge Chain
	Temper Forging	2	+2v	This skill allows any crafted item to resist one Break or Cleave Armor Effect. This skill can also be used to re-temper an item for 2 vigor, for no additional metal cost	Instant	Instant		Metallurgy
	Enchantment Quality Crafting	2	+3v	This skill makes any crafted item enchantment Quality	Instant	Instant		One-handed Crafting or Forge Leather Armor
	Silver Crafting	4	x3 vigor cost	This skill allows the character to craft an item out of Silver. Half the items metal cost must be paid in silver, while the other half is paid in regular metal	Instant	Instant		Enchantment Quality Crafting
	Mithril Crafting	6	x5 vigor cost	This skill allows the character to craft an item out of Mithril. Half the items metal cost must be paid in mithril, while the other half is paid in regular metal. Enchantment quality items cannot be made from Mithril.	Instant	Instant		Silver Crafting
	Metal Coating	4	2v	This skill allows a weapon to swing the damage type of whatever metal is used in this process. 1 bit of metal, from the type of metal, which is being used to coat an item is required.	1 Weekend	Instant	Weapon	Enchantment Quality Crafting
	Reforge	3	3v	This skill allows a character to remake an item that has been broken with no additional metal cost. If a magical item is reforged in the same weekend that it was broken, it will maintain its properties. The caster must have crafting knowledge of the type of item being reforged, as well metal type, enchantment quality, or tempering that the item may have. The character does not need to have knowledge of the magical properties of an item	Instant	Instant	Item	Mithril Crafting
	Repair Armor	3	1v	This skill allows the character to repair 5 points of armor per minute that they are using this skill. The character must have crafting knowledge of the type of armor they are attempting to repair.	Instant	Instant	Armor	Forge Leather Armor

Rank	Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
	Field Repair Armor	3	1v	This skill allows the character to repair 5 points of armor per minute that they are using this skill per vigor spent. The character must have crafting knowledge of the type of armor they are attempting to repair. The character does not have to be at a forge to use this skill.	Instant	Instant	Armor	Repair Armor
	Weapon Sharpening/Balancing	3	3v	This skill makes a weapon or set of 12 arrows deal +1 damage. This may not be used to enhance bows or crossbows. This character does not have to be at a forge to use this skill.	Instant	Instant	Weapon	Temper Forging
	Alloy	7	4v	This skill can be used to add unique metals to any crafted item. Different unique metals have special effects when forged into items	Instant	Instant	Item	Metallurgy
	Smelt	5	4v	This skill may be used to remove a unique metal from a crafted item. This process may affect the metals potency.	Instant	Instant	Item	Alloy
1,2,3,4,5	Craft Locks/Chain	1,2,3,4,5,6	2v,3v,4v,5v,6v	This skill allows the character to create locks. Each vigor cost is associated with each rank. This also crafts the key to the lock. This skill can also be used to craft chain. The vigor cost is for 1 foot of chain. Chain takes +1 strength per rank to break.	Instant	Instant		Metallurgy
	Re-Key Lock	4	5v	This skill allows the character to re-craft a lock to accept a new key to unlock it.	Instant	Instant	Lock	Craft Chain/Locks