

Crafter characters have been in a tough spot for a long time, saddled with complicated rules buried behind layers of stipulations at dear Character Point costs without a quite comparable pay-off. For what feels like a similar length of time, the game team has been making effort to boost the in-game economy and increase the prevalence of trading between player characters. We hope that by making crafting skills cheaper, more accessible and more impactful on the whole, crafting characters will consume resources at a fast enough rate to accommodate regular injections of those resources and stimulate the on-field economy.

Becoming a Crafter

Advanced and Expert crafting skills are no longer restricted for new characters and tutor characters, player or non-player, are not required for an existing character to advance their crafting skills.

Whether it is a crafting skill or otherwise, it is always nice when a character creates bonds within the game-world by learning their new skills from other characters. This nicety, however, has stood in the way of numerous characters unable to advance in their chosen crafts because potential tutors are not present or simply because they are unaware of them.

Each level of Alchemy, Runesmithing and Shamanism now grants the character one crafting technique of that level for free when purchased.

It has come to our attention that having a Character Point cost for both crafting skill levels and crafting techniques was creating confusion among some players, who mistakenly believed that purchasing a level of Alchemy, Runesmithing or Shamanism granted a character all of the corresponding crafting techniques. We hope that this adjustment in the way that crafting skill levels are purchased will make the intended system clearer.

Each level of Alchemy, Runesmithing and Shamanism now costs an additional 3 Character Points. Previously: 2 for Apprentice; 3 for Advanced; 4 for Expert. Now: 5 for Apprentice; 6 for Advanced; 7 for Expert.

Each Alchemy, Runesmithing and Shamanism crafting technique now costs 2 Character Points, regardless of the level. This means that an Apprentice alchemical mixture now costs the same number of Character Points as an Expert mixture.

When compared to the other crafting skills, the Character Point cost needed to master these crafting skills, particularly alchemy, was possibly unfair. By simplifying the cost of individual techniques to one price, the average cost of techniques has been brought down considerably. We hope to make mastering a crafting skill reasonably affordable without making dipping too cheap. We hope to achieve this by increasing the cost of crafting skill levels, also taking into account the free technique they now offer, while bringing the cost of techniques way down.

Crafting Techniques

The time it takes to fulfil an alchemy mixture, runesmithing inscription, shamanism sigil, engineering schematic, armoursmith plan or weaponsmith plan can be broken up. As long as the crafting character spends the total amount of time necessary, they can pause what they are doing and come back to it as many times as they like. Crafting techniques do not yield any result until they are completed in their entirety.

Crafting techniques can have long time-requirements attached to them. Roleplaying a craft for the entire duration all in one sitting can get boring, so we'd like to offer crafters the ability to take as many breaks from the tedium as they like if they feel this applies to them. An alchemist character might excuse this as necessary time to let a concoction steep or a smith might claim that a weapon needs time to cool.

Crafting During Downtime

Using a crafting skill during downtime now costs only one action for each skill, regardless of the level or quantity of the product, with exception to crafting Masterwork equipment and engineering schematics.

Masterwork equipment now takes 1 downtime action to make per piece, no matter the materials worked with.

Engineering schematics still require referee deliberation.

Downtime was complicated, with 21 mentions of the word over 11 pages in the Crafting Supplement alone. In addition, downtime was especially harsh on crafters, who would sometimes have to budget their actions to facilitate crafting demands between events. We hope that players of crafter characters will now feel more freedom to explore what their character gets up to while we're off-field.

Alchemy

Aqua has been replaced with Ethanol, Mineral Aqua has been replaced with Glowpowder and Pure Aqua has been replaced with Rubedo. These are changes in name only; the resources maintain their original function.

The introduction of Aqua, and other base resources like it, paved the way for this overhaul to make crafting skills much more convenient to make use of. It basically being water in-game, though, created a dissonance between its perceived rarity and its actual availability. Ethanol, Glowpowder and Rubedo don't fall from the sky when it rains.

Ogre's Blood has been consolidated into Troll's Blood. Recipes which used to require Ogre's Blood now require Troll's Blood, instead. Sources of Ogre's Blood now instead offer larger quantities of Troll's Blood.

Ogre's Blood was being used in pitifully few recipes and it was clear that its presence in the Expert Potion of Total Restoration was cause to avoid using it up for lesser mixtures. We also would like to diversify sources of "Troll's Blood" and "Ogre's Blood". By making them the same thing, we can effectively offer the resource as harvested from a variety of hulking goblinoids.

Mixtures

Alchemists no longer need to source all of the listed ingredients to fulfil an alchemical recipe. Instead, each mixture will list ingredients which may be used to create it. An Apprentice mixture will require 1 ingredient from its list and 1 Ethanol; an Advanced mixture will require any 2 ingredients from its list and 1 Glowpowder; and an Expert mixture will require any 3 ingredients from its list and 1 Rubedo. For Advanced and Expert mixtures, which require more than one ingredient from their lists, multiples of the same ingredient can be used. For example, the Advanced Poison of Ravage Health requires 1 Glowpowder and any two of Swampspawn, Blood Root or Deadly Shade. '1 Glowpowder, 1 Swampspawn, 1 Deadly Shade' and '1 Glowpowder, 2 Blood Root' are both viable combinations.

By massively reducing the number of ingredients needed to fulfil an alchemical recipe and making any combination of a variety of options viable for each mixture, we hope to allow alchemist characters to make much more frequent use of their skills.

Salves now take 20 seconds to apply.

Much slower than healing spells, but much faster than doctoring. This distinguishes salves as their own classification of mixtures rather than just being potions which only affect 1 location at a time.

Elixirs no longer have to be used by the end of the event in which they are made.

Upcoming changes to the way the club handles game-props, tags and resources make enforcing things like potions which expire more invasive than the rule is worth. Keep your elixirs between events. You earned them.

Venoms

Venoms are now their own type of mixture, alongside Potions, Poisons, Salves and Elixirs. Purchasing a similar poison recipe no longer grants a character the ability to make that poison as a venom; venoms have their own separate recipes just like the other mixture types.

As the effects of most mixtures cannot be conveyed through the use of calls, the list of mixtures which could be viably applied in combat is limited. In the previous iteration of venoms, the rules even had to go so far as to change how a poison behaved if it was applied as a venom. This system removes all that complication and stays within the lines of the existing calls and gestures.

If a strike made with an envenomed weapon is blocked, the venom is not consumed.

Too many stipulations on when a venom is considered to have successfully ailed a target make them an unpopular option. This way, the only time a venom is wasted is when the target is protected – be that by armour, magical protection or some other source that would feasibly stop the blade from meeting blood.

When making a strike with a weapon that has a venom applied, you cannot make any calls except those offered by the venom until the venom is used.

This is simply because the "Venom" call tells the victim that the accompanying calls last until the venom is cured. Allowing a character to use their "Knockback" ability in the same strike as a "Venom Single", for example, could cause an entirely unintended interaction which sees the victim launched into the stratosphere – unable to ever stop being knocked-back until they can somehow get hold of a cure.

Curing Poisons

The Healing Spell, Remove Poison, now costs 15 Mana to use.

This is not an Alchemy rule, but it does concern the changes to curing poisons. The intention is to allow poisoners more opportunities to see their skills pay off as well as shift the optimal means of curing poisons onto the new, more interactive, alchemical method.

Instead of purchasing a recipe for a potion that can cure any and all poisons, when a character purchases an alchemical recipe for a poison mixture they also become able to create potions which cure that poison. A character with the recipe for the Advanced Poison of Ravage Health, for example, is therefore also able to create the Advanced

Potion of Cure Ravage Health which cures the former poison when imbibed. The ingredients for these potions are the same as those needed for the poison, except that any one ingredient which is not Ethanol, Glowpowder or Rubedo must be swapped with either Cornovii Crown or Stinkgrass. A Cure Ravage Health potion can therefore be crafted using '1 Glowpowder + 1 Swampspawn, Blood Root or Deadlyshade + 1 Cornovii Crown or Stinkgrass'.
We are concerned that these rules may come across as more complicated than they actually are. What we genuinely believe to be a straight-forward system, however, promises to up the interaction an alchemist has when a poison needs curing. Much more than just offering up a cure-all potion or spell, characters will now need to identify the poison, source an alchemist with appropriate knowledge, and gather ingredients specific to the poison before the ailment can be lifted. We see this as extra gameplay for everyone involved and a much needed buff to the less popular poisons.

A new skill, Apothecary, is available for 6 Character Points to characters with the Apprentice Alchemy crafting skill. This skill allows a character to make poison cures for any of the poisons up to their skill level in alchemy without having to purchase the poison recipe. This means that a character with the Advanced Alchemy and Apothecary crafting skills can make the Advanced Potion of Cure Ravage Health without having purchased the alchemical recipe for the Advanced Poison of Ravage Health.

While the new system for curing poisons is suitable for characters who specialize in poisons to be able to access knowledge of those poisons' counteragents, this skill allows a character to focus very specifically on curing poisons. This is a friendlier option for players who are only interested in the healing properties of alchemy and makes for a nice dip for healers who don't have their eyes on the other mixtures available.

Alchemy Mixtures

The Apprentice Poison of Damage Mana now removes 10 Mana and prevents the restoration of Mana until cured. Likewise, the Apprentice Poison of Damage Willpower now removes 10 Willpower and prevents the restoration of Willpower until cured.

Even at Apprentice level, these poisons have previously been too weak to consider spending the resources on. Successfully applying these poisons should now be much more rewarding.

The Apprentice Salve of Minor Heal Wound has been removed and the Advanced Salve of Major Heal Wound has been renamed Heal Wound and made an Apprentice salve. The Apprentice Salve of Heal Wound can no longer affect characters that are on their Death Count.

With salves now taking much more time to apply, Minor Heal Wound would never be a better use of resources than the Apprentice Potion of Minor Restore Health. We think that restoring all Hit Points to 1 location is much more comparable to restoring 1 Hit Point to all locations. We have also been making distinctions between methods of healing which can and cannot revive a dying character and think that salves should be on the "cannot" pile.

The Apprentice Salve of Minor Heal Wound and the Advanced Salve of Major Heal Wound no longer affect characters that are on their Death Count.

We think these mixtures have their place as a relatively cheap way to top up hit points during a battle, when both time and Mana are limited. They should not be applicable as a method of reviving a dying character.

The Advanced Potion of Cure Disease has been renamed to 'Suppress Disease' and no longer cures diseases completely. Instead, the Advanced Potion of Suppress Disease causes the imbiber to ignore the effects of all diseases ailing them at the time of imbibing for the duration of a month. During this time, the suppressed diseases are not contagious.

The ability to outright cure diseases has been reserved for a higher level mixture.

The Advanced Potion of Cure Poison has been removed. Curing poisons by way of Alchemy has been reworked into a more interactive system.

More details are available in above section, Curing Poisons.

The Advanced Poison of Damage Willpower Regeneration has been removed.

The changes made to the Apprentice Poison of Damage Willpower make this poison redundant.

The effects of the Advanced Poison of Iron In The Blood have been simplified to only provoke the detrimental effects of the Metal and Magic rules and be incurable by way of the Cure Poison spell.

The previous iteration of this poison did too much and was possibly too wordy about it. By making the effects reference the rule on which they are based, the poison no longer does the following:

Prevent the restoration of Mana – This is what the Damage Mana and Ravage Mana poisons are for.

Prevent the restoration of hit points – This is in the domain of Damage Health and Ravage Health.

Causes damage when attempted to be cured by magic – An empty effect when you consider that the imbiber is very likely a magic user and well aware of everything about this poison.

Even after this change, we believe that Iron In The Blood continues to be a formidable threat for magic users, but now the other applicable poisons can compete.

The Advanced Poison of Incapacitate has been removed.

Effects which render characters unable to interact with the game in any way effectively prevent their victims from playing for the imposed duration. As the imposed duration for an effect to be worth the poisoning, Incapacitate – like Sleep before it – can never be a healthy effect for our game.

The Advanced Poison of Paralysis has been changed to an Expert level poison which expires at sunrise if not cured before then. Additionally, victims of the Expert Poison of Paralysis become able to speak from 300 seconds after imbibing.

With the poison of paralysis remaining available, nefarious characters maintain their ability to victimize each other without involving death-counts. Two stipulations have been introduced, however, to prevent the issues found in Sleep and Incapacitate: The imbiber can still interact with other characters verbally; and the effects wear off at the beginning of the next day if the victim is not otherwise rescued.

The Advanced Elixir of Power has been changed to an Apprentice level elixir.

While Inhuman Strength is somewhat rare and sought-after, it has few enough practical uses that temporary access to the effects are probably not worth quite as much as the other Advanced level mixtures.

The Advanced Poison of Ravage Health now drains its imbiber of all their hit points, regardless of how much Body they have, but only reduces their maximum body points to 1.

The previous iteration of Ravage Health was practically fatal for characters with no more than 3 Body, which is most. This made the Expert Poison of Strangler's only considerable advantage the fact that it could take down characters with more Body points. These changes cause the Advanced Poison of Ravage Health to be equally deadly no matter the victim but, because the imbiber can still be healed to 1 without being cured, the Strangler poison reclaims its niche as the poison of death (something only an Expert level poison should be able to pose).

The Advanced Elixir of Regeneration has been changed to an Expert level elixir

Opposite to the Elixir of Power, Regeneration is rare, sought-after and overflowing with practical value which we think affords it a place among the Expert level mixtures.

The Advanced Elixir of Resist has been renamed Resistance, made an Expert level elixir and now resists all negative calls as opposed to only spell abilities.

We're attempting to weed out effects which require a player to distinguish the difference between spells cast at them and calls from non-spell sources. In its previous iteration, the Resist elixir was a little weak. Removing the stipulation regarding what can and cannot be resisted could make it a more popular mixture. At 3 unrestricted uses per concoction, though, it could possibly stand among the Expert level mixtures.

The Advanced Potion of Restore Mana has been renamed Major Restore Mana and now restores 30 Mana. Likewise, the Advanced Potion of Restore Willpower has been renamed Major Restore Willpower and now restores 30 Willpower. Additionally, the Advanced Potion of Restore All Mana and the Advanced Potion of Restore All Willpower have been removed.

With the recipes being simplified and unified, each tier of alchemy no longer has room for two mixtures that have the same affect at varying potency. To make the Advanced level restorative potions worth the ingredients, they have been improved to triple the value of their Apprentice level counterparts. This should also see the niche for the full restore counterparts significantly reduced.

The Expert Elixir of Invisibility now lasts for a full minute and only ends early if the imbiber makes a strike with any weapon, loses hit points or spends Mana or Willpower.

The previous iteration of the Invisibility elixir was much more broad with which actions would end the effect and much tighter with the duration, resulting in a mixture which seemed ineffective for its level and barely helpful for its more natural applications. We think the specific actions which would make invisibility an unhealthy effect are quantifiable, and hope to permit all other uses of the elixir.

The Expert Potion of Restoration has been renamed Total Restoration. It no longer cures poisons, but it does cure all diseases.

The Restoration potion's poison curing effects have been removed for the same reason as the removal of the Advanced Potion of Cure Poison. It is, however, now the only potion which can permanently cure any disease.

The Apprentice Salve of Cure Burn, which removes the effects of “Burn” from one location, has been added. *The “Burn” call has struggled to find its place in recent years. We are reworking it again into a combat call which prevents its victims from being able to restore hit points to the burnt location until the burn is cured. This salve will be one method for curing burns.*

The Advanced Poison of Black Blood, which ails vampires with the effects of the Expert Poison of Strangler, has been added.

The Advanced Poison of Moonshadow, which prevents lycanthropes from turning, has been added. *Alchemy is often considered when designing a monster-hunter character and vampires and werewolves are usually thought of as the main targets of those hunters so it seems right to introduce countermeasures for both.*

The Expert Salve of Sealing, which facilitates the new Enchanting rules, has been added. *A high quality component from each of the crafting skills is required to produce enchanted equipment. This salve is an alchemist’s contribution.*

The Expert Poison of Truth, which compels its imbiber to speak truthfully until cured, has been added. As with the Paralysis poison, this poison wears off at sunrise. *Recent demand for a specific application of High Magic inspired the reintroduction of interrogation as an alchemical pursuit.*

All pre-existing alchemical recipes for venom mixtures have been removed. *Because venoms don’t work like that.*

The Apprentice Venom of Single, which inflicts the effects of “Venom Single” onto its victim, has been added. The Advanced Venom of Double, which inflicts the effects of “Venom Double” onto its victim, has been added. The Advance Venom of Drain Mana, which inflicts the effects of “Venom Drain Mana” onto its victim, has been added. Likewise, the Advanced Venom of Drain Willpower, which inflicts the effects of “Venom Drain Willpower” onto its victim, has been added. The Expert Venom of Strike Down, which inflicts the effects of “Venom Strike Down” onto its victim, has been added. The Expert Venom of Triple, which inflicts the effects of “Venom Triple” onto its victim, has been added. *Because we’d like to try venoms working like this now, with no need to explain the effects outside of the calls that every player should be familiar with. Also, yes, that is a venom which makes your victim fall down and unable to get up. Hilarious. We’re not sure whether either of the Expert level venoms will be able to compete with the popularity of the Expert Poison of Strangler, but we also don’t want to go overboard with the newfound power we’re offering to poisoners.*

Runesmithing

All runesmithing resources have been consolidated into Strange Dust, Dream Dust and Void Dust, according to their levels. These three resources, plus an expenditure of Mana, are the only remaining ingredients for runesmithing inscriptions.

This is simplification for the purposes of making runesmithing skills useable more frequently. Fewer different ingredients mean having the ingredients a runesmith needs more often.

All Apprentice level inscriptions require 2 Strange Dust and a specific amount of Mana; all Advanced level inscriptions require 2 Dream Dust and a specific amount of Mana; and all Expert level inscriptions require 2 Void Dust and a specific amount of Mana.

By using Mana as the main variable in runesmithing inscriptions, we can push the simplicity even further by normalizing the Dust cost of all inscriptions. Now as long as a runesmith has 2 of the same level Dust and a full Mana pool, they are guaranteed to be able to make something.

The Rules of Runes

The Rule of Form now clarifies the distinction of four Inscription Forms: Weapon, Armour, Shield and Focus. *We haven’t really changed how this rule works, but this is a good place to mention the removal of talisman inscriptions and the introduction of focus inscriptions. Focuses are the result of changes made to the under-implemented Wand-Use attribute. A focus can be a wand, or it can be an orb or a talisman; anything a character might use to assist their spellcasting. Foci cannot be used to make strikes, because they will not require combat-safe phys-reps, and so they offer little more benefit than the properties of the materials they are made out of. Focus inscriptions, however, can give even a simple Wood focus great practical value.*

The Rule of Jealousy has been removed.

With restrictions on how many inscriptions any one piece of equipment can hold, this stipulation seemed unnecessary.

The Rule of Power no longer mentions Enchantable quality items.

The Enchantable quality has been removed. Among other things, this makes the Rule of Power significantly simpler: Each item can hold 1 inscription; Items made of Bone can hold an additional 1 inscription; and Masterwork items can hold an additional 1 inscription.

Permanent Runes / Enchanting

The Enchantable quality has been removed. Instead, any Masterwork quality equipment can be enchanted by applying an Expert Salve of Sealing, an Expert Sigil of Legacies and an Expert Rune of Permanence (which ignores the Rule of Power and therefore does not count towards the maximum number of runes which the equipment can hold) to the equipment as part of a High Magic Ritual. If the ritual is successful, all other runes already applied to the equipment become “permanent”. The runes retain their conditions for becoming expended, but can be recharged if one or more Advanced Runes of Mana are present.

If an enchanted item has only Mana runes and no other runes (besides the Expert Rune of Permanence), the Mana it gains from those runes become its maximum Mana pool. The Channelling spell can be used to refill this Mana pool but, as per the Advanced Rune of Mana, no abilities are required to draw the Mana back out.

If an enchanted item has 1 Mana rune, inscriptions with a combined ingredient cost of up to 10 Mana can be recharged by Channelling 10 Mana into the item or passing the item through a Clutii Well. The full 10 Mana is required to recharge these items, even if the inscriptions’ costs are less.

If an enchanted item has 2 Mana runes, inscriptions with a combined ingredient cost of up to 20 Mana can be recharged by Channelling 20 Mana into the item or passing the item through a Clutii Well. The full 20 Mana is required to recharge these items, even if the inscriptions’ costs are less.

Runesmithing Inscriptions

The Apprentice Rune of Burning no longer enables Last Hits. Instead, it grants the wielder 3 uses of the “Burn” call when striking with a runed weapon or casting with a runed focus.

The “Burn” call has struggled to find its place in recent years. We are reworking it again into a combat call which prevents its victims from being able to restore hit points to the burnt location until the burn is cured. This inscription will be one method for inflicting burns.

The Apprentice Rune of Might now expires after 3 uses.

We think unifying the number of uses each of the combat inscriptions grant will go easier on our runesmithing players’ memories.

The Apprentice Rune of Perseverance is now an Armour Inscription.

Even though we have removed talisman, we still feel like some talisman inscriptions have their place and have simply adapted their form to keep them available.

The Advanced Rune of Greater Protection now grants 3 hit points to the runed armour.

With higher level runes requiring more valuable dusts, we wanted to widen the gap between them and their lower level counterparts.

The Advanced Rune of Magic has been removed.

We can’t see this rune being worth the Dust it’s made out of, even at Apprentice level.

The Advanced Rune of Dismay has been made an Apprentice level inscription.

Is Fear worth spending Dust to use? Absolutely! Is it worth Dream Dust? We’re not so sure, so we’re downgrading it to Strange Dust for now.

The Apprentice Runes of Burning, Dismay, Piercing, Strike down – can be applied to foci, as well as weapons. Their calls can be made when striking with a runed weapon or casting with a runed focus.

This sums up our intentions with foci, replacing the current ‘wands’. Wands as they used to exist now function practically as enchanted foci.

The Advanced Rune of Stone has been made an Apprentice level inscription.

Resisting these calls is certainly strong, but particularly situational. We think giving it a bloated Mana cost will account for its strength and allow us to bump down the Dust value.

The Advanced Rune of Sanctuary and the Expert Rune of Warding have been removed.

We're attempting to weed out effects which require a player to distinguish the difference between spells cast at them and calls from non-spell sources. Unfortunately, we don't see a way these inscriptions can keep their identity without getting in the way of that. Additionally, plenty of other defensive inscriptions exist which work against both spell and non-spell effects, making these two redundant.

The Advanced Rune of Courage can now be applied as all four Inscription Forms and offers unlimited use until sunrise.

Fearless is both a popular ability and a relatively restricted one. It's situational, but the situation is comparably frequent and the effect is considerable. Nevertheless, we believe that 3 uses of this rune is far too little for the Advanced level and feel no worry with having its effects last for a day instead.

The Advanced Rune of Strength and the Expert Rune of the Ogre have been removed.

We gave thought to making one of these into an Apprentice level inscription that grants Inhuman Strength, but there is an Apprentice level Alchemy Elixir which does just this and we think that to be a better fit for the effect. A little overlap between the crafting skills is fine, but without basically turning this inscription into the same thing as is available in Alchemy, we just don't think it can be worth spending Dust on.

The Advanced Rune of Magical Protection has been renamed to 'Lesser Magical Protection'. The Advanced Rune of Lesser Magical Protection and the Expert Rune of Greater Magical Protection are now Armour Inscriptions.

See the notes on the Apprentice Rune of Perseverance changes.

The Expert Rune of Ultimate Protection now grants 5 hit points to the runed armour.

See the notes on the Advanced Rune of Greater Protection changes.

The Expert Rune of Slaying can now only be used every three strikes, but lasts until sunrise.

We're opposed to encouraging repetitive, rolling calls. We also think unlimited uses of "Double", even against a specified creature type, might be a bit much. In exchange for bringing the in-the-moment power of this rune, we've increased its duration. We think these changes will make the effect less daunting, but no less valuable.

The Expert Rune of Fury has been removed.

While revising the list of techniques available to runesmiths and shamans we have tried to expunge as much overlap as possible, knowing that the changes to shamanism sigil costs would likely cause runesmithing counterparts to become redundant by comparison. The effect which this inscription offered is one such overlap, and it is one we believe fits better under shamanism.

The Expert Rune of Shielding has been made an Advanced level inscription and now expires after 3 uses.

Resisting "Through" seemed too weak for an Expert level rune. Having 5 uses may have gone some way towards bolstering its value, but it also isn't 3 uses.

The Expert Rune of Resistance has been removed.

This rune was the Advanced Rune of Stone (which is now an Apprentice level inscription), but with a less reasonable ingredient demand.

The Expert Rune of Valiance has been removed.

The "Terror" call was originally intended to be an absolute. Like Crush, it was supposed to be a sparingly-used, utterly powerful call which offered no means of resistance. We would like to return to that.

The Advanced Rune of Dispelling, which allows the wielder to call "Dispel" 3 times, has been added.

The Dispel Magic spell has been made a combat spell with its own call which removes all elixirs, sigils, impermanent runes and enhancement spells from the target. It is intended to serve the role of counter to the refurbished crafting skills and the ever-dominant mage-tank spells. We think that Mana-users should not be the only ones with access to this counter, but at least like this a non-Mana user has to employ a runesmith to get it.

The Expert Rune of Overwhelming, which allows the wielder to call "Mass" 3 times, has been added.

"Mass" is a coveted call with far too few uses. We don't actually believe that limited applications of "Mass" are too powerful to make readily available to players, but we do think that they would be impactful and a lot of fun.

The Expert Rune of Permanence, which facilitates the new Enchanting rules, has been added.

A high quality component from each of the crafting skills is required to produce enchanted equipment. This rune is a runesmith's contribution.

Shamanism

Natural Residue, Elemental Residue and Ethereal Residue have been removed. Shamanism sigils now require only Life Essence to fulfil.

While we were consolidating resources, we contemplated having Shamanism and Runesmithing use the same ingredients. To make them more unique from one another, we decided instead to lean the other way. Runesmithing inscriptions have a heavier focus on Mana costs and Shamanism has become a unique craft which relies solely on their one exclusive resource and nothing else.

As residues are being removed completely, not replaced, we are currently unsure what to trade the tags for so that existing shamanism characters don't lose out because of the change.

Shamanism sigils applied to a location no longer expire if the location runs out of Hit Points.

When considering how much more likely it is for a location to run out of Hit Points than a weapon become broken, this seemed like an unfair disadvantage for shamanism by comparison. This is especially true when we observe that many sigils are defensive and getting use out of them demands that a character put themselves at risk of taking damage.

Respecting the Art

The Rule of Protection now simply demands that any one location may have no more than one Sigil of Fortitude placed on it at once.

This is the only purpose the distinction between Enhancement and Protection sigils maintain. As the Sigils of Fortitude are the only Protection sigils, the sigil types are being dropped entirely and this rule now references the Fortitude sigils directly.

The Rule of Enhancement has been removed and the Rule of Limits now simply demands that any one location may have no more than two shamanism sigils placed on it at once.

Slots seemed to pose an unnecessary complication and doing away with them made the Rule of Enhancement pointless. A shaman's subject is now limited in the power they can wear on their body by the limits of the shaman's skill and how much life essence they are willing to spend.

Life Essence

Life Essence is no longer physically represented. Instead, players will be entrusted with tracking their Life Essence in their head as is expected for Hit Points, Mana and Willpower.

We know that asking players to keep more variables in their heads is undesired but, not only does this change get rid of one more pile of laminated tags, it also solves other issues that shaman players have brought to our attention. Foremost: Giving NPCs and monsters Life Essence is near-zero effort when it is as simple as just telling them how much they have in their brief, which should result in far fewer encounters offering up no Life Essence. We intend to keep numbers concerning Life Essence small, offering 1 to 3 per kill and scaling sigil costs accordingly, so that the amount of Life Essence that a player has to remember they have is also small.

Apprentice Shamanism now grants a maximum Life Essence of 10; Advanced Shamanism now grants a maximum Life Essence of 20; and Expert Shamanism now grants a maximum Life Essence of 30.

The previous values were multiples of 12. We're certain that there was a well-thought-out, mathematical reason for that but we're valuing simplicity more.

Apprentice Shamanism now grants 5 Life Essence at the start of an event; Advanced Shamanism now grants 10 Life Essence at the start of an event; and Expert Shamanism now grants 15 Life Essence at the start of an event.

Again, because of simplicity, this is half of the shaman's maximum Life Essence. It is also enough to make the most costly sigil of the shaman's level once, or the average cost of that level twice.

Shamanism Sigils

The Apprentice Sigil of Grip has been made an Advanced Sigil and is now expended at sunrise. The Expert Sigil of Grip Of The Earth has been removed.

We think this effect is so much more appealing as one that lasts until sunrise compared to one which expires after a number of uses that the latter may as well not exist. We think the former should be more accessible, however, and chose to place what remains within the Advanced level sigils.

The Apprentice Sigil of Resist has been removed.

We're attempting to weed out effects which require a player to distinguish the difference between spells cast at them and calls from non-spell sources. Unfortunately, we don't see a way this sigil can keep its identity without getting in the way of that.

The Apprentice Sigil of Might is now expended after 1 use.

We would like to create some unity in how many uses a sigil offers before being expended. With the ability to apply the same sigil multiple times at once and the ease of making them, we think that 1 use per sigil is fair for the most part. We are aware that this mighty sigil is at risk of falling into disfavour because of this. We hope that making it incredibly cheap to apply will see its popularity stand.

The Apprentice Sigil of Parry has been removed.

As sources for shamanism ingredients are so prevalent by comparison, we think overlaps between what it can accomplish and what runesmithing can offer should be kept to a minimum. In place of sigils like this, which have identical effects to some runesmithing inscriptions, we would like to offer shamans effects which are not found among the other crafting skills.

The Apprentice Sigil of Lesser Heal, the Advanced Sigil of Heal and the Expert Sigil of Full heal have been removed. Compared to the Sigils of Fortitude of the same levels, these sigils are theoretically sub-par. Removing them makes room for sigils to offer healing in a far more useful way:

The Apprentice Sigil of Close Wound, the Advanced Sigil of Heal and the Expert Sigil of All Heal, which allow the wearer to cast those spells once without spending mana, have been added.

We are excited to introduce the concept of spellcasting as a product of shamanism. We think this, coupled with its unique resource system, gives shamanism an identity truly of its own among the crafting skills.

The Advanced Sigil of Resistance has been renamed to 'Purity' and now grants immunity to the resisted poison, venom or disease until sunrise.

We changed the name to avoid confusion with the Advanced Elixir of Resistance, which has nothing to do with poisons or diseases. We added the lingering immunity effect to prevent re-poisoning and give the sigil some use against highly contagious diseases which the character may remain exposed to after activating the sigil.

The Advanced Sigil of Fortitude has been renamed to 'Greater Fortitude' and the Expert Sigil of Greater Fortitude has been renamed to 'Ultimate Fortitude'.

In line with the three levels of Protection Runes, we wanted to make sure there would be no confusion between the levels when referencing these sigils.

The Advanced Sigil of Bounce is now expended after 1 use.

With the subtext that "Bounce" now functions against every call in a strike as long as "Crush" isn't involved and this sigil is comparably cheap to apply, we don't think this is a particularly heavy reduction in value.

The Advanced Sigil of Steady As A Rock has been renamed to 'Greater Steady' and been made an Expert level sigil. The Advanced Sigil of Minor Steady, which allows the wearer to resist the effects of the "Strike Down" call once, has been added.

We don't want any shamanism sigils to make similar runesmithing incursions redundant, but we also don't want to take away too many of shamanism's techniques. We think these changes, and the allocated Life Essence costs, should only allow shamanism to outshine runesmithing on this effect when a large quantity of life essence is dropped for it.

The Advanced Sigil of One With The Earth has been made an Apprentice level sigil and now alternatively allows the wearer to cast the Mudfeet spell without spending mana if applied to their arm. The sigil retains its original effect if applied to their leg.

We wanted shamanism to be able to access spells beyond the basic healing trinity and thought that this dual-effect would be a fancy way to implement that without too many of the spellcasting sigils becoming one-dimensional mirrors of their Mana cost counterparts.

The Advanced Sigil of Strength Of The Spirits and the Expert Sigil of Strength Of The Gods are now expended after 1 use.

This sigils had overlap with the Apprentice Elixir of Power but severely limiting the duration of their effects gives the elixir a clear advantage. We think these sigils retain their identity, though, as they can still be used to tap into that extraordinary strength and as there are only so many situations that call for it per day we think these sigils retain value, too.

The Expert Sigil of Immoveable has been reworked into the Expert Sigil of One With The Wind, which allows the wearer to resist “Knockback” until sunrise if applied to their leg or cast the Knockback spell without spending mana if applied to their arm.

The Expert Sigil of Immoveable had overlap with the Steady sigils. Rather than remove it we took another, though comparatively underwhelming, opportunity to introduce a spellcasting dual-effect.

The Apprentice Sigil of Minor Vigor and the Advanced Sigil of Greater Vigor, which grant the wearer additional Willpower, have been added.

Out of alchemy, runesmithing and shamanism, shamanism is the crafting skill with the fewest techniques by far. We don't think this is particularly unhealthy, because the same one resource is used for all of the shamanism sigils which puts shamans in a unique position of being able to choose from any of the techniques they know regardless of their luck with acquiring specific resources. Runesmiths need a specific Dust for each inscription level; alchemists need specific herbs for individual recipes; but shamans need only stock up on Life Essence no matter the sigil. This means that too much versatility would give shamanism too big an advantage over the other crafting skills.

All that being said, we would like to increase the quantity of techniques available for all three of these crafting skills and after a little deliberation on what simple effects shamanism was missing, we realised these sigils. Runesmiths can bolster Mana, so we thought shamans should be able to bolster Willpower.

The Advanced Sigil of One With The Spirits, which allows the wearer to cast the True Sight spell without spending mana if applied to their torso or cast the Ghost Talk spell without spending mana if applied to their arm, has been added.

While we're granting shamans access to spellcasting through their craft, we would be remiss to overlook the Ghost Talk spell. When thinking about which effects could be partnered with the spell to keep the dual-effect theme, we settled on True Sight.

The Expert Sigil of Legacies, which facilitates the new Enchanting rules, has been added.

A high quality component from each of the crafting skills is required to produce enchanted equipment. This sigil is a shaman's contribution.

Engineering

The smithing crafter resources, which include all kinds of screws, rivets, springs, cotton, grit, anthracite and thread, have been replaced with a single, all-purpose resource: Repair powder. This resource retains the function of the crafter resources, but is applicable to all smithing techniques. Techniques which used to require higher level variations of a crafter resource now simply demand greater quantities of Repair Powder.

We think the biggest complication which restricted a character from making use of their smithing skills was the need to source an exact variation of these crafter resources specific to the technique they intended to use. The resource costs were fair, but the stipulations surrounding which particular crafter resource could be used for what technique were tight. And yet they served a massive purpose. The introduction of these resources and the Beaten condition made repairing armour cost-efficient for the first time in years. We absolutely do not want to go back on that change. Instead, we hope to push it forwards by unifying the crafter resources into one resource. Characters can now trade in Repair Powder knowing exactly what it can be used for: Any smithing technique. We are aware that this drastic unification of crafter resources threatens to eliminate a certain flavourfulness that the previous system supported but we hope to find that the economic advantages of the simplification outweigh that loss.

Engineering no longer has skill levels. Purchasing Engineering now costs 6 Character Points and allows a character to craft schematics and construct buildings using any level of materials. Characters with the Engineering skill are also able to make traps.

The Engineering skill – concerning player-driven schematics and the construction of in-character buildings – does a lot, but doesn't offer a character a great deal of up-front value during an event. Handing Gunsmith over to Engineering characters helped offer them more immediate agency, but we don't think a player interested in Engineering should be forced to invest in Gunsmith if that isn't in their character's intentions. We also don't think that Engineering should be split into skill levels because its applications are already plenty limited.

Crafting Schematics

It is now detailed that many crafting schematics require the application of other crafting skills and often require the co-operation of multiple crafting characters. Physically large projects, especially, are now expected to be completed during an event. Time and appropriate role-play will need to be invested by all characters involved, not just the engineering character responsible for the schematic.

I'm not sure that my wording yet does the notion justice, and this rule might have to be adjusted in the near-future, but we believe that engineering schematics have the potential to provide a great deal more role-play opportunities by distancing them

from downtime and making the process of fulfilling them a communal one. In a way, we would like to try having them work more “like rituals”.

Gunsmithing

Gunsmith now has skill levels, which must be purchased separately and require that the character has already purchased the Engineering skill as a prerequisite. Apprentice Gunsmith costs 2 Character Points and allows the character to make and repair guns using Apprentice level materials as well as make Metal ammunition; Advanced Gunsmith costs a further 3 Character Points and allows the character to make and repair guns using Advanced level materials as well as make Advanced ammunition; and Expert Gunsmith costs a further 4 Character Points and allows the character to make and repair guns using Expert level materials as well as make Expert ammunition.

While we don't think that Engineers should be split into skill levels, we do think that skill levels are very relevant to Gunsmith.

The Master Gunsmith crafting skill, which costs 2 Character Points and allows a character to make Masterwork quality guns using Expert level materials, has been added. This skill requires that the character has already purchased Expert Gunsmith as a prerequisite.

A skill was needed to allow gunsmiths to make Masterwork quality guns with Expert level materials. That skill isn't Artificier Gunsmith because it does only this one thing, and nothing else that the Artificier crafting skill level used to offer.

Apprentice level guns are still made using Wood for the handle and Metal for the barrel, but only one of these two materials can be replaced with a higher level weapon material when making an Advanced or Expert level gun. Guns benefit from all of the properties of the materials they are made out of except that they cannot be used to make special Last Hits.

Previously, Gunsmith schematics were very particular about which materials could be combined and generally withheld any benefit to making a gun out of Advanced or Expert level materials. In exchange for allowing only 1 rarer weapon material to be used in each schematic, we simplify the crafting stipulations and can offer the benefits of the properties those materials have. This means that guns with exciting properties such as those offered by Titanium and Wytchwood are now a possibility.

All guns can now be over-packed, which allows the wielder to call “Triple” when making a successful strike with the weapon. This breaks the weapon, which then after needs to be repaired before it can be used again. When a Masterwork gun is over-packed, the wielder instead calls “Quad”. This still breaks the weapon.

Guns don't get targeted by damage all that often and are therefore much less likely to get broken or destroyed than other weapons. Over-packing was introduced so that Masterwork guns still had value over their standard-quality counterparts, but then Masterwork guns became more likely to need repairs than standard-quality ones. Allowing all guns to be over-packed should theoretically give gunsmiths more broken guns to play with and the Masterwork guns retain their advantage by producing the ever-coveted “Quad” when used in this way.

Repairing

Repairing a gun now requires 1 of the handle material or 1 of the barrel material, as well as an amount of Repair Powder depending on the quality of the gun and the level of materials used to make it: Guns made using only Apprentice level materials require 1 Repair Powder; guns made using an Advanced level material require 2 Repair Powder; and guns made using an Expert level material require 3 Repair Powder. Masterwork guns require 2 of the material and double the Repair Powder.

Demanding that each of the materials used to make a gun must be spent to repair it, or singling out the rarer of the two, would put guns made using Advanced or Expert level materials at a disadvantage because the steep costs for repairing them would make over-packing them too dear for regular use of that rule. Instead, a gunsmith can repair a gun using whichever of the two materials involved in making it is most readily available and guns made using rarer materials are more costly to repair through the quantity of Repair Powder needed.

Making Ammunition

The list of materials which a gunsmith may use to make ammunition has been reworked, with each non-Metal material offering unique properties to the ammunition:

- Metal can be used by characters with Apprentice Gunsmith to make mundane Shot with no additional properties.
- Silver can be used by characters with Advanced Gunsmith to make Silver Shot, which allows the wielder to call “Silver” when making a successful strike with their gun.
- Gem can be used by characters with Advanced Gunsmith to make Gem Shot, which allows the wielder to call “Gem” when making a successful strike with their gun. Gem Shot is also not metal, and so does not provoke the Metal and Magic rules.

- Ironwood can be used by characters with Advanced Gunsmith to make Ironwood Shot, which allows the wielder to call “Ironwood” when making a successful strike with their gun. Ironwood Shot is also not metal, and so does not provoke the Metal and Magic rules.
- Cold Iron can be used by characters with Advanced Gunsmith to make Cold Iron Shot, which allows the wielder to call “Cold Iron” when making a successful strike with their gun.
- Mithril can be used by characters with Advanced Gunsmith to make Mithril Shot, which allows the wielder to call “Through” when making a successful strike with their gun.
- Star Metal can be used by characters with Expert Gunsmith to make Star Shot, which allows the wielder to call “Star Metal” when making a successful strike with their gun. Star Metal is also not metal, and so does not provoke the Metal and Magic rules.
- Titanium can be used by characters with Expert Gunsmith to make Titanium Shot, which allows the wielder to call “Double Through” when making a successful strike with their gun.
- Dragon Hide can be used by characters with Expert Gunsmith to make Dragon Shot, which allows the wielder to call “Triple” when making a successful strike with their gun. Dragon hide is also not metal, and so does not provoke the Metal and Magic rules.

Some ammunition allows the wielder to use a *Weapon Material* call. As with other weapons, this can sometimes help to prevent a foe with the Undying attribute from reviving by striking them while they’re down. Gun wielders do not need to wait until their foe is down, however, and can use the *Weapon Material* call that their ammunition grants them against a conscious target to put a stop to their reviving before it even begins. Some foes may even be briefed on other effects that particular weapon materials have on them, such as with the interaction between Silver and werewolves.

Gunsmith Schematics

The Pistol Schematic now requires 2 of the handle material, 2 of the barrel material and 1 Repair Powder. The Rifle Schematic now requires 3 of the handle material, 3 of the barrel material and 2 Repair Powder.

Because now only the handle OR the barrel can be made out of an Advanced or Expert level material, it is important that the same quantity of both be required to fulfil a Gunsmith schematic. If less handle material is required, then guns with rarer handles and Metal barrels would be noticeably cheaper to make than those with Wood handles and rarer barrels despite having the same finished value.

Masterwork guns now require double of both materials to make.

This is just for simplicity and only actually results in a slightly higher demand of Wood or Metal in Masterwork schematics.

The Pistol Schematic, the Rifle Schematic and the Ammunition Schematic now all take 30 minutes to fulfil, with Masterwork guns instead requiring 1 downtime action.

This brings gunsmithing times in line with weapon and armour smithing.

Locksmithing

A new engineering crafting skill, Locksmithing, which costs 5 Character Points and requires that the character has already purchased the Engineering skill as a prerequisite, has been added. Locksmithing allows the character to make locks and also grants them the benefit of the Expert Lockpicking skill.

These locks are a new system for securing in-character possessions. They are represented by combination padlocks which are provided by the event. When a lock is made, or otherwise obtained, the referee team issues the owner with the combination (which must not be changed) for that lock. Knowing the combination to a lock is effectively having the key.

The trick here is that all issued combinations will be lifted at random from a master list of 20 combinations. Characters which purchase Apprentice, Advanced and Expert Lockpicking skills will be given a limited selection of combinations from the same list. Such nefarious characters can then spend time with a lock, trying their combinations until one works or none do, as an attempt to break in.

The Expert Lockpicking skill, and subsequently also the Locksmithing skill, grants a character the entire list. This guarantees that characters with expertise in locks are guaranteed to pick one, given enough time.

These locks will be the only method by which in-character possessions may be secured.

A single lock requires 2 Metal, 4 Repair Powder, and 20 minutes to craft.

This is, admittedly, a shot in the dark. With these locks being completely new to the system, we have no reference for demand or value.

Weapon and Armour Smithing

The smithing crafter resources, which include all kinds of screws, rivets, springs, cotton, grit, anthracite and thread, have been replaced with a single, all-purpose resource: Repair powder. This resource retains the function of the crafter resources, but is applicable to all smithing techniques. Techniques which used to require higher level variations of a crafter resource now simply demand greater quantities of Repair Powder.

We think the biggest complication which restricted a character from making use of their smithing skills was the need to source an exact variation of these crafter resources specific to the technique they intended to use. The resource costs were fair, but the stipulations surrounding which particular crafter resource could be used for what technique were tight. And yet they served a massive purpose. The introduction of these resources and the Beaten condition made repairing armour cost-efficient for the first time in years. We absolutely do not want to go back on that change. Instead, we hope to push it forwards by unifying the crafter resources into one resource. Characters can now trade in Repair Powder knowing exactly what it can be used for: Any smithing technique.

The Artificer Armoursmith crafting skill level and the Artificer Weaponsmith crafting skill level have been removed. Exotic armour and weapon materials are now considered Expert level materials.

This could be controversial, but we think that the 4th skill level of smithing is unnecessary. Exotic materials already require an individual character to spend time researching them before that character can work with that material so there's no harm in giving Expert level smiths that ability; Masterwork Expert equipment is secondary to spending the same materials on twice as much Expert equipment of a standard quality; and, in order to make enchanting more accessible, the Enchantable quality is gone in favour of having all Masterwork equipment be enchantable. All that remains for the Artificer skill level is the possibility of enchanted Expert equipment. So:

The Master Armoursmith crafting skill, which costs 3 Character Points and allows a character to make Masterwork quality armour using Expert level materials, has been added; the Master Weaponsmith skill, which costs 3 Character Points and allows a character to make Masterwork quality weapons using Expert level materials, has been added. These skills require that the character has already purchased Expert Armoursmith or Expert Weaponsmith respectively as a prerequisite.

These crafting skills are not Artificer, because they don't offer even half of what those skills use to offer. Characters who used to have an Artificer crafting skill will not be given a Master crafting skill instead – they will be refunded and given the option to skip out on these crafting skills entirely.

The Shieldsmith crafting skill, which costs 2 Character Points and allows a character to make shields using materials for which they have the appropriate Weaponsmith crafting skill, has been added. This skill requires the character has already purchased Apprentice Weaponsmith as a prerequisite. If a character has Master Weaponsmith and Shieldsmith, they can also make Masterwork quality shields using Expert level materials.

This feels like a formality. We've taken shields out of Armoursmith and given them to Weaponsmith because shields in our system use weapon materials and effectively function as weapons which you may not strike with. Still, shields are not exactly weapons so we feel like putting them behind their own skill makes sense.

Crafting Items

Non-Masterwork plans now take a weapon or armour smith 30 minutes to fulfill regardless of the required smithing skill level. Masterwork plans instead require 1 downtime action.

The quantity of equipment made from Advanced or Expert materials which players can get hold of is already limited by the availability of those rarer materials. Without restrictions like this on Masterwork equipment, the prevalence of Masterwork equipment, especially made out of Apprentice level materials, would escalate uncontrollably. We do not think the same can be said for any non-Masterwork equipment and are happy for smithing characters to be able to deliver same-day results.

Repairing Items

Beaten items made using Apprentice level materials require 1 Repair Powder to restore; beaten items made using Advanced level materials require 2 Repair Powder to restore; and beaten items made using Expert level materials require 3 Repair Powder to restore.

While replacing 'quality of crafter resource' with 'quantity of Repair Powder' we think it would be best to keep the numbers small. This means fewer phys-reps needed and an easier time keeping track of how much Repair Powder is required to fix something

Broken pieces of armour require 10 minutes, 1 Repair Powder and 1 of the armour material which it is made out of. If two pieces of armour are being repaired together, they will take a combined total of 20 minutes and 2 Repair Powder but 1 of the armour material will cover both pieces. This means that two Metal gauntlets could be repaired with just 1 Metal, or a full suit of Leather armour could be repaired with just 3 Leather.

We're trying to keep numbers small and normalise rules like time-requirements. Armour repairs as they were posed a conundrum as it cost the same amount of materials to make a piece of limb armour as it did to repair one. For now, rather than increase the crafting cost of armour, we have attempted to bring the repair cost down by allowing 2 pieces to share 1 material.

Broken weapons require 30 minutes, 1 Repair Powder and 1 of the weapon material which it is made out of. Masterwork items require twice as much time, 2 Repair Powder and 2 of the material. Again, we're trying to keep numbers small while also normalising rules like time-requirements.

Battlefield Repair

The Battlefield Repair skill now allows a character to do the following by spending 3 minutes and 1 Repair Powder:

- Restore all damaged or beaten locations and repair all broken locations of one suit of armour for which the character has the appropriate Armoursmith crafting skill.
- Repair one broken weapon or shield for which the character has the appropriate Weaponsmith crafting skill.

These fixes are fast, cheap and temporary. After roughly 1 hour, items which have been affected by this skill become broken, even if they were merely damaged or beaten before, and cannot be affected by Battlefield Repair again until they have been repaired by other means.

This skill used to cost no resources to use but we think that consolidating the crafter resources into Repair Powder will make it abundant enough to be worth it. Ordinarily, a full suit of beaten armour would take 5 Repair Powder to restore and any broken item usually demands weapon or armour materials so this iteration of Battlefield Repair remains outstandingly cheap. As it's no longer completely free, however, we hope to make using it a conscious decision on the part of the smith, rather than the no-brainer it was before.

Additionally, we are aware that the "returns to camp" clause was to avoid hard-to-track durations like "1 hour". We are also aware, however, that this skill has applications when the broken equipment is already in the camp – such as when the camp is coming under attack and the equipment is needed as soon as possible. Rather than wording a complex algorithm for the expiration trigger, we'd rather just go with a simple time duration and accept that, sometimes, the equipment might take an hour and a half or two hours to fall apart because we know that asking for more accuracy than that is unreasonable.

The prerequisites for the Battlefield Repair skill are now "Apprentice Armoursmith or Apprentice Weaponsmith". It wasn't problematic that this skill didn't used to accommodate weapons. Shields are now made by weaponsmiths, though, so keeping this skill's ability to repair shields requires this change.

Master Crafted Items / Masterwork Items

The Master Crafted quality is now called Masterwork in most cases.

Because that's genuinely what I thought it was up until now and I've already written it over and over. I could find-and-replace all that, or we could agree that Masterwork is a prettier term.

Whether armour is classified as light, medium or heavy no longer impacts its breakage values. Instead, both the amount of Hit Points it has and its breakage values depend on the armour materials that it is made from and whether or not it is Masterwork quality.

This is how weapons work and we think normalization here grants some of that sweet simplicity. We're also aware that armour weight doesn't really affect anything else so it has been removed.

The Enchantable quality has been removed. Instead, any Masterwork quality equipment can be enchanted by applying an Expert Salve of Sealing, an Expert Sigil of Legacies and an Expert Rune of Permanence to the equipment as part of a High Magic Ritual. The rules for enchanting fall under the domain of Runesmithing.

We think that locking enchanting behind an equipment quality which demanded a great investment with no initial pay-off was making enchanted items too inaccessible. Enchanting had become so unlikely to come into play that we considered removing it entirely. By allowing any Masterwork quality equipment – which is desirable enough on its own – to be enchanted, we think we make enchanting accessible enough to expect crafters to start working towards enchanted equipment instead of considering it a lofty dream.

Armoursmith Plans

"Appropriate resources" are now referred to as armour materials.

We think this is a more appropriate convention which aligns with how things are worded elsewhere.

The Buckler Shield, Regular Shield, Large Shield and Tower Shield armoursmith plans have been removed.

Seeing as shields in our system use weapon materials and effectively function as weapons which you may not strike with, it appears convoluted for their plans to come under armour smithing.

The Piece of Armour plan has been split into the Torso Armour plan, which requires 1 Repair Powder and 2 of the armour material, and the Limb Armour plan, which requires 1 Repair Powder and 1 of the armour material.

There is no mechanical change here. Move along.

The Suit of Armour plan, which requires 5 Repair Powder and 5 of the armour material and produces 1 piece of torso armour, 2 pieces of leg armour and 2 pieces of arm armour, has been added. This plan takes 2 hours to fulfil.

To avoid punishing players for costuming a full suit of armour, or their friendly armour smith, this plan exists to bring down the material and time costs of a complete set.

Weaponsmith Plans

“Appropriate resources” are now referred to as weapon materials.

For the same reason as in armoursmith plans, except that we acknowledge that some weaponsmith plans used to call upon more than one weapon material. These plans have been adjusted to require only one weapon material per weapon.

References of “appropriate leathers” have been replaced with references of “soft armour materials”.

We think this quite understandably points towards the various types of cloths and leathers which are suitable for the grip in the relevant weaponsmith plans.

The 2 Handed Weapon plan no longer specifically mentions staves.

Depending on its length, combat safety rules may identify a staff as either a 2 handed weapon or a polearm. Weapon tags will now mirror that identification so we think weaponsmith plans should, too.

The Polearm plan now requires 1 Repair Powder, 4 of the weapon material and 1 soft armour material.

Demanding Wood was a problem because Wood is a weapon material and confuses which material in a polearm is needed to repair it and, should Ironwood or Wytchwood be used alongside the main weapon material, which Advanced or Expert material properties the weapon benefits from.

The Bow or Crossbow plan now requires 1 Repair Powder, 2 of the weapon material and 2 soft armour material.

This was previously the only weapon plan which used cloth instead of leather. Now all weapon plans can use either.

The Throwing Weapon plan now produces up to 5 throwing weapons.

This should clear up confusion over what happens to the excess throwing weapons if 5 phys-reps are not available.

The Arrows or Bolts plan now requires 1 Repair Powder, 1 of the weapon material and 1 soft armour material and produces up to 10 arrows or bolts.

As with the Polearm plan, if Wood is not the main weapon material, because it IS a weapon material, it cannot be present in the plan; and, as with the Throwing Weapon plan, the “up to” should clear up what happens to excess arrows which do not have a phys-rep.

The Focus plan, which requires 1 Repair Powder and 2 of the weapon material and produces a focus, has been added.

Foci are a new type of equipment which we have added to make a start on cleaning up “wands”. A focus can be a wand, or it can be an orb or a talisman; anything a character might use to assist their spellcasting. Foci cannot be used to make strikes, because they will not require combat-safe phys-reps, and so they offer little more benefit than the properties of the materials they are made out of. A Wytchwood focus, for example, offers a reduction in the Mana costs of spells, effectively functioning as a Wytchwood weapon which cannot be used to make strikes.

Shieldsmith Plans

The Small Shield plan, which requires 1 Repair Powder, 3 of the weapon material and 1 soft armour material and produces a shield up to 28 inches across its greatest length, has been added;

the Large Shield plan, which requires 1 Repair Powder, 4 of the weapon material and 1 soft armour material and produces a shield up to 42 inches across its greatest length, has been added;

and the Great Shields plan, which requires 1 Repair Powder, 5 of the weapon material and 1 soft armour material and produces a shield exceeding 42 inches across its greatest length has been added.

4 classifications for shields seems a bit excessive to us, and we spot an opportunity to normalize a rule. 42 inches is the upper limit on 1 handed weapons and, while we don't use this for anything, 28 inches is a typical length for a combat-safe shortsword.

Materials

Materials are now detailed in the Core Rules.

This information was previously detailed under Weapon and Armour Smithing, which neglected its relevance to Engineering. Furthermore, it contained information which we think might be pertinent to some non-crafter characters who are not expected to read through the Crafting Supplement.

The materials used in making an item now affect the rules for how that item breaks in addition to the item's quality. *Most materials break when struck by the effects of "Triple" and are destroyed when struck by the effects of "Quad" or "Crush". Masterwork equipment can withstand one extra level of punishment so most masterworked materials break when struck by the effects of "Quad" and are destroyed when struck by the effects of "Crush". Unless otherwise stated below, this remains to be the case.*

Further changes related to specific materials are detailed in the changelog for the Core Rules.