The Crafters Compendium

Crafting in AVD12 is a valuable process that can greatly contribute to the power of a character. In some settings, crafting may be the only way to obtain certain items. In many other cases, crafting is the shortest path to powerful items, if made by a skilled tradesman.

There are 7 crafting professions in AVD12: **Smithing**, **Rune Carving**, **Engineering**, **Alchemy**, **Scribing**, **Cooking** and **Ammocraft**.

Smithing is the process of creating weapons and armor, usually from metal ingots as a main component. Smiths are masters of metal and rock and can apply their knowledge of Smithing to identifying different types of metals and their properties.

Rune Carving is the process of using a magical script to enchant certain items with the aid of valuable powdered metals. These symbols enhance even the most mundane items with magical effects to produce one-time effects that can be activated by either a condition or in some cases, a unique Command Word that must be spoken as an Action. A Rune Carver will have special knowledge about magical items and be able to use their Skill to identify complex magical patterns that someone with a heavy Arcanum knowledge would not.

Engineering is the crafting skill that creates traps, mechanical weapons and specializes in repairing items and objects. Engineers are masters of knowing how things work and how to fix them. Engineering can be used as a Skill Check for things like disarming traps or attempting to judge if a building is structurally sound.

Alchemy is the process of turning ingredients such as herbs and oils into beneficial consumables. An alchemist can make various concoctions ranging from deadly poisons to healing salves. Additionally, an Alchemist can apply their skills to be able to identify strange substances and their properties as well as detecting poisons they are familiar with. All potions require a pot or cauldron, 1 gallon of water and a vial to place the finished product in.

Cooking is the art of turning lesser ingredients into a meal. Cooks can create meals that have several beneficial effects, the most important of which impacts how quickly a character heals.

Ammocraft is the process of making ammunition for ranged weapons. From explosive arrows to infusing a bullet with silver to go werewolf hunting, an Ammocrafter has a valuable role whenever ranged weapons are involved.

Scribing is the profession that deals in researching spells, scribing them to useable scrolls and even creating completely new spells. This process often involves expensive materials and a decent knowledge of Arcanum. More information on

Besides the 7 main crafting professions, there are 4 sub-professions that are obtainable by modules: **Magismithing**, **Runemagic**, **Witches Brewing** and **Elemental Ammocraft**.

Magismithing is the art of Smithing but with magic, often being able to infuse crafted weapons with permanent effects by using catalysts. Only a certain number of these infusions can be maintained a time, but the effects are permanent until a Magismith extracts the magic from the crafted item.

Witches Brewing is advanced and unapologetic Alchemy, using rare ingredients like live newts or dragon's tongues to achieve exotic effects practiced predominantly by witches. These potions include anything from permanently polymorphing a creature to potions that make the consumer breathe fire.

Runemagic is advanced Rune Carving, moving from carving on mundane items such as small rocks to directly carving on items. While this type of Rune Carving is limited by how many active carvings can be maintained at a given time, it provides powerful enchantments.

Elemental Ammocraft is a practice taught by Elves that infuses ammunition with magic by using magical catalysts, changing the type of damage from Physical to whatever element was used. This can be quite useful when battling foe that are known to be resistant to what you are shooting at them.

In AVD12, items that you can craft will have a specific recipe often detailing the ingredients needed, the time it takes to craft, the required Crafting Skill Check and the description, will list any conditionals for producing higher quality items.

Ingredients are often raw or processed materials such as metal ingots, dusts, gems, or tools. Most non-exotic ingredients can be found either in the wild or purchased at a merchant, but this is dependent on the setting of your specific game. It is always a good idea to verify with your Game Master to see if ingredients for certain professions will be available for you to collect.

The **time** it takes to craft an item is listed in hours. Some items take multiple days to craft, such as heavy armors or complex spells but some only an hour.

The Skill Check for a recipe is one of the most important parts and will determine if the item is successfully crafted or if it is a disaster. When failing any Skill Check involved in crafting an item, the crafter must roll a D12. On a 7 or higher, half of the ingredients are wasted. Otherwise, the result is a complete failure, leading to a waste of all the ingredients.

There are several recipes that utilize the **Cumulative Skill Check** system, allowing a crafter to make several rolls. For example, the recipe Craft: Weapon requires a Skill Check of 16 over 2

total Checks, with each check taking 1 hour. If the Smith rolled a 9 and 7 as their two checks, they would barely succeed.

Catalysts are used in advanced crafting and are simply the channeling of a certain spell. When a catalyst is listed, a spell of that type and level must be channeled once per hour for the entire duration of the craft. For instance, when infusing armor with elements for Magismithing, the total time the infusion takes is 6 hours. The crafter would need to cast 6 Beginner Level spells of a specific element for the infusion to be successful. If the process is interrupted for any reason, the infusion fails.

Catalysts can also be stored in Gems and used for crafting at a later time. Instead of the spell being channeled at the time of crafting, a spell can be channeled on a gem of the appropriate value instead. Additionally, Catalysts can be installed on items assuming it is infused with a Catalyst Slotting Device. This causes the item to do additional damage on the first hit but destroying the Catalyst in the process.

Level	Storage	Effect
Beginner Catalyst	1 GP Gem	1d4 Damage
Novice Catalyst	5 GP Gem	1d8 Damage
Expert Catalyst	50 GP Gem	2d6 Damage

Overcrafting is a measure of success that is involved when crafting complex armor and weapons and relevant when a recipe uses a Cumulative Skill Check. The last roll in a series of Skill Checks determines the quality of the item. For instance, when an Engineer creates a Light Crossbow, their last success roll determines if they managed to Overcraft. For a final Skill Check that exceeds 12, they gain +1 Damage to that Crossbow for each point above that number. This is only relevant if the item is successfully crafted with a Cumulative Skill Check.

Augmentations are ways to improve a recipe by reinforcing it with an item that may not be commonly available. Cooking, Alchemy, and Smithing are examples of Crafting Skills that have Augmentations available to them through more advanced traits in their respective Core Modules.   The rarity of an Augmentation should help establish its Tier and the effect can be decided by the GM. For example, if a Character discovers a wyvern egg and wants to incorporate it into a recipe, the GM decides the Tier and Effect it would have. If the GM decided it was a Tier 2 Augmentation and chose the effect that increases the amount of Health Restored, adding the egg to a meal would cause that meal to gain an additional +3 Health. Another example may involve the scales of a dragon where a Character wanted to use them in a recipe to make armor. The GM may decide that it would be a Tier 3 Augmentation and add +5