

# Crafting and professions

There are various professions characters may undertake. Crafters focus on making items and consumables while buffers provide bonuses to the party.

The list of available professions includes:

**Crafters:** Alchemist, Huntsman, Blacksmith, Tinkerer, Enchanter

**Buffers:** Performer, Cook

## Profession Proficiency

Professions use two separate proficiencies: Profession proficiency and tool proficiency.

Profession proficiency is also separated in five tiers including Novice, Adept, Apprentice, Expert and Master in ascending order. At the DM's discretion, the general rule is that players can craft Common, Uncommon, Rare, Very Rare and Legendary items in the same range of tiers (Currently, this is used with a custom item set). To craft an item of a given rarity, proficiency of at least that tier's rank is required, or one rank lower with disadvantage on the profession check.

Tool proficiency is optional and independent of the Profession's rank. Having tool proficiency allows a character to add their Proficiency bonus to Profession rolls.

## Gaining Proficiency

In order for a character to become proficient in a profession they must undergo certain steps according to the rank.

- Novice - Adept: Spend a total of 8 weeks training for the profession as a downtime activity. (See Downtime activities)
- Tool proficiency: Spend a total of 8 weeks training for the tool proficiency as a downtime activity. (see Downtime activities)
- Apprentice: In order to become an Apprentice, a character must spend 8 weeks working in their profession in addition to the 8 weeks required to increase in rank.
- Expert: For a character to achieve the rank of Expert they must train under the best of the best. In order to train for Expert rank the character must find an appropriate mentor to take them under their wing.

At the DM's discretion and the campaign itself, the appropriate trainer may vary, but it must be someone who is revered and the players may have to actively look for a trainer and even persuade him to take them under his wing for training.

If the character finds a willing mentor, they must spend 8 weeks training as a downtime activity under the mentor to achieve Expert rank. Optionally, the mentor may not always be available for training.

- Master: Unlike previous ranks, the rank of Master is not taught but achieved. In order for a character to achieve the rank of Master, they must train intensely and experiment with things unknown to them.

In order to achieve Master rank, a character must find a special artifact depicting the blueprints

of a master tier item or a master level buff.

To achieve master rank, the character must craft a master tier item while rolling with disadvantage or they must succeed in performing a master tier buff 25 times.

## Proficiency Rolls

Proficiency rolls are classified in 5 tiers. Crafting an item of each tier has a different base DC as follows:

Tier	Base DC
Novice	10
Adept	13
Apprentice	16
Expert	19
Master	22

Making an item requires making a DC check as follows:

- **Profession roll: 1d20 + skill proficiency + proficiency bonus**
- **Profession success DC: Base DC + 1 per item made in a batch above 1 - 2 if made before.**

A character can make a set of the same item in one go increasing the DC by +1 per item above the 1<sup>st</sup> one made with a maximum batch of 5 items per day/roll (ammunition are made in sets of 5 for a total of 25 per day).

Crafting an item also requires gold. To successfully craft an item a character must expend half of the item's market price.

On each roll, a character can only make items worth up to 50gp (crafting cost) for weapons, armor, improvements or enchantments while for consumables and ammunition up to 5gp per roll. Items with a higher cost must be made over multiple days with individual rolls of value up to the maximum each time. Multiple characters can team up and craft the same item if they have the same profession.

On a successful roll the character loses the crafting cost and gains the requested item, while on a failure the character loses half the crafting cost of the roll and gains nothing. Items made over multiple rolls are not penalized on failures but their progress does not increase.

Players may ask an NPC to craft an item for them. Certain NPCs can make items up to a certain rarity with the same restrictions as finding a trainer mentioned above. In that case, all mentioned crafting costs are doubled, but the crafting process automatically succeeds after a certain number of days (1.5 times the successful rolls it would require to craft).

## Huntsman

**Profession Skill Modifier:** Dexterity

**Profession tools:** Carving toolkit (1gp)

**Required location:** Any

**Can attempt to craft:** Downtime activity (crafting weapons, armor, consumables or ammunition, improving), 1 time every long rest (consumables or ammunition only)

A Huntsman can craft any non-metallic weapon, armor and item. See the items list to see all available items. Crafting an item requires spending half the market price in materials. A Huntsman can also craft all types of ammunition (arrows, bolts, sling ammo, darts) except bullets.

A Huntsman can improve any weapon and armor he can craft. Any weapon or armor can be upgraded up to 5 times at a +5 bonus. For weapons, a +1 improvement means a +1 to all attack and damage rolls. For armor it means a +1 AC (and a +0.5 AC for shields rounded up). Any item must be at 1 rank lower than the attempted upgrade. Failing an upgrade costs half the cost of the success. Improvement happens as follows:

The base price for upgrading any weapon is **10 times the base damage dice** (e.g. a dagger has a 1d4 so its base price is 40gp.)

Rank	Upgrade	Cost
Novice	Base items +1	0,5* market price 1* base price
Adept	+2	2* base price
Apprentice	+3	4* base price
Expert	+4	8* base price
Master	+5 Legendary weapons	16* base price ???

An upgraded item's value is the sum of its market value + the cost of all upgrades. Minimum market price is 50sp

A Huntsman can make all armor modifications on all types of armor (metal and non- metal) as well as all Simple weapon modifications. See the items list to see all available modifications.

Huntsmen of Adept tier and above can convert a weapon to magical. Magical weapons bypass resistance to nonmagical weapons instead of giving a + hit and damage bonus and is treated as a +2 towards the weapon's improvement.

## Blacksmith

**Profession Skill Modifier:** Strength

**Profession tools:** Smith's tools (5gp), Portable forge, (100gp)

**Required location:** Forge for crafting, any for strengthening

**Can attempt to craft:** Downtime activity (crafting weapons, armor, consumables, improving), 1 time every long rest (strengthening)

A Blacksmith can craft any metallic weapon, armor, item and all types of non-magical jewelry. Requires a Forge to craft items. See the items list to see all available items. Crafting an item requires spending half the market price in materials. A Blacksmith can also craft all types of ammunition (arrows, bolts, sling ammo, darts) except bullets.

A Blacksmith can improve any weapon and armor he can craft. Improving weapons does not require a forge. Any weapon or armor can be upgraded up to 5 times at a +5 bonus. For weapons, a +1 improvement means a +1 to all attack and damage rolls. For armor it means a +1 AC (and a +0.5 AC for shields rounded up). Any item must be at 1 rank lower than the attempted upgrade. Failing an upgrade costs half the cost of the success. Improvement happens as follows:

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An upgraded item's value is the sum of its market value + the cost of all upgrades. Minimum market price is 50sp

A Blacksmith can make all armor modifications on all types of armor (metal and non- metal) as well as all Simple weapon modifications. See the items list to see all available modifications.

Blacksmiths of Adept tier and above can convert a weapon to magical. Magical weapons bypass resistance to nonmagical weapons instead of giving a + hit and damage bonus and is treated as a +2 towards the weapon's improvement.

The portable forge is a special set of tools that a Blacksmith can use. A character cannot carry the forge, instead he can pack it in a cart and carry it with a mount. Attempting to use the portable forge requires a full day of doing nothing else except resting.

## Alchemist

**Profession Skill Modifier:** Highest of Wisdom or Intelligence

**Profession tools:** Alchemist's supplies (50gp)

**Required location:** Any

**Can attempt to craft:** Downtime activity, 1 time every long rest

Alchemist create consumable items of the following types: potions, injections, alchemical ammunitions, alchemical consumables and weapon coatings.

Alchemists are primarily responsible for creating all types of potions. See the items list for all potions.

Alternatively, any potion can be made as an injection. An injection can be used in combat as a bonus action instead of a main action. Injections have a minimum rank of Adept. Crafting an injection of some rank retains the DC and cost of the initial potion, but the effect is a potion one rank lower. (For example, an Adept Healing Injection has the DC and cost of crafting an Adept Healing Potion but restores as much life as a Novice Healing potion).

Alchemists can also make any consumable marked as alchemical as well as alchemical ammo tips. See the items list for all available items.

Alchemists can also make weapon coatings. A weapon coating requires one action to apply to one weapon and lasts for 3 hits (or coating 3 pieces of ammo), 1 hour or until the weapon is sheathed. Weapon coatings deal some additional effects when attacking with one weapon.

## Enchanter

**Profession Skill Modifier:** Intelligence

**Profession tools:** Enchanter's supplies (50gp), Jeweler's tools (10gp)

**Required location:** Any

**Can attempt to craft:** Downtime activity (enchancing, jewelcrafting, identifying, consumables or ammunition), 1 time every long rest (identifying, jewelcrafting, consumables or ammunition)

Enchanters who have the spellcasting property can use the inferior Jeweler's tools for this profession with an enchantment up to Adept rank. Other characters and stronger enchantments require the more expensive Enchanter's tools.

Enchanters can craft all types of jewelry. To craft jewelry, both sets of tools can be used.

Enchanters can automatically identify the magical properties of an item by studying the unidentified magical item over a short or long rest without needing to roll at all. To do this, both sets of tools can be used.

Enchanters can imbue all weapons, armor and jewels with magical enchantments. See the items list for all available enchantments.

Enchanters can also make any items and ammo tips marked as enchanted. See the items list for all available items.

Enchanters can also make spellcasting orbs. They can also attach the orbs to various pieces of equipment. That equipment must be made separately. See the items list for all available items.

## Tinkerer

**Profession Skill Modifier:** Intelligence or Wisdom

**Profession tools:** Tinker's tools (50gp)

**Required location:** Any

**Can attempt to craft:** Downtime activity (Crafting, enchanting, jewelcrafting, identifying, consumables or ammunition) 1 time every long rest (ammunition or consumables, identifying)

Tinkerers are a special type of profession that uses mechanical components to craft objects from various proficiencies. In addition, tinkerers are the only profession that can craft guns, bullets and trick weapons.

A tinkerer can make the following objects on each tier:

Rank	Items
Novice	Novice Consumables of Alchemist, Huntsman, Blacksmith, Enchanter. Nonmagical Jewellery. All basic weapons and armors (also require forge for Blacksmith). Guns and ammunition. Trick weapons.
Adept	Novice weapons and improvements of Blacksmith and Huntsman. Novice Enchantments of Enchanter.
Apprentice	Adept Consumables of Alchemist, Huntsman, Blacksmith, Enchanter. Magical enchantment of weapons.
Expert	Adept improvements of Blacksmith and Huntsman. Adept Enchantments of Enchanter.
Master	Legendary Trick weapon. Legendary items.

Tinkerers can improve all weapons up to 5 times for a +5 bonus. For weapons, a +1 improvement means a +1 to all attack and damage rolls. Any item must be at 1 rank lower than the attempted upgrade.

Failing an upgrade costs half the cost of the success. Improvements happens as follows:

The base price for upgrading any weapon is **10 times the base damage dice** (e.g. a dagger has a 1d4 so its base price is 40gp.)

Rank	Upgrade	Cost
Novice	Base items	0,5* market price
	+1	1* base price
Adept	+2	2* base price
Apprentice	+3	4* base price
Expert	+4	8* base price
Master	+5	16* base price
	Legendary weapons	???

Apprentice Tinkerers can also convert a weapon to magical similar to Adept Huntsmen and Blacksmith. Unlike Huntsmen and Blacksmiths, Tinkerers can craft all weapons so they can make all weapons magical.

## Performer

**Profession Skill Modifier:** Charisma

**Profession tools:** Variable, requires proficiency with the Performer skill

**Required location:** A non-cramped room.

**Can attempt to buff:** Every long rest

Only character with a proficiency in the performance stat can use this profession. Unlike the Performance skill check, doing a performance without tools only adds the Charisma modifier to the roll. Using an appropriate tool with proficiency allows you to add your proficiency bonus if you are proficient with said tool.

Some example tools include: Game sets, Dice, Card decks, Juggling balls... The Bladesinger wizard variant uses the one-handed melee weapon of his choice.

A performer does a performance that gives one of the following benefits until the next short or long rest:

Grade	Benefit
Novice	Select one skill excluding stealth. The whole party gains proficiency to that skill but only for checks done out of combat.
Adept	Reduce all other profession checks' DC by 2 for that rest.
Apprentice	Select any skill. The whole party gains proficiency on that skill.
Expert	The whole party gains advantage on all attack rolls. This bonus is lost after a character misses twice (independently for each one).
Master	Give a +2 bonus to one attribute to all players (the same attribute for all). Cannot exceed a score of 20.

On a failed Performance with a roll lower than half the attempted DC (rounded down) the musician suffers one level of exhaustion until the next short or long rest.

## Cook

**Profession Skill Modifier:** Highest of Dexterity, Wisdom, Intelligence or Charisma

**Profession tools:** Cook's utensils (1gp)

**Required location:** Any

**Can attempt to buff:** 1 time every long rest

Cooks are responsible for cooking for the party, giving them a semi-random passive buff until the next long rest.

As a cook, select a food category and a rank (+ increase the difficulty per person in the party with a max of +3). Then, he rolls another dice to determine the effect that the food had on the party.

Food effects vary with some effects being negative. By making higher tier food the variance of the food is reduced and limited to the best effects.

The cost of food is multiplied by the party members.

Food	Cost	Bufs
Spicy	3gp	Offensive
Sweet	2gp	Defensive
Aromatic	4gp	Healing

Rank	Food result roll
Novice	1d12
Adept	1d10
Apprentice	1d8
Expert	1d6
Master	1d4

### Spicy Food

1	Add +1 damage dice to all attacks (if not mentioned add a 1d4)	7	Surprise attacks do an additional 1d4 damage
2	Critical hits require -1 of the usual roll	8	Recover no hit dice
3	Melee and ranged attacks get a +2 to hit	9	You can change the stabbing, slashing or bludgeoning damage of one weapon to another of the 3
4	Do a Wild magics attempt every 2 spellcasts	10	Everyone takes 1d6 damage after the rest
5	Ignore partial cover	11	Recover +1 spell slot of 1 <sup>st</sup> level if available
6	No bonus	12	Add two levels of exhaustion to the party

### Sweet Food

1	Add +2 AC	7	Passive perception +5
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<b>2</b>	Resist 1d4 damage on every attack taken	<b>8</b>	Recover no hit dice
<b>3</b>	Gain one use of the Second wind Fighter perk	<b>9</b>	Gain one use of the Uncanny dodge perk
<b>4</b>	Move +10ft per turn	<b>10</b>	Everyone takes 1d6 damage after the rest
<b>5</b>	Non-combat damage cut by half	<b>11</b>	Gain a +2 to Initiative rolls
<b>6</b>	No bonus	<b>12</b>	Add two levels of exhaustion to the party

#### **Aromatic Food**

<b>1</b>	Regenerate 1 Hp per turn	<b>7</b>	Gain 1d6 temporary hit points after the rest
<b>2</b>	Lifesteal 1d4 Hp on any successful hit	<b>8</b>	Recover no hit dice
<b>3</b>	When at 0 HP, regain consciousness with 2 successful rolls instead of 3	<b>9</b>	Recover +1 hit dice
<b>4</b>	Healing potions restore an additional 1d4	<b>10</b>	Everyone takes 1d6 damage after the rest
<b>5</b>	Gain +5 to saving throws for resisting conditions	<b>11</b>	Dodge the first damage you take
<b>6</b>	No bonus	<b>12</b>	Add two levels of exhaustion to the party