# Crafting Systems

A Gary: Shattered Souls Document

# Systems

## Crafting Items

A character generates their Craft level in Crafting Points at the start of each month. These points may be utilized towards crafting projects using appropriate Downtime Actions. If not utilized, the points do not roll-over to following months; they are considered used by practicing and maintaining the level of skill in the Craft. Multiple Downtime Actions may be applied to different projects, either in the same tier of different ones.

To craft an item, a number of points equal to twice the Crafts Rating of the item must be expended on the project. These points may be accrued in the following methods:

- Up to two months may be invested at the <u>final</u> tier of the project.
- Up to one month may be invested at each pre-requisite tier.
  - These months may be invested (in order) prior to the final tier.

Additional points, beyond those necessary for the creation of the item may be spent in the following ways:

- Changing a Special Ability or Negative Trait (1 Craft Point)
- Adding an additional equipment/weapon Trait (2 Craft Points)
  - Maximum of half Crafts Rating (round up)
- Adding a level of Physical Armor (3 Craft Points)
  - Items cannot have more than their Crafts Rating in <u>total</u> levels.
- Removing a Negative Trait (3 Crafts Points)
- Removing the last/only Negative Trait (4 Craft Points)
- Adding an additional Special Ability (4 Craft Points)
  - Items may not hold more Special Abilities than their Crafts Rating.
- Raising the Crafts Level by one; once per item (5 Craft Points)
- Making an item Fetish-Worthy ([2x Craft Rating] Craft Points)
  - Item must be at least Crafts 3 to qualify.

## Prerequisites

In order to learn a higher-level tier of a Craft, the Character must first have an equal or greater level of the prerequisite tier. In some case, such as Klaivesmithing, their may be more than one prerequisite tier that a character must meet this requirement for.

## Base Attributes/Special Abilities/Negative Traits

All (unmodified) gear/weapons/armor/etc. is considered to have the Attributes, Special Abilities, and Negative Traits listed in Dark Epics unless otherwise noted or approved by the Story Tellers.

## Base Damage

Mundane weapons have a minimum Base Damage of two. Tools or improvised weapons have a minimum Base Damage of one.

## Storing Crafting Points

The only way to "store" Crafting Points is by investing them in a prerequisite tier for later use in a higher tier. For example, a Weaponsmith may invest points at the Metalworking and Blacksmithing tiers and then cease work, having essentially created a workable bar of metal that is waiting to be shaped into a project such as a sword or axe. They may then use this bar at a later date, taking advantage of the two months already devoted to it, and completing a work in only the remaining time required.

## Specials

| Name | Mechanic |
|------|----------|
| Armor Piercing | Ignores Physical Armor |
| Bipod/Tripod | +1 Trait when used |
| Compact | Adds the "Short" Negative, -1 Conceal |
| Darts | Rounds may be filled with fluids to be injected |
| Disarm | +2 when using to disarm the opponent |
| Electric | Simple test to resist losing action |
| Extended Clip | +10 Rounds to the normal magazine |
| Fast | +3 Initiative |
| Flash Suppression | No visible flash from firing the weapon |
| Full Auto | May expend entire clip for 1 extra damage |
| High Caliber | Simple Test for level of damage |
| Incendiary | Converts the first 2 levels of damage to Fire |
| Mass Trauma | Extra level of damage within 5 feet |
| Non-Lethal | Converts damage to bashing |
| Quick Clip | Can reload the weapon as a Simple Action |
| Scope | +3 Traits per Round spent aiming (max 3 Rounds) |
| Shatterproof | Cannot be broken by mundane means |
| Shield Breaking | Hard Test vs. Craft of Shield to render shield useless |
| Silver/Gold/Cold Iron | Deals Aggravated Damage (versus appropriate creatures) |
| Sound Suppression | Removes the Loud Negative Trait (-1 Trait, +1 Conceal) |
| Spray | May attack up to 3 targets at once (via mass test) |
| Staking | May be used to stake vampires following normal rules |
| Two-Hand Requirement | Uses both hands to wield |