

Rage and Fury's Crafting Rules

Updated 11/2018

Time to Complete

Each PC can create up to their crafts level each month.

Example: Johan has Crafts: armor at 5, he can create a crafts 3 and a crafts 2 armor pieces or a single crafts 5 armor piece or any other combination.

Crafts Above 5

If a PC is able to create works beyond Crafts 5, it shall take one additional month per level of craft beyond 5 to complete. I.E. Marcus has Crafts: Firearms x6, he can make Crafts 6 Firearms

Negative Traits

All weapons and armor are required to carry at least 1 negative trait. If a base weapon does not have a negative trait, one shall be assigned at creation that fits the item in question.

Non-Combat Crafts

All crafts levels to such items simply grant additional aesthetic value.

Weapon Crafting

Your base item will be taken directly from the appropriate book. Then your crafting ability will be applied to make any modifications to the item.

- 1 Nothing
- 2 +1 Trait
- 3 Remove a Negative Trait (item may not reach zero negatives)
- 4 Add a special ability (Appropriate to the item)
- 5 +1 damage

Specializations

If you have a specialization in the type of item you are creating you may add one of the following in addition to your crafts rating to your item;

- +1 Trait
- +1 Damage
- Remove a Negative

Armor Crafting

Your base item will be taken directly from the appropriate book. Then your crafting ability will be applied to make any modifications to the item.

- 1 Nothing
- 2 +1 Armor Rating
- 3 Can craft exotic armor such as gold and silver
- 4 +1 Armor Rating
- 5 Can remove negative trait (item may not reach zero negatives)

Specializations

If you have a specialization in the type of item you are creating you may add one of the following in addition to your crafts rating to your item;

+1 Armor Rating

Remove a negative trait

Ammunition Crafting

*Ammunition crafting only takes 2 weeks to complete, regardless of craft level being used. The specifications are as follows;

- 1 Can create standard rounds with appropriate materials. Basic modifications can be made; Converting Buckshot into Wax Slugs and standard rounds into hollow points. [50 rounds]
- 2 Can create Flares; Can create exotic rounds like gold and silver. [30 rounds]
- 3 Can create Armor Piercing rounds [20 rounds]
- 4 Can create Tracer rounds [10 rounds]
- 5 Can create Incendiary and Dragon's Breath rounds [6 rounds]

Fletching

Arrow creation will follow the same guidelines as ammunition crafting.

Specializations

If you have a specialization in the type of item you are creating you may add 50% more to the end total of ammo created.

Bonuses Beyond Crafts 5

Items made beyond the normal crafting range accrue slightly supernatural bonuses due to the nature of such a well-made item. A non-combat craft or performance will be run the same as prescribed in the Toreador packet. These bonuses are all at ST discretion.

A weapon at each level of crafts beyond 5 may gain from the following:

An appropriate special trait (may only be taken once)

Be made of an extreme luxury material that would normally not function

Gain a slight supernatural aesthetic bonus that has no direct mechanical impact

Armor at each level of crafts beyond 5 may gain from the following:

+1 Armor Rating (may only be taken once)

Be made of an extreme luxury material that would normally not function

Gain a slight supernatural aesthetic bonus that has no direct mechanical impact

Ammunition at each level beyond crafts 5 requires a full month plus an additional month for each crafts level beyond 5 and may gain the following

Double the range of the projectile (may only be taken once)

Be made of an extreme luxury material that would normally not function
Gain a slight supernatural aesthetic bonus that has no direct mechanical
impact

Garou Crafting Silver/Silvered Items

Garou directly crafting with silver are down 1 Gnosis per item being crafted for the month in which the items are being crafted; however, ammunition whether being crafted for 2 weeks or for the full month will only count as “1 item”.

Fetishes

The staff of RAF are to be notified and to oversee all fetishes created in RAF territory. Fetish creation will be run according to Laws of the Wild Revised.

Every fetish is unique in one way or another and constitutes a (usually) mutual and sacred bond of an item and a spirit. As such, fetishes may come in many different crafts and abilities. STs have total discretion of the results once the rite is initiated.

Each capable PC may create only a single fetish a month; however, Theurges who are in good spiritual standing may create an additional fetish at ST discretion.