

Druma Crafting Guide

Ver 1.0

Crafting on the Pathfinder Chronicles: Druma sim is much like crafting from the Source Pathfinder 2e rules as covered in the Pathfinder Second Edition: Core Rulebook, with a few changes to facilitate the environment of SL RP. The base rules are collected and explained below for ease of reading.

This will be brief and explain things in steps.

Requirements:

The two most common factors in crafting in Druma are much the same as Real Life: Time and Money

- **Money:** At standard, crafting an item costs three quarters of the item's listed value in coin, materials or a combination of both. Some items may have specific requirements on top of or as part of this cost.
- **Value:** is used in this guide to represent the listed price of a given item. This price you can expect to pay for it if you walk into a store and buy it, either from an NPC or a PC.
- **Cost:** represents the sum total of the raw and refined materials needed to craft an item. This is either three quarters of its **Value**, or half its **Value** if you critically succeed at the roll.
- **Time:** Each item takes a set amount of real life time to craft according to its level range as shown on the **Crafting Times** Table. These days do not need to be consecutive, but must be done in 1 day increments. You do not need to spend time in crafting RP as it's assumed you craft these items during your downtime or while your character is otherwise 'off screen' but a member of staff must be present for the initial roll attempt.

Rolls

At the **Beginning** of your crafting endeavour you should summon a staff member to oversee your rolls via the #Economy-Ticket channel on the Discord server. They will assign a DC based on the **DC Per Item Level** table and potentially other factors.

- **Critical Success:** As a Success but you craft the item for half its Value.
- **Success:** You begin to craft the item over the course of days listed. At the end you successfully craft the item for three quarters of its Value.
- **Failure:** You fail to craft the item but recover the full cost of the item.
- **Critical Failure:** You fail to craft the item and lose 5% of the item's Value.

If you use the Assurance feat to forgo rolling you may instead take a result of 10+ your Crafting Proficiency, however you may not benefit from any other modifiers on the roll including your Ability Score.

Other Key Factors

Proficiency: You must be at least Trained in Crafting to attempt crafting. If you are, you may attempt to craft an item of your level or lower. You must have Mastery to create an item of 9th level or higher. Items of 16th level and higher require Legendary proficiency.

Feats: Only mundane items may be crafted without a feat. Alchemical Crafting is required to craft Bombs, Elixirs and Mutagens. Magical Crafting is needed to craft Magic Armour, Weapons, Staves and other Magical items. Snare Crafting is mandatory to craft traps which can restrain or hinder foes. Tattoos may be crafted by anyone with the Tattoo Artist feat. Some feats may allow access to certain categories of items without the above feats needed.

Spells: Items that cast spells or duplicate the effects often require that spell to be cast during the crafting process. You may cast them yourself if you are able, or you may request or pay another player character who is able to do so. This player must be physically present during some of the crafting time but needn't stay after they have expended the spell. When cast as part of crafting, the spell doesn't take effect as normal and instead its effects are trapped within the item. Unless otherwise noted, materials must be expended as normal during the casting. If they have a cost this cost must be met.

Other Considerations

- **Batch Crafting:** Most Consumable items can be crafted in batches. Batch crafting costs the same in gold and materials as crafting the same number of items individually, but takes the same amount of time as crafting a single instance of that item. Non-magical ammunition may be crafted in batches of 10. Magical and Alchemical consumables may be crafted in batches of 4. Some feats may alter this number.

Rerolls: Hero Points, Halfling Luck and other such abilities that allow re-rolls of dice do not apply to crafting checks unless specifically noted.

- **Modifiers:** Unless you are using the Assurance feat, bonuses from your character (Proficiency: (how good you are at a certain thing) and Ability Modifiers: (how skilled you are at a thing)) and outside bonuses (Items and Circumstance) are applied as normal. Unless noted all bonuses are only applicable if they can be applied through the whole crafting process.
 - **Circumstance:** Feats such as Seasoned, Specialty Crafting and the Aid Skill can render bonuses to Crafting checks. Anyone granting you the effects of Aid or similar must be present when you attempt the roll, but needn't be present after that.
 - **Item Bonus:** Gear and Toolkits are the most common means of granting Item Bonuses on Crafting checks.
 - **Status Bonus:** Status Bonuses range from hard to impossible to acquire on Crafting checks as they are usually temporary, short term effects that do not last the full time required to craft an item.
- **Selling:** Most crafted magical and mundane items may be transferred to other players by trading the no-copy, no-modify inventory item. They may be handed out freely or in exchange for gold via the HUD, in whole or part as payment for services or for other

favours. Snares are typically crafted in-situ, cannot be moved once deployed and cannot be sold.

Changes to DC: An item's DC is based on its level but increases based upon its rarity. Uncommon items add +2 to DC, Rare items have +5.

Types of Item

The types of crafting items available on sim, sorted by feats needed to craft them:

- **Alchemical Items:** Bombs, Elixirs, Poisons, Drugs and Alchemical Tools. Critically failing a crafting check costs 5% of the item's value as usual, but it also causes the mixture to explode or worse, with effects at the GM's discretion.
- **Magical Crafting:** Magical Ammunition, Oils, Potions, Scrolls, Talismans, Held Items and Fulu's. The Magical Crafting feat is also needed to enchant Magical Weapons and Armour, craft Staves, Wands, all Magical Worn Items, Structures and Vehicles, for etching Runes and making other Miscellaneous Items. Some other feats may grant access to some specific types of item without taking the Magical Crafting feat such as the Witch's Cauldron allowing access to Oils and Potions. or the Seasoned feat allowing Potions.
- **Snare Crafting:** May be used to craft snares. These must be crafted in the location they are to be used unless certain feats are taken.
- **Mundane Items:** These may be crafted without a feat and they include but are not limited to: Food, drink, and all other mundane items not covered above including: ammunition, weapons and armour, tools, structures and vehicles, jewelry, pottery and artworks.

How to Craft

Step 1: To begin with, decide what you want to craft and ensure you have the following prepared.

- At least three quarters of the item's value in either coins, materials, or a combination of both. Also decide if you want to batch craft and prepare the appropriate extra cost.
- The requisite feats such as Alchemical, Magical or Snare Crafting.
- Access to any other requirements an items stat block may list. Most commonly at least one casting of a spell for magic items. Some items require specific materials such as a certain amount of silver. Others might require a minimum training in other skills, access to a certain tradition of spell casting or the crafter to be a certain alignment. Naturally, crafting Magic Armour, Weapons or other Items require a mundane version of the item first.

Step 2: Summon a GM to oversee your rolls via the #Economy-Ticket on Discord. They will assign a DC based off of the **DC Per Item Level** table. A rarer item will increase the DC.

Step 3: Apply modifiers and roll. See **Modifiers** under **Other Considerations** for more information on applying modifiers and try to beat the DC. If you are Successful then three quarters of the item's value are consumed and crafting begins. If you are Critically Successful then half the value is consumed instead. If you Fail you recover all the materials and may try again the next day. Critically Failing is the same as a Failure except you waste 5% of the item's value.

At this stage you do not need to pay the cost via the HUD unless you've Critically Failed.

Step 4: After the requisite time has passed you may summon a GM again and exchange the gold cost for a non-copy, non-mod inventory item granting you access to the items crafted, after which you are free to craft another item.

You should have a GM subtract this from your hud using the admin hud. Remember: 1 Silver is worth 10 Copper, and 1 Gold worth 100 Copper. Please state the Items crafted in the description field.

Item Types Crafting Rules

Alchemical Items: While these items often produce effects that appear magic to the untrained, and more refined concoctions can be indistinguishable even to the trained, Alchemical Items rely on the interaction of chemicals to produce effects. They do not give off magical auras and cannot be affected by Dispel Magic. Unless another feat allows access to them, all Alchemical Items require the Alchemical Crafting feat to be taken first. When creating any Alchemical item, a critical failure can result in more damage than wasted money. Explosions, leaking of poisons and blinding effects of runaway reactions are all possibilities. Unless noted otherwise, all consumable Alchemical items may be crafted in batches of 4.

Consumables: A rather broad category covering oils, potions, scrolls and more. The rules for each can vary hugely. However mundane ammunition does not require any special feats, all others require Magical Crafting. Unless noted otherwise all consumables may be crafted in batches of 4.

Mundane Equipment: Mundane, non-magical items from this category may be crafted by anyone who is Trained or better in crafting with access to the appropriate tools with no additional feats required. Such equipment is vital for creating magical versions of items from. Items made out of Precious Materials do not require crafting feats, merely a suitable proficiency in Crafting. At least Expert, though rarer materials may require a higher proficiency.

Permanent Magical Equipment: Wands and staves, gleaming swords, shadowy armour, rings of many magnificent properties and boots that just never smell bad. Permanent Magical items come in many shapes and forms each with their own set of rules. All of them need the Magical Crafting feat to create aside from Magical Tattoos, which require the Tattoo Artist feat.

Runes: While many magical weapons and armour can be enchanted by mages into forms known as 'Specific' to perform feats such as throwing fire or other magic-like effects, many magical weapons are more subtle and customisable, referred to as 'Basic'. Runes are how these effects are achieved and require the Magical Crafting feat to create or work with.

Runes are broken up into three categories, Fundamental, Property and Accessory. With Fundamental Runes being further divided into Potency and either Striking for Weapons or Resilient for Armour. Magic Items are named by the value granted by their Potency Rune, then any other Fundamental Runes, then it's Property Runes.

Snares: Snares are traps that range from inconvenient to incapacitating, and when used properly can turn a simple approach into an easy hunting ground for their users. Creating Snares requires both the Snare Crafting feat and suitable raw materials worth the stated cost. Unlike other items Snares cannot be collected or traded in their assembled form.