

Smithing

Overview

Smithing is a labor-intensive process through which characters can create weapons and armor. To model the time and effort required, smithing uses an Advanced Test. The success threshold and target numbers are determined by the following factors:

- Quality of the finished item
- The amount of damage the item will cause or prevent
- The type of metal

This document describes a new talent for smithing and how to calculate the amount of time a task requires, its success threshold, and TN.

Smithing Talent

If a character has learned their way around a forge, they can take the Smithing Talent.

Requires: Strength (Smithing)

A smith must choose to specialize in either weapons or armor.

Novice: A novice smith has learned how to work with a metal's unique properties. Decrease the difficulty of metals used for their specialty by 2.

Note: If a metal is used for both weapons and armor, the smith receives this benefit even when creating something outside their specialty.

Journeyman: A journeyman smith is at home in a forge. Decrease base difficulties for their specialty by 2.

Master: A master smith excels where others struggle. Decrease success thresholds for their specialty by 2.

Time Required

Each roll in the advanced test represents a day's work, between 6 to 12 hours. This amount provides two primary flexibilities.

First, the number of hours in a day's work can vary. In good conditions—a well-lit forge, good tools, an assistant—the number of hours to complete a days work is far less than in poor conditions—a stormy camp with a portable anvil and slow fire.

Second, a day's work doesn't have to take place in a single calendar day. A busy character who struggles to balance forging weapons with other responsibilities might need a week to do what a less busy character can do in a day.

The flexibilities are meant to allow the act of smithing fit within a game more easily. This also means that a player can stretch forging an item out across a session or multiple sessions. They don't have to make all the rolls at once.

Failure

Unlike in most other Advanced Tests, for smithing, players keep track of Dragon Die results for both successes and failures.

If a player reaches the success threshold in Dragon Die points generated by failures before they reach the threshold in points generated by successes, their character has completely warped their metal and must start over fresh.

Success Thresholds

Basic weapons and armor, such as those listed in the Weapons chapter of the book, have a success threshold of 10 to create. The success threshold increases with the quality of weapon. Basically, quality takes more time and provides more opportunities for error.

Level of Quality	Success Threshold
Basic	10
Fine	15
Outstanding	20
Exceptional	25
Kingly	30

Target Numbers

The Target Number for a smithing project is the sum of the base difficulty and metal difficulty. Basically, what a smith wants to make and the type of metal they decide to use determines how hard the item is to make.

Base Difficulty

The base difficulty of a weapon or armor is based on damage it causes or prevents.

Weapons	
Damage	Base Difficulty
1d3	TN 7
1d6	TN 11
2d6	TN 15
3d6	TN 17
Armor	
Rating	Base Difficulty
5	TN 11
7	TN 13
8	TN 15
10	TN 17

Note: Some weapons have damage ratings like "1d6+2." Each point of added damage adds 1 point to difficulty. For example, a 1d6+2 weapon has a base difficulty of TN 13.

Metal Difficulties

The type of metal a smith uses can increase the difficulty of the task. The added difficulty increases the TN.

Material	Use	Added Difficulty
Iron	Weapons & Armor	+0
Steel	Weapons & Armor	+2
Veridium	Weapons only	+4
Drakeskin	Armor only	+4
Silverite	Weapons only	+6
Red Steel	Armor only	+6

Materials

Not only does a smith need the tools for their trade—anvil, forge, tongs, and hammer at the very least—they also need metal. Smiths do not have to *purchase* their tools or metals. They may buy or steal time at a town forge or go foraging along mountainsides for iron and other metals.

The amount of metal a smith needs depends on the project. The below tables use the type of metal and rating/bonus or type of item to determine starting points. As shields are smaller than armor, they are listed with weapons. For shields, assume the amounts listed in the veridium column applies for drakeskin and that the amounts listed for silverite apply for red steel.

For smaller items—arrow heads, staff caps, etc—divide the amount of metal required by 4.

Weapons / Shields				
Rating/Bonus	Iron	Steel	Veridium	Silverite
-1, 0, or “-”	3 lb	2 lb	1 lb	1 lb
1 or 2	4 lb	3 lb	2 lb	2 lb
3	5 lb	4 lb	3 lb	3 lb
Armor				
<i>Amounts are per foot of wearer’s height</i>				
Rating	Iron	Steel	Drakeskin	Red Steel
Light Mail	6 lb	4 lb	3 lb	2 lb
Heavy Mail	8 lb	6 lb	5 lb	4 lb
Light Plate	10 lb	8 lb	7 lb	6 lb
Heavy Plate	12 lb	10 lb	9 lb	8 lb

Costs

Metal prices are not included in the Core book. The below table suggests prices per pound for Ferelden. In areas where a metal is more abundant, its price should drop. These prices do not include labor, and so should cost less than an item crafted with the material.

Metal	Price per Pound
Iron	20cp
Steel	4sp
Veridium	80sp
Drakeskin	80sp
Silverite	3gp
Red Steel	3gp

These may be adjusted based on future research.