

Blacksmith

This art style will enable one to create something from metal.

Only one who has studied and passed the art of Blacksmith can successfully craft a desired object, whether it be armor, a weapon, a tool or a part needed for something desired. The initial value of an item will be strictly up to the discretion of the G.M.

Modification-point cost: 8

Training Time: 52 weeks (364 days).

Training note: This is an averaged time to complete the full training for Blacksmith. However, the training time can vary according to the student's Strength as follows:

For every point of Strength above 24, the training time will be reduced by one day (minimum 132 days to train).

For every point of Strength below 18, the training time will be increased by two days.

Training Cost: 18 white-gold per day of training + the cost of all steel used.

Your **STRENGTH** will be the % chance to successfully create steel object of specific design. Example: If you have a 30 Strength, you will have a starting 30% chance to succeed at black smithing.

For each successful piece you craft, the % chance to create another of the same, or similar design, successfully will increase by +1.

Example:

If you have a 30 Strength, and successfully craft a sword, you will gain +1 added to your current 30% chance the next time you attempt to craft another sword of any type (you would then have a 31% chance). If you crafted another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 98%

MASTER FORGE

Once you reach the "Maximum success chance" (98%), you can then Master Forge the same item in an attempt to "Master Smith" it. If you have the knowledge and ability to Master Forge an item, yet you have not crafted it, you can still attempt to Master Forge it (but you must be able to Master Forge such an item).

Master Forging an item is a way to double the value of an already forged object. Also, Master Forging steel will double its temper. Example: If you Master Forge a set of gage-steel you have found, if successful, it will become shank-steel quality plate in all aspects. If you fail to Master Forge a steel item, it will be ruined.

You will start out with a 25% chance to Master Forge a steel item. For each successful item you Master Forge, the % chance to Master Forge will increase by +1.

Example:

If you have a 25% chance to Master Forge a dagger, and successfully do so, you will gain +1 added to your current 25% chance to Master Forge a dagger the next time you attempt it (you would then have a 26% chance). If you then Master Forge another dagger successfully, your Master Forge skill would, again, increase from 26% to 27% chance.

Once you reach a 98% chance to Master Forge, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Forge an existing 1st Master Forged item. If successful, you will again gain +1 to your 2nd Master Forge skill to craft a 1st Master Forged steel item. When you reach 98% chance to 2nd Master Forge, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Forge a 2nd Master Forged item. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Forge).

Remember, each time you successfully Master Forge a same steel item, its temper will double, which can create quite a valuable item.

| | |
|--------------------------------------|---|
| Master Forge maximum success chance: | 98% will be the best chance to Master Forge a steel item within all Mastery levels. |
|--------------------------------------|---|