

Purple Duck Storeroom

Craft Points - Redux



“In a nondescript dwelling, down a dusty hallway, past rooms of unclear purpose, there is a door... a door that looks like many others, except for the ancient maroon tint of the aged wood, and, of course, the glowing runes emblazoned on the stones that make up the door-frame. Should you know its purpose, should you know the correct sequence to touch those runes, you might gain entry to a Storeroom of wonders, shelves and bins and racks beyond counting. Place your torch in the rusty sconce, and enter...”

The Purple Storeroom is an ongoing series of tightly-focused supplements that cover topics that do not fit into our larger offerings. They are the pieces that just don't fit anywhere else or they are the little things we work on to take a break from bigger projects like Purple Mountain, Legendary Treasures, or Lands of Porphyra. They have been stored here for safe keeping.

CRAFT POINTS REDUX

These variant crafting rules are designed specifically for campaigns that don't offer a lot of “downtime” to the PCs. It unifies the rules for crafting items and creating magic items, while also replicating a character's ability to come up with just the thing he needs for a specific task in the nick of time. It glosses over the realities of such work-tool kits, alchemical reagents, laboratories, long hours of toil, and the like—to keep the game moving along at an exciting pace. After all, fighting giants, demons, and dragons is generally a lot more fun than waiting for Verazial to finish crafting a new suit of magic armor.

To craft an item without spending the normal labor time, a character with the appropriate item creation feat (such as Craft Masterwork Armor, Brew Potion, or Craft Staff; see below) can pay one-tenth the item's market price in craft points (minimum 1 point; round up). He must also pay material costs equal to one-half the item's market price (this replaces the normal material cost for crafting an item). Once the character declares that he is spending these craft points and gold pieces, the item is automatically completed one day later (typi-

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cally the next morning).

Though this makes it appear as if the item was created “instantly,” the assumption is that the character has actually been working on it for a while, but only now got around to finishing it. For instance, Verazial might have been tinkering with Billie’s breastplate for some time, but only now has finished improving its enhancement bonus. The system simply assumes that characters are always working on various projects in their spare time, whether between forays into the dungeon, while on the road, or even while gathered around the campfire after battling mites in the Purple Mountain. Thus, when the time comes, they simply spend the requisite gold and craft points, and the item is “finished” one day later.

To spend craft points toward the creation of an alchemical, masterwork, or magic item, you must have the requisite Craft feat (such as Craft Masterwork Armor for creating a masterwork chain shirt) or assist someone who does (see Assisting, below). Crafting nonmasterwork armor and weapons or simple items—tools, chests, saddles, and the like—doesn’t require a Craft feat. Anyone who helps with the creation of such an item can contribute craft points at the normal rate.

For nonmagical items, you must make a successful Craft skill check to complete the item (see Craft DCs Redux for guidelines). A failed check means you waste one-half of the gold pieces and craft points required for the item, but you may try again as soon as the next day if you still have enough gold pieces and craft points to complete the item. Magic items require a Spellcraft check equal to 5 + the DC of the item’s caster level to complete. Failing this check means that the item does not function and the materials and time are wasted. Failing this check by 5 or more results in a cursed item.

You can reduce the amount of craft points required by increasing the amount of time you spend working on the item. For nonmagical items, reduce the craft point cost by 1 point for every 100 sp of work you contribute to the item’s creation (see the Craft skill). For magic items, each 8-hour day spent working on the item reduces the craft point cost by 100.

Table: Sample Crafted Items

Item	Market Price	Craft Cost
Arrows, 100 ¹	5 gp	2 gp, 5 sp, 1 craft
Acid	10 gp	5 gp, 1 craft
Chainmail ¹	150 gp	75 gp, 15 craft
Lock, simple ¹	20 gp	10 gp, 2 craft
<i>Scroll of cure light wounds</i>	25 gp	12.5 gp, 3 craft

Greatsword ¹	50 gp	25 gp, 5 craft
Masterwork chainmail	300 gp	150 gp, 30 craft
<i>Potion of cure moderate wounds</i>	150 gp	75 gp, 15 craft
Masterwork greatsword	350 gp	175 gp, 35 craft
+ 1 chainmail ²	1,000 gp	500 gp, 100 craft
<i>Ring of protection + 1</i>	2,000 gp	1,000 gp, 200 craft
+1 greatsword ²	2,000 gp	1,000 gp, 200 craft
<i>Wand of fireball</i>	11,250 gp	5,625 gp, 1,125 craft
<i>Belt of Incredible Dexterity +4</i>	16,000 gp	8,000 gp, 1,600 craft
+5 chainmail ²	25,000 gp	12,500 gp, 2,500 craft
+5 greatsword ²	50,000 gp	25,000 gp, 5,000 craft
<i>Robe of the archmagi</i>	75,000 gp	37,500 gp, 7,500 craft
<i>Tome of understanding +5</i>	137,500 gp	68,750 gp, 13,750 craft
<i>Staff of power</i>	235,000 gp	117,500 gp, 20,000 craft

¹ Does not require a Craft feat.

² The market prices and craft costs for these items assume that you already have the masterwork item to be enhanced.

CRAFT DCS (REDUX)

The following general Craft DCs replace the normal craft DC values and provide rough guidelines for the target DCs or many common items.

EXTREMELY SIMPLE (DC 5)

- *Alchemical Items*: Casting plaster
- *Mundane Items*: Very simple items such as wooden spoons, other carved one-piece items.
- *Weapons*: Manufactured clubs, quarterstaves, slings.

SIMPLE (DC 10)

- *Alchemical Items*: Light detector
- *Armor*: Light armor, wooden shields.
- *Mundane Items*: Typical household items such as iron pots.
- *Vehicles*: Cart, raft.
- *Weapons*: Simple weapons (except crossbows).

NORMAL (DC 15)

- *Alchemical Items*: Acid, alchemical cement, alchemical grease, armor oint-

ment, bladeguard, buoyant balloon, chill cream, glowing ink, invisible ink (simple), keros oil, liquid blade, marker dye, soothe syrup, water purification sponge

- *Armor*: Medium armor, steel shields.
- *Mundane Items*: Most adventuring gear.
- *Vehicles*: Chariot (light, medium, heavy), rowboat, sleigh, wagon (light, medium, heavy).
- *Weapons*: Martial weapons and crossbows.

COMPLEX (DC 20)

- *Alchemical Items*: Alchemical glue, alchemical solvent, alchemist's fire, alchemist's kindness, alkali flask, blackfire clay, candlerod, flash powder, foaming powder, ghastretch flask, impact foam, invisible ink (average, good), meditation tea, nushadir, paper candle firework, scent cloak, shard gel, smoke pellet, smokestick, star candle firework, tindertwig, vermin repellent, weapon blanch (cold iron, silver), wismuth salix.
- *Armor*: Heavy armor.
- *Mundane Items*: Jewelry, kits, locks, complicated adventuring gear.
- *Traps*: All traps CR 1–5.
- *Vehicles*: Carriage, glider, keelboat, longship.
- *Weapons*: Early firearm ammunition, early one-handed firearms, early two-handed firearms, exotic weapons.

INTRICATE (DC 25)

- *Alchemical Items*: Alchemical glue accelerant, antiplague, antitoxin, blood-block, bottled lightning, burst jar, defoliant, embalming fluid, fire ward gel, frost ward gel, fuse grenade, invisible ink (superior), itching powder, liquid ice, mending paste, padzahr, pellet grenade, skyrocket firework, smelling salts, sneezing powder, starfountain firework, sunrod, tanglefoot bag, thunderstone, twitch tonic, weapon blanch (adamantine, porphyrite).
- *Mundane Items*: Clocks, other intricate items.
- *Traps*: All traps CR 6–10.
- *Vehicles*: Galley, sailing ship, warship.
- *Weapons*: Advanced firearm ammunition, advanced firearms, nonalchemical and nonfirearm siege weapons.

VERY INTRICATE (DC 30)

- *Alchemical Items*: Banshee ballerina firework, flame fountain firework, rusting powder, soul stimulant, tangleburn bag, troll oil.
- *Traps*: All traps CR 11–15.

- *Vehicles*: Airship.
- *Weapons*: Alchemical siege engines, siege firearms.

EXTREMELY INTRICATE (DC 35)

- *Traps*: All traps CR 16+.
- *Vehicles*: Alchemical dragon, steam giant.

Example One

A masterwork suit of full plate armor has a market price of 1,650 gp. A character with the Craft Masterwork Armor feat could pay one-third of this price in raw materials and make daily or weekly Craft (armor) checks to slowly complete the suit of armor as per the normal rules, or he could pay one-half of this price and spend 165 craft points to complete it one day later with a successful DC 20 Craft check. (A failed check at this point would cost him 412 gp and 82 craft points.) Alternatively, he could spend some days or weeks working on the item (making regular Craft checks), then finish it quickly by spending craft points equal to 165 minus 1 per 10 sp of work he has already completed.

Example Two

A +2 *longsword* has a market price of 8,000 gp (not including the material cost of the masterwork longsword itself). Assuming you had the Craft Magic Arms and Armor feat (and didn't have to make the masterwork longsword from scratch), you could either spend 8 days of time to craft the item, or you could spend 800 craft points to finish it "instantly." (In either case, you have to spend 4,000 gp in addition to the time or craft points.) If you wanted, you could save 200 craft points by spending two 8-hour days working on the item. You still need to make a Spellcraft check at the end of the crafting process to make sure the enhancement worked (in this case against a DC of 11).

ASSISTING

In addition to the primary crafter who must have the appropriate Craft feat up to three assistants can contribute craft points to the creation of the item.

Assistants who have the appropriate Craft feat contribute craft points at full normal value. For untrained assistants (those who don't have the appropriate Craft feat), each craft point contributed counts as 1/2 point of assistance.

The primary creator must contribute at least half of the craft points required to create an item.

It doesn't matter who contributes the gold piece cost that goes toward creating the item. Only the primary creator can contribute experience points toward the creation of a magic item.

For example, Billy has 1,000 gp and a masterwork breastplate, and wants to help Verazial imbue the sword with a +1 enhancement bonus (turning it into a +1 *breastplate*). This task would normally cost 100 craft points. Verazial must supply at least half of this, or 50 craft points. Billie doesn't have Craft Magic Arms and Armor or Master Craftsman, so he must spend twice as many craft points to achieve the same contribution. Assuming he's the only assistant, he could contribute up to half the effort required to achieve the goal (100 craft points). Since his craft points only count for half value, he has to spend 100 craft points to contribute 50 points worth of value. When those 100 points are added to Verazial's contribution, the gold pieces spent on materials, and the masterwork breastplate, the process is complete with the appropriate Craft or Spellcraft skill check.

If Hirim (also untrained) assisted Verazial as well, the two assistants combined could still contribute no more than the equivalent of 100 craft points (half the total craft point cost). However, each would have to spend only 100 craft points (50 points of value each) to achieve this goal.

GAINING CRAFT POINTS

A 1st-level character has 100 craft points. With each class level gained, he gains a number of craft points equal to his new level \times 100. A 2nd-level character can have as many as 300 craft points, and so forth, all the way up to a 20th-level character, who would have a total of 21,000 craft points (assuming he never spent any).

Creatures with Intelligence of 3 or higher have craft points as a character whose level equals their total Hit Dice. A night nag (8 HD), for instance, has the craft points of an 8th-level character. If that night nag gained a class level, it would gain an additional 900 craft points. Of course, not all creatures can use their craft points—despite being at least reasonably intelligent, a griffon or pegasus is unlikely to be in a position to craft an item or assist another character in crafting an item. The game master must use his best judgment when determining whether a creature can use its craft points.

Creatures with Intelligence of 2 or lower (or without an Intelligence score) never gain craft points.

Familiars, animal companions, mounts, or eidolons never gain craft points, regardless of their intelligence or Hit Dice.

Table: Craft Points Gained By Level Character

Level	Craft Points Gained	Total Craft Points ¹
1st	100	100
2nd	200	300
3rd	300	600
4th	400	1,000
5th	500	1,500
6th	600	2,100
7th	700	2,800
8th	800	3,600
9th	900	4,500
10th	1,000	5,500
11th	1,100	6,600
12th	1,200	7,800
13th	1,300	9,100
14th	1,400	10,500
15th	1,500	12,000
16th	1,600	13,600
17th	1,700	15,300
18th	1,800	17,100
19th	1,900	19,000
20th	2,000	21,000

¹ Subtract any craft points already spent from this total, and add any craft points gained from feats.

ITEM CREATION FEATS

Each time you gain an item creation feat, you gain additional craft points as noted on Table: Item Creation Feats. You don't have to spend these craft points on items appropriate to the feat—you can spend them on any item. For example, Craft Masterwork Weapon grants a bonus of 100 craft points, which you can use to craft weapons, armor, potions, or any other item.

In addition to the standard item creation feats, this variant includes a number of feats dedicated to the creation of nonmagic items. Table: Item Creation Feats gives appropriate new prerequisites for all item creation feats, including the standard ones.

Table: Item Creation Feats

Feat	Prerequisites	Craft Points Gained
Brew Potion	Caster level 3rd	1,500
Craft Alchemical Item	Craft (alchemy) 1 rank	100
Craft Cognizance Crystal	Manifester level 3rd	1,500
Craft Cybernetics	Technologist, Heal 9 ranks, Knowledge (engineering) 9 ranks	4,500
Craft Magic Arms and Armor	Caster level 5th	2,500
Craft Masterwork Armor	Craft (armorsmith) 3 ranks	100
Craft Masterwork Ranged Weapon	Craft (bowyer) 3 ranks	100
Craft Masterwork Weapon	Craft (weaponsmith) 3 ranks	100
Craft Pharmaceutical	Technologist, Heal 9 ranks, Knowledge (nature) 9 ranks	4,500
Craft Rod	Caster level 9th	4,500
Craft Staff	Caster level 11th	5,500
Craft Technological Arms and Armor	Technologist, Craft (mechanical) 7 ranks, Knowledge (engineering) 7 ranks	3,500
Craft Technological Item	Technologist, Craft (mechanical) 5, Knowledge (engineering) 5 ranks	2,500
Craft Wand	Caster level 5th	2,500
Craft Wondrous Item	Caster level 3rd	1,500
Floral Growth	Manifester level 3rd	1,500
Forge Ring	Caster level 7th	3,500
Master Craftsman	5 ranks in any Craft or Profession skill	1,500
Scribe Scroll	Caster level 1st	500
Scribe Tattoo	Manifester Level 3rd	1,500
Talented Crafter	Any other item creation feat	500

Craft Alchemical Item (Item Creation)

You are capable of creating alchemical items and substances.

Prerequisite: Craft (alchemy) 1 rank.

Benefit: You gain 100 craft points. You may use craft points to create alchemical items or substances, such as acid or tanglefoot bags.

You may spend your craft points to create alchemical items or substances at a rate of 1 craft point per 10 gp of market value of the finished item (minimum 1), even without spending the requisite creation time at work on the item.

Special: If you take the requisite creation time at work on the item, you spend only 1 craft point per 50 gp of market value of the finished item (minimum 1). Alchemist's with the alchemy class feature gain this as a bonus feat at 1st level.

Normal: Characters without this feat cannot craft alchemical items.

Craft Masterwork Armor (Item Creation)

You are trained in the creation of fine armor and shields.

Prerequisite: Craft (armor) 3 ranks.

Benefit: You gain 100 craft points. You may use craft points to create masterwork armor or shields.

You may spend your craft points to build masterwork armor or shields at a rate of 1 craft point per 10 gp of market value of the finished item (minimum 1), even without spending the requisite creation time at work on the item.

Special: If you take the requisite creation time at work on the item, you spend only 1 craft point per 50 gp of market value of the finished item (minimum 1).

Normal: Characters without this feat can only craft nonmasterwork armor or shields.

Craft Masterwork Ranged Weapon (Item Creation)

You are trained in the creation of fine ranged weapons and ammunition, such as bows, crossbows, and arrows.

Prerequisite: Craft (bows) 3 ranks.

Benefit: You gain 100 craft points. You may use craft points to create a masterwork ranged weapon or masterwork ammunition.

You may spend your craft points to build ranged weapons or ammunition at a rate of 1 craft point per 10 gp of market value of the finished item, even without taking the requisite creation time at work on the item.

Normal: Characters without this feat can only craft nonmasterwork ranged weapons.

Craft Masterwork Weapon (Item Creation)

You are trained in the creation of fine melee and thrown weapons, such as swords, maces, daggers, and shortspears.

Prerequisite: Craft (weapons) 3 ranks.

Benefit: You gain 100 craft points. You may use craft points to create a masterwork melee or thrown weapon.

You may spend your craft points to build masterwork melee or thrown weapons at a rate of 1 craft point per 10 gp of market value of the finished item, even without taking the requisite creation time at work on the item.

Normal: Characters without this feat can only craft nonmasterwork melee or thrown weapons.

Talented Crafter

You have an extraordinary talent for item creation.

Prerequisite: Any item creation feat.

Benefits: You gain 500 craft points, which may be used to craft items of any kind.

Special: You may select this feat multiple times. Each time you select it, you gain an additional 500 craft points. A wizard may select this feat as one of her bonus feats.

“...and so the torch is taken from the sconce, shadows swallow items on shelves not yet explored, and the rune-bordered door is closed; for who knows when an item, a curiosity, an unnamed oddity might be needed, for purposes wholesome or despicable- from the Storeroom...”

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