

NERO® Smithing Play-test

Version 2.5 031504
For NERO Rules: Matt Sims

Objective

- 1) To increase the value of the weapon smith and armor smith skills.

Smithing – The skill Smithing replaces both Armorsmith and Weaponsmith, current levels of Armorsmith and weaponsmith add together to form total levels of Smithing in chapters who use this playtest. The cost of a level of smithing is equal to the old cost for either weaponsmith or armorsmith for a character and would gain the -1 BP cost for being a dwarf. Any character with the skill Smithing is referred to as a smith. Any character with ten levels of Smithing is considered a master smith. With a single level of Smithing a player can make 2 small weapons, 1 one handed weapon, a shield, a quiver of 20 arrows, half of a two handed weapon, or ten points worth of armor. A player could not make half a weapon so to make a full two handed weapon would take 2 levels of Smithing. There is no cost associated with creating the above items using the skill Smithing.

In addition to making weapons and armor a smith may make modifications to items which are detailed below. All items made with the skill Smithing last for two years from the date of creation. Items with modifications must be acquired in game, they cannot be bought with goblin stamps.

Special abilities of Smithing:

In order to use any special ability the smith must be able to do so without a forge though the total level are still doubled if they use a forge.

Silvering a weapon – Silvering a weapon uses up 1 level of production ability for small weapons, 2 levels of production ability for one handed weapons, and 3 levels of production ability for two handed weapons. In addition the smith must spend 1 silver piece per linear inch of the striking surface to silver a weapon. The silvering of a weapon lasts for the duration of the weapon being silvered. A smith may break down a silvered weapon for one level of production and receive one half the silver used to silver the weapon which can only be used to silver another weapon.

Making an item shatter resistant – A smith can make an item shatter resistant, doing so uses up 1 level of production for small weapons, 2 levels of production for one handed weapons, a shield, or a quiver of arrows, and 3 levels of production for two handed weapons. A non-weapon item can also be made shatter resistant and the number of levels of production required should be estimated based on the size as compared to a weapon. Thus a small statuette twelve inches high might cost 1 level of production, a pedestal might cost 2 levels

of production, and a door might cost 3 levels of production. Anything larger must be carefully estimated. In addition to the cost in production levels an SR1 component must be spent in order to make an item shatter resistant. Each time this is done to a single item it will be able to resist shatter twice. It may be done a maximum of 3 times to a single item.

Sharpening a weapon – A smith may sharpen a weapon which adds damage to the call of anyone swinging the weapon the bonus is not magical. This bonus is not additive with damage aura weapons and the higher bonus only will count. The bonus will last only till the next full reset period where production skills would reset. The smith must use 3 levels of production to add a plus one bonus to a weapon. The smith must spend 9 levels of production to add a plus two bonus to a weapon. The smith must spend 21 levels of production to add a plus three bonus to a weapon. No smith can add a bonus greater than plus three to a weapon. A weapon cannot be sharpened multiple times.

Rapid refit – A smith may spend one level of production, which was not already used for another purpose, in order to refit a suit of armor on a three count rather than sixty seconds.

Flawless refit – A smith may spend one level of production, which was not already used for another purpose, in order to refit a breeched suit of armor to full rather than losing one area of protection. This must be done within five minutes of it being breeched.

Master Crafted Armor – A master smith can make master crafted armor detailed below.

Master Crafted Weapon – A master smith can make a master crafted weapon detailed below.

Master Crafted Armor – A Master Smith can create exceptional suits of armor as governed by these rules. Currently the only type of master crafted armor is enhanced armor though others may be added in the future via playtest or rules changes. A Master Crafted suit of armor will cost a minimum of double the normal levels of production but could be more if defined in the particular type of master crafted armor. A master crafted suit of armor will cost a minimum of 1 SR1 per location but could be more as defined in the particular type of master crafted armor.

Existing suits of armor cannot be turned into Master Crafted suits they must be made from scratch. Master Crafted Armor lasts for two years from the time that it is created. A single suit of armor can never have more Master Crafted abilities than the total number of locations that it covers and may have less based on the particular type of master crafted armor.

Enhanced Armor – A suit of Enhanced Armor will have a value that is higher than a normal suit of its type. To make a suit of armor Enhanced Armor the number of levels of production required will be double the normal to make it. An SR1 per armor location must be used in the creation of the suit. The extra points of armor gained from this technique count toward the class maximums of Physical Armor. Enhanced Armor has an additional one point of armor per location.

Master Crafted Weapons – A master smith can create exceptional weapons as governed by these rules. Currently the only type of master crafted weapon is non-magical enhanced damage though others may be added in the future via playtest or rules changes. A Master Crafted weapon will cost a minimum of double the normal levels of production but could be more if defined in the particular type of master crafted armor. A master crafted weapon will cost a minimum of 1 SR1 but could be more as defined in the particular type of master crafted weapon.

Existing weapons cannot be turned into Master Crafted Weapons they must be made from scratch. Master Crafted Weapons last for two years from the time that it is created. A single weapon can never have more than three Master Crafted abilities based on its size, a small weapon may have one master crafted ability, a one handed weapon may have two master crafted abilities, and a two handed weapon can have three master crafted abilities. A given weapon may have less master crafted abilities based on the particular type of master crafted weapon.

Mighty Slayer – A Mighty Slayer weapon adds damage to the call for slays of anyone using the weapon. The bonus is not magical. The weapon will last two years from the point of creation. A master smith can create a weapon that adds 5, 10, or 20 points of damage to a slay between one and five times a day total. The cost for each use of a 5 point bonus is 2 levels of production and 1 SR1. The cost for each use of a 10 point bonus is 3 levels of production and 2 SR1 components. The cost for each use of a 20 point bonus is 7 levels of production and 4 SR1 components.

Deceitful Blade – A Deceitful Blade weapon adds damage to the call for assassinations of anyone using the weapon. The bonus is not magical. The weapon will last two years from the point of creation. A master smith can create a weapon that adds 5, 10, or 20 points of damage to an assassination between one and five times a day total. The cost for each use of a 5 point bonus is 2 levels of production and 1 SR1. The cost for each use of a 10 point bonus is 3 levels of production and 2 SR1 components. The cost for each use of a 20 point bonus is 7 levels of production and 4 SR1 components.