

Smithing Recipes

The following entries represent those recipes that are readily known by the Smiths of Torakand.

Blacksmith Recipes

Metal Trade Goods

Rank: Blacksmith

Materials: Any 2 Metal Components

Type: Creation

Creates: 1 Shipment of Metal Trade Goods

Time: 10 minutes

This recipe refines Metal Components into Metal trade goods. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests with the Quartermaster. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits.

Mineral Trade Goods

Rank: Blacksmith

Materials: Any 2 Mineral Components

Type: Creation

Creates: 1 Shipment of Mineral Trade Goods

Time: 10 minutes

This recipe refines Mineral Components into Mineral trade goods. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests with the Quartermaster. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits.

Mess Kit

Skill: Brightsmith* or Blacksmith

Materials: 1 Steel

Type: Creation

Creates: 1 Mess Kit

Time: 4 minutes

*This lets you work a piece of steel into a functional, stacking, and compact, set of cooking and eating gear suitable for one soldier to carry. *A Brightsmith working this recipe can produce 5 Mess Kits using only 3 Steel.*

Item	Steel Mess Kit
Qty	1
Type	Steel
Effect	Useful in the field.
Expiration	Never
Research	Known

Tool for the Job

Skill: Blacksmith

Materials: Any one Metal, any one Mineral

Type: Creation

Creates: One Tool

Time: 2 minutes

This is the crafting recipe for creating a useful tool of any type. You may use this item card in two ways. One, you may consume this item to have, in game, a specific that happens to be precisely the tool you needed for the job, no larger than something you'd find in an average toolbox- Such as a hammer, a wrench, a drill, and so forth, regardless of whether or not you have a physical representation of it. If used as part of a test in the scene, you gain a +1 bonus to your Destiny Draw. If you already possess the prop of the tool you use this item card with, the bonus doubles to +2. The item card is consumed on use, representing the need to repair or re-hone the tool in question. Only one bonus from Tool for the Job can be applied to any given task, and this does not apply to known Crafts or other Destiny Draws where an existing item or skill already provides the bonus.

Suggested Process:

Item	Tool for the Job
Qty	1 Tool
Type	Consumable
Effect	Destroy this card to gain +1 on a Destiny Deck draw. If you have an appropriate physrep for the tool you need, or you designated a specific type of tool on this card when it was made, gain +2 instead.
Expiration	This Event
Research	Known

Create Basic Armament

Skill: Blacksmith

Materials: 2 of any Mineral, and 2 common metals or one uncommon metal.

Type: Creation

Creates: 1 Weapon

Time: 2 minutes

This recipe creates a standard melee or thrown weapon of a type described below- between Small, Medium, and Large melee. It deals its normal damage, and must meet the size requirement listed in the rulebook. Weapons with item cards may be modified by Procedures. List the type of weapon on the item card below.

Recommended Process:

Item	[Type of Weapon]
Qty	1 Weapon
Type	Equipment
Effect	Acts as a Basic Weapon of the type noted. Weapons with cards can be enhanced by Procedures.
Expiration	None
Research	Known

Create Basic Firearm

Skill: Blacksmithing OR Gunsmithing

Materials: 2 of any metal, and 2 common minerals or one uncommon Mineral.

Type: Creation

Creates: 1 Firearm

Time:

_This recipe creates a standard firearm of a type described below- between Side Arm, Long Gun, or Shotgun. It deals its normal damage, and must meet the size and firing requirements listed in the rulebook. Firearms with item cards may be modified by Procedures. List the type of weapon on the item card below. _

Recommended Process:

Item	[Type of Firearm]
Qty	1 Firearm
Type	Equipment
Effect	Acts as a Basic Firearm of the type noted. Firearms with cards can be enhanced by Procedures.
Expiration	None
Research	Known

Create Armor

Skill: Blacksmith

Materials: One common metal, one common mineral, one uncommon metal or mineral.

Type: Creation

Creates: 1 Armor set

Time:

Creates an item card for armor. Armor requires a physical representation. Armor with an item card can be modified by Procedures or used as a replacement.

Recommended Process:

Item	Armor
Qty	1 Set of Armor
Type	Equipment
Effect	Acts as Basic Armor. Armor with cards can be enhanced by Procedures.
Expiration	None
Research	Known

Capture Chains

Skill: Blacksmith

Materials: 1 Iron or 2 of any Metal

Type: Creation

Creates: 1 set of Chains

Time:

Enough chains and handcuffs to restrain up to 3 NPCs or one particularly dangerous animal. The target must be incapacitated or unable to resist for the duration of their chaining, which takes 10 seconds per set of limbs.

Suggested Process:

Item	Capture Chains
Qty	1 set of Chains
Type	Creation
Effect	Enough chains and handcuffs to restrain up to 3 NPCs or one particularly dangerous animal.
Expiration	This Event
Research	Known

Repair Armament

Skill: Blacksmith

Materials: Any Metal

Type: Procedure

Time:

This procedure targets an item and removes the Broken condition from it.

Suggested Process:

1. Examine the item to be repaired
2. If it is a multi part item, break it down to its basic parts
3. Locate the broken parts
4. Fix each part
5. Reassemble

Field Repair Kit

Skill: Blacksmith

Materials: 1 Flint or any 2 Minerals, 1 Lead or any two Metals

Type: Creation

Creates: 2 Kits

Time: 2 minutes

Creates an item that can be used in 1 minute to temporarily remove the Broken condition from a target object. If done by someone with the appropriate smithing specialization (e.g. Gunsmith for a broken Side Arm, the repair takes only 30 seconds and is permanent.

Suggested Process:

Item	Field Repair Kit
Qty	2 Kits
Type	Consumable
Effect	Use this item to remove the Broken Condition from one object for one hour. If you have a Crafting skill that allows you to craft the target object then the Broken Condition is removed permanently.
Expiration	This Event
Research	Known

Gunsmith Recipes

Weighted Bullets

Skill: Gunsmith

Materials: 1 uncommon Mineral, 1 common Metal

Type: Procedure

Time: 4 minutes

Your next 2 shots apply Shove in addition to their normal effects. May be applied to any Firearm. Lasts for 2 Combats.

Customize Barrel

Skill: Gunsmith

Materials: 2 common Metal, 1 Flint or Chalk

Type: Procedure

Time: 4 minutes

Your first shot in a combat deals +1 Damage.

Bola Round

Skill: Gunsmith

Materials: 1 Lead, 1 common Metal, and either 1 Copper or 1 Fiber

Type: Procedure

Time: 4 minutes

Once, in your next combat, you may fire a shot that applies Trip in addition to its normal effects, including damage.

Lasts for one combat.

Capsule Rounds

Skill: Gunsmith

Materials: 1 Lead, 1 Mineral, 1 target Item

Type: Procedure

Time: 4 minutes

You may convert a dangerous compound into a form that may be fired by a firearm. You may call the effects of the compound upon firing a dart. This effect does NOT stack with any other effects, including damage. The dangerous compound card is consumed in the process. The number of shots created in this manner is equal to the number of uses of the dangerous compound with a minimum of 2 and a maximum of 6.

Item	Capsule Rounds [compound]
Qty	2 to 6 rounds
Type	Consumable
Effect	These shots deliver the following effect: [Write the effects of the compound on this card, then add the following text] Does NOT stack with any other effects, including damage.
Expiration	This Event
Research	Known

Weaponsmith Recipes

Weapon Honing

Skill: Weaponsmith

Materials: 1 Chalk and either 1 Steel or 2 Copper

Type: Procedure

Time: 4 minutes

Your first attack in combat with a honed weapon deals +1 damage. This procedure lasts for the remainder of the current event.

Counterweights

Skill: Weaponsmith

Materials: 1 Lead, 1 uncommon Mineral

Type: Procedure

Time: 4 minutes

Once per combat, after performing a Strike, you may repeat the same strike on a different target within 3 seconds. This procedure lasts for two combats

Reflex Plating

Skill: Weaponsmith

Materials: 2 common Minerals, 1 common Metal

Type: Procedure

Time: 4 minutes

If this weapon is Sundered, the source of the Sunder must defend against a Sunder effect. Call this as "Reflex Plating, Sunder". This procedure expires once used or at the end of the event.

Weapon Chain

Skill: Weaponsmith

Materials: 1 Mineral and either 2 common Metals or 1 Steel

Type: Procedure

Time: 4 minutes

Once per combat you may call "Save, Weapon Chain" to defend against a Disarm effect. This procedure lasts until the end of the event.

Armorer Recipes

Proofed Armor

Skill: Armorer

Materials: Any 3 Minerals

Type: Procedure

Time: 4 minutes

Once per combat: You may call a "Physical Save" that can only be used against a firearm attack. This procedure lasts for 2 combats.

Reinforced Armor

Skill: Armorer

Materials: 1 Steel or 3 of any Metal

Type: Procedure

Time: 4 minutes

The first damage you receive in a scene that is greater than 1 damage is reduced to 1 damage. This procedure lasts for 2 combats.

Hazard Protection

Skill: Armorer

Materials: 1 Potash and either 1 Chalk or 1 uncommon Metal

Type: Procedure

Time: 4 minutes

Your armor no longer grants you a Physical Save against attacks. Instead it grants you 2 Physical Saves against environmental effects and dangers. You still gain the benefits of wearing armor for other effects such as Armor Training. This procedure lasts until the end of the event but it may also be removed with 1 minute of roleplay.

Brightsmith Recipes

Create Jewelry

Skill: Brightsmith

Materials: 2 uncommon Metals, and 1 uncommon or rare Metal or Mineral

Type: Creation

Creates: 1 Jewelry

Time: 4 minutes

This lets you work a piece of metal or mineral into a work of wearable art. The jewelry can still be used as one unit of the target material if used in a recipe. The value of the resulting item is treated as if it was one level more expensive.

Item	[Material] Jewelry
Qty	1
Type	[Material]
Effect	This piece of jewelry encapsulates a piece of [Material] and shows off its beauty.
Expiration	Never
Research	Known

Create Lock

Skill: Brightsmith

Materials: 1 uncommon Metal, 1 common Mineral

Type: Creation

Creates: 1 Lock, and 2 Keys

Time: 4 minutes

Create a lock that secures a container from being easily opened. The base difficulty to open a Lock is 10. Opening a locked container requires the designated key, or the Devices skill. Attempting to smash through a lock requires one minute spent violently breaking the lock, during which the criminal must loudly announce "Smashing Lock!" at the start, halfway through, and at the end.

Item	Lock
Qty	1
Type	[Metal used]
Effect	Difficulty 10 Lock
Expiration	Never
Research	Known

Medical Darts

Skill: Brightsmith

Materials: 1 uncommon Metal, target compound

Type: Creation

Creates: 2 darts

Time: 4 minutes

You may convert a beneficial compound into a format that may be applied and thrown via packet. You may call the effects of the compound upon throwing the packet and they will apply to the target hit. The number of uses is equal to the number of uses on the target compound +1. The original compound card is used up in the process.

Item	Medical Darts [Target Compound]
Qty	Special
Type	Consumable
Effect	Deliver the following effect by thrown packet: [List original effects]
Expiration	This Event
Research	Known

Mechanical Timer

Skill: Brightsmith

Materials: 1 rare Mineral and one common Metal, or one rare Metal and one common Mineral.

Type: Creation

Creates: 1 Mechanical Timer

Time: 4 minutes

_ This creates an incredibly precise winding timer that, when used, may call a precise pause in the middle of any Craft. If anyone invokes a Mechanical Timer, the Craft is considered paused for exactly one minute, and the invoker should strive to keep an accurate count. Any participants in the Craft may act freely during the minute of the timer, and as long as all participants are back in their original places by the time it expires, the Craft may continue without penalty. You may only use one Timer per Craft._

Item	Mechanical Timer
Qty	1
Type	Consumable
Effect	Pause any Craft for 1 Minute to avoid an interruption.
Expiration	This Event
Research	Known

Create Warding Implement

Rank: Brightsmith

Materials: 1 Common, 1 Uncommon, and 1 Rare Material, with least one Metal and one Mineral

Type: Creation

Creates: 1 Ritual Implement **Time:** 4 minutes

_This item refines materials into a single use Implement for the performance of Binding rituals. When using this implement, you may either gain a +2 on your Destiny Draw, or spend a point of Grit in place of any common or uncommon material in the ritual. This implement may serve as a Wand for rituals that require it. _

Item:	Warding Implement
Qty:	1
Type:	Creation
Effect:	A single use implement for Binding Rituals that can gain +2 on a Destiny Draw for a ritual or replace a common or uncommon material. Can be empowered into a Wand.
Expiration:	Current Event
Research:	Known