

Mastercrafted Gear

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The numbers by many of the options are for randomly generating equipment, and these rules are referenced in some of my other DM's Guild titles: Faction Statblocks: Raider Dwarves, Elves and Eladrin.

There is a reference to a mechanic in Matt Colvilles "Strongholds and Followers", a Blacksmith Follower, basically it's a NPC Blacksmith.

Enjoy!



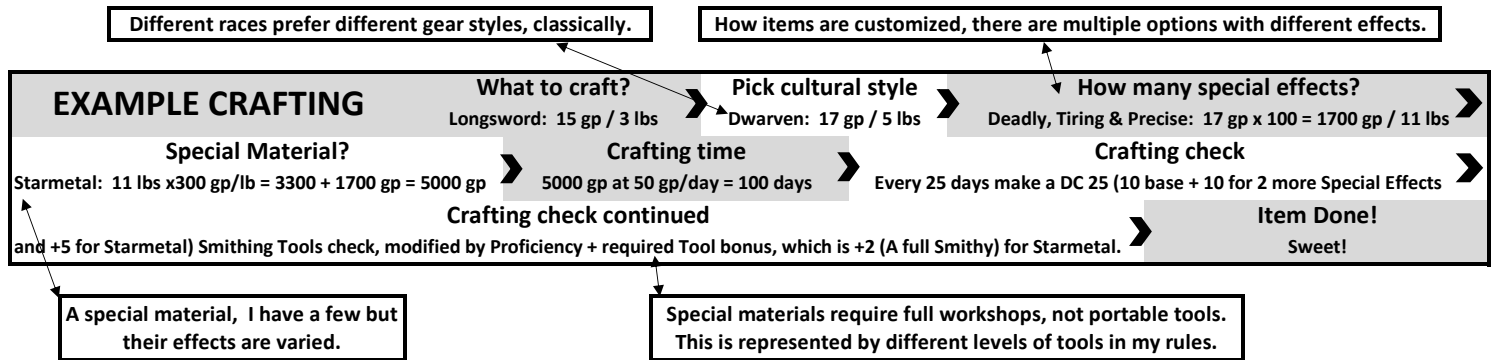
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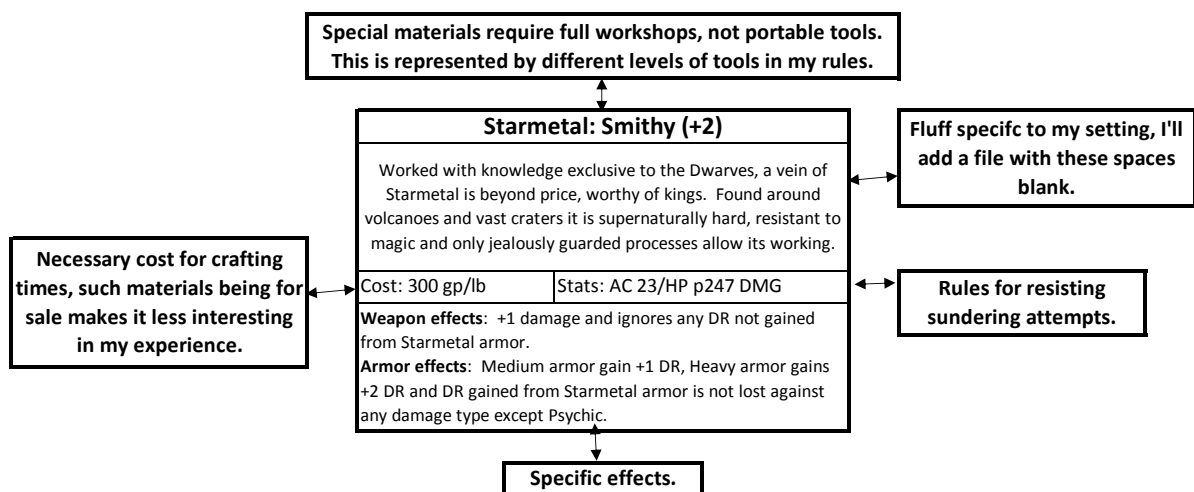
Enjoy!



Weapons: Each weapon has four different options = Culture, Type, Special Effects and Special Material (see bottom of sheet)				
CULTURE	1: Elven:	+1 to hit / doubles the normal range of Ranged weapons (first number) & add 10% cost	TYPE	1: Bludgeoning (B)
	2: Dwarven:	+2 damage / add 2 lbs & add +10% cost		2: Piercing (P)
	3: Imperial:	+1 to damage OR +10 gp/day (80 gp/day) with trained help.		3: Slashing (S)

Annotations:

- Different races prefer different gear styles, and those styles have different effects.
- Weapon type
- Damage type



MASTERCRAFTED GEAR		Each major culture has their own style of mastercrafting. Different Dwarven and Elven nations are combined as their taste in armaments is similar enough for these rules. The options are listed below. Round up on any odd numbers!	
Crafting & time: Masterworks base crafting speed in 50 gp/day. Per day progress increases by 20 gp/day with trained (specific Smith NPC or a Blacksmith follower is available) help. Every quarter of time spent crafting (see Time) make a tool use check DC 10, +5 or +10 for 1 or 2 extra Special Effects, Points of Bonus and/or Special Material. Note that Special Materials list the quality and type of tools required. Any failure adds 10% to the cost & time of crafting, multiple failures are cumulative. Trained help gives a +5 to the rollers Smithing Tools skill roll.			
Cost: First, multiply the items base cost by any Culture modifications to price. Secondly, multiply price by 50 for a "basic" masterwork item, x75 and x100 for 2 or 3 Special Effects / Points of Bonus added respectively. Next, tally up the items base weight + any weight modifiers from Special Effects. Lastly, add the gp/lb total of any Special Materials used. The final number is your items cost.			
EXAMPLE CRAFTING	What to craft?	Pick cultural style	How many special effects?
	Longsword: 15 gp / 3 lbs	Dwarven: 17 gp / 5 lbs	Deadly, Tiring & Precise: 17 gp x 100 = 1700 gp / 11 lbs
	Special Material?	Crafting time	Crafting check
	Starmetal: 11 lbs x300 gp/lb = 3300 + 1700 gp = 5000 gp	5000 gp at 50 gp/day = 100 days	Every 25 days make a DC 25 (10 base + 10 for 2 more Special Effects
	Crafting check continued		Item Done!
and +5 for Starmetal) Smithing Tools check, modified by Proficiency + required Tool bonus, which is +2 (A full Smithy) for Starmetal.			Sweet!

Weapons: Each weapon has four different options = Culture, Type, Special Effects and Special Material (see bottom of sheet)					
CULTURE	1: Elven:	+1 to hit / doubles the normal range of Ranged weapons (first number) & add 10% cost	TYPE 1-3: 1 Handed 4-6: 2 Handed	1: Bludgeoning (B)	
	2: Dwarven:	+2 damage / add 2 lbs & add +10% cost		2: Piercing (P)	
	3: Imperial:	+1 to damage OR +10 gp/day (80 gp/day) with trained help.		3: Slashing (S)	
Weapon Special Effects: 1 base, can add 2 more.					
1: Reinforced (Dwarven and Imperial): Spend a bonus action to gain +1 AC / +50% item HP & add 3 lbs.		5: Subtle (Elven & Imperial): Advantage on checks to hide the weapon when paired with appropriate clothing.		9: Impact (B, S / Dwarven & Imperial): Reroll 1's on damage dice. If you gain a similar ability from another source reroll increases to 1, 2 and 3's & add 3 lbs. Reroll applies to weapon damage only!	
2: Defensive (P, S): +1 AC, +2 when wielding a 1 handed weapon with no shield & add 1 lb.		6: Wounding: Add D4 dmg on 1 handed weapon / D6 on 2 handed weapon & add 2 lbs.			10: Fast (P, S / Elven and Imperial): +1 Initiative.
3: Precise (P, S / Elven & Imperial): Increase critical threat range by 1 (Nat 20 crits > 19/20 crits!) & add 1 lb.		7: Tiring: (B, S): First round of attacks have Advantage. This Advantage does NOT count for any other abilities & add 2 lbs.			11: Armor Piercing (B, S, P): +1 attack & add 1 lb.
4: Deadly: Pull 2 Crit cards and choose which will apply & add 3 lbs.		8: Flexible (P, S / Elven & Imperial): Choose STR or DEX mod to hit and/or damage & add 1 lb.		12: Ornate: When given as a gift gain +5 to Charisma skill checks. Gain +1 (max +2 for weapons/armor) to all Charisma skill checks in social situations when displayed.	

Armor: Each set of armor/shield has four different options = Culture, Type, Special Effects and Special Material (see bottom of sheet)					
CULTURE	1: Elven:	+1 AC to Light armor OR +1 max Dex bonus to AC in Medium armor & add +10% cost		TYPE 1-2: Light (L) / 3-4: Medium (M) 5-6: Heavy (H) / 7: Shield (S)	Special: Elves and Dwarves prefer to not wear Heavy/Light armor, so normally don't make such
	2: Dwarven:	Medium gains DR 1, Heavy gains DR 2 vs B, P & S damage types & add +10% cost.			
	3: Imperial:	+10 gp/day (80 gp/day) with trained help.			
Armor Special Effects: 1 base, can add 1 more. Masterwork Shields have 1 special effect.					
1: Reinforced (Dwarven & Imperial (M, H, GS): Upon suffering a Critical hit the GM pulls 2 cards, player chooses / +50% item HP & add 10 lbs.		3: Heraldry / obvious identification: All allies within 12"/60' gain Advantage vs Fear & allied units gain +2 morale in the same distance.		5: Ornate: When given as a gift gain +5 to Charisma skill checks. Gain +1 (max +2 for weapons/armor) to all Charisma skill checks in apt social situations.	
2: Layered (Dwarven & Imperial): +1 AC & -1 max Dex to AC, minimum of 0. Disadvantage on Stealth checks or can't Stealth if armor already has Disadvantage & add 15 lbs.		4: Cunning make (L, M / Elven & Imperial): Stealth checks don't have Disadvantage or +3 to Stealth checks in armor that doesn't impose Disadvantage as normal.		6: Expertly Fitted (L, M, H): 50% less time to remove or don armor. If you have the Mastery feat for the chosen armor type you can sleep in this armor with no penalty.	

Special Materials: Check with your DM to see if any of these materials can be bought, cost is primarily for crafting times.						
Starmetal: Smithy (+2)		Mithril: Basic smithy (+1)		Dragonbone and Dragonhide: Armory (Smithy) or Tannery (+3)		
Worked with knowledge exclusive to the Dwarves, a vein of Starmetal is beyond price, worthy of kings. Found around volcanoes and vast craters it is supernaturally hard, resistant to magic and only jealously guarded processes allow its working.		A rare metal who's working was once a secret of the Elves, Mithril is extremely light with strength that is equal to steel. Mined in small veins through the world, Mithril is easy to work if prepared properly.		Illegal in the Empire due to the Thornwood Concordat, Dragon remains have become highly prized in the years since the Great War. Dragons rage at this resurgence however, and have a special hatred of those using the remains of their fallen family or friends in such a way. Dragons have been known to hunt those bearing such items across continents and for decades to put their kin to rest.		
Cost: 300 gp/lb	Stats: AC 23/HP p247 DMG	Cost: 200 gp/lb	Stats: AC 21/HP p247 DMG	Cost: 400gp/lb	Stats: AC 23/HP p247 DMG	
Weapon effects: +1 damage and ignores any DR not gained from Starmetal armor.		Weapon effects: Item is 75% of its normal weight after all Special Effects are taken into account.		Weapon effects: Gain +1 to hit & damage. If enchanted and the damage element matches the dragons increase the die size by 1, so D6 becomes D8 and so on.		
Armor effects: Medium armor gain +1 DR, Heavy armor gains +2 DR and DR gained from Starmetal armor is not lost against any damage type except Psychic.		Armor effects: Item is 75% of its normal 75% weight after all Special Effects are taken into account. Mithril armor also allows +1 max Dex bonus to AC.		Armor effects: Gain +1 AC and resistance against the Dragons element, so armor made from Red Dragonhide would grant resistance vs fire damage. NOTE: This resistance does NOT apply vs extreme heat or cold.		
Heartwood: Woodworking shop (+1)		Leyweave (Light armor & normal clothing only): Weavers shop (+1)		Harvesting Dragons, a grisly bounty...		
Harvested from naturally fallen trees the remaining Wodes, Heartwood is a remarkable material. When properly worked Heartwood is non-flammable, immune to rust and is as strong as steel. Woe to any found cutting down such a tree however...		Gathered from the Rami plant in places where ley lines converge, Leyweave has the consistency and feel of silk as normal clothing woven from Rami fibers, but it is also steeped in power that can be harnessed in different ways. Always in short supply, convergences where Rami can grow are greatly prized		Size	Bone	Hide (includes scales)
Cost: 250 gp/lb	Stats: AC 19/HP p247 DMG	Cost: 100 gp/lb	Stats: AC 13/HP p247 DMG	Medium	5+D6 lbs	8+D6 lbs
Weapon effects: Same as base item.		Armor effects: +1 AC & normal clothing gains AC 11+Dec modifier, in all other ways remaining normal clothing..		Large	12+D8 lbs	18+D8 lbs
Armor effects: Gain immunity to any effects that specifically target metal or wooden items, only effects that target both still apply.		Spellcasting: 1/day the the bearer can decide, at will, to gain +1 caster level to all spells cast. Spellcasting on ley lines or places of power may have unpredictable consequences...		Huge	30+D10 lbs	40+D10 lbs
				Gargantuan	74+D12 lbs	100+D12 lbs