

Forging

(version 3.0, 2020/05/09 by Bonhummm)

In Earthdawn, the only way to improve a weapon or armor (beside temporary spell or talent bonuses) is through the talents Forge Weapon and Forge Armor of the Weaponsmith Discipline.

General details:

- Forge Weapon will work on any type of weapons (melee, missile, throwing) whether they are magical or not BUT not on ammunition (arrows, bolts etc.).
- Forging last for a year and a day. Past that period, all bonuses are lost. A character can ask a Weaponsmith to 'renew' those bonuses at any time during that period, but if the 'renewal' test result into a lower score than the original one, he will lose the difference between the two test in bonuses. For example: You had a +4 damage bonus on a sword. After 11 month you ask a Weaponsmith to renew the forging, but he only rolls 3 successes, you therefore now have a sword with 'only' +3 damage.
- The bonuses on Forge Weapon is always 'more damage'.
- The bonuses on Forge Armor can be either 'more Physical Armor', 'more Mystic Armor', or a mix of both, at the character's choice.
- Shields CANNOT be forged.
- Any attempt at Forging (whether successful or not) requires 8 hours of work per day for 7 days to the Weaponsmith. At the end of this period, he rolls his Forge test. This thus mean that the character cannot use the item being forged for a week(!).
- The improvement is physical (sharper blade, more balanced hilt etc.) NOT magical in nature, thus it cannot be negated by game mechanics like Dispel Magic.

The act of Forging itself:

- Whether it's for weapons or armor, the mechanic works the same way. The Weaponsmith rolls his Forge Weapon or Forge Armor talent against a difficulty of 6 for any items not already forged. The difficulty is increased by 1 for every point of bonuses if the item is already forged. For example, the difficulty to forge a non-magical sword which is already forged with +2 would be 8 (6+2).
- For every success he rolls, the Weaponsmith add a +1 bonus to the item. For example: Rolling 11 on a non-forged item would result on a +2 bonus (6 = 1 success, every 5 over that = another success) but later rolling a 7 on the same item would result into no added bonuses since the difficulty for forging this item is now 8 (6+2).
- The maximum points of bonuses that a Weaponsmith can forge is his own rank in Forge Weapon or Forge Armor, no matter how many successes he rolled, he cannot go over this limit For example, a Weaponsmith with a Rank 2 in Forge Weapon could not improve a sword beyond +2, even if he rolled 4 successes.
- Forge Armor can also be used to reconfigure the current bonuses of an armor (example: going from +3 Physical Armor to +3 Mystical Armor)

Cost:

- The AVERAGE cost a Weaponsmith will ask for Forging something will be [His Rank in Forge Armor or Forge Weapon] X 50 silver per attempt (i.e. per weeks). The Circle of the Weaponsmith has no direct effect on the cost.

- Thus, a Weaponsmith with Rank 2 in Forging will 'only' charge you 100 silver to attempt to improve your item BUT cannot improve it by more than +2, no matter how successful he is on his roll.
- The Weaponsmith will usually require half the payment in advance.
- Forging a weapon or armor do not cost any Legend Points.