

BLACKSMITH

Citizens, Unaffiliated, Landed: Cavachs

BACKGROUND

A smith is someone who works with metal and is usually described by the materials that feature primarily in what he produces. Thus, a silversmith works with the “refined” metals of gold and silver, and a blacksmith works with the so-called “black” metals—iron, tin, copper, and tungsten. Blacksmiths are very important members of any given community, although their work often varies from place to place. While a village blacksmith might concentrate on forging tools and household items, for instance, a blacksmith might dedicate himself to keeping his lord’s weapons and armor in good repair. The White God is often considered to be the patron of blacksmiths.

In general, blacksmiths work by heating metal until it becomes soft enough to be shaped with hand tools; heating is accomplished through the use of a forge. Color is a key indicator of workability in metals, with the blacksmith aiming for the bright yellow-orange color known as “forging heat.” Smithing techniques include forging, the process of shaping metal by hammering it; welding, the process of joining metal to itself or a similar kind of metal; heat-treating, the process of heating and then quenching metal so that it will keep a cutting edge; and finishing, the process of treating the metal to inhibit oxidation and enhance a piece’s final appearance.

MECHANICS

Each raw ore is represented by small rocks of an appropriate color. **Tin ore** is a milky, light silver half-sphere; **copper ore** is a rusty orange chunk of ore; **iron ore** is a dark, almost-black silver sphere; and **tungsten ore** is an iridescent chunk of ore. Crafted rings are represented by small, silver chain-mail rings. For our purposes, crafted rings are all the same; they have no difference in quality or properties, even if the rings originally came from different ores.

You may blacksmith on behalf of others in-game for profit, but skills granted by a blacksmith do **not** carry over from event to event. You may never stack more than **5 CP** worth of skills on any given weapon or piece of armor unless otherwise noted in the skill description. Thus, you could only ever stack 5 *takedowns*, 2 *maims*, etc. on any 1 weapon.

Armor repair and armor or weapon improvement must be completed at a rate of 30 seconds of uninterrupted role-play per 1 ring used in the process; thus, 30 seconds and 1 ring to repair 1 armor point, 1 minute and 2 rings to use the Fortify weapon skill, etc. Metalwork of any kind must be completed at the forge; once expended, rings should be deposited in the appropriate container nearby, or held in an out-of-game pouch until you turn them in.

Material	Rings
Tin ore	2
Copper ore	4
Iron ore	7
Tungsten ore	10

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Use 2 novice skills per event, over the course of 2 events .	<i>+2 events</i>	Information about ores. All novice skills unlocked.
<i>Journeyman</i>	Use 2 journeyman skills per event, over the course of 2 events .	<i>+2 events</i>	All journeyman skills unlocked.
<i>Master</i>	Use 2 master skills per event, over the course of 3 events .	<i>+3 events</i>	All master skills unlocked.
<i>Grandmaster</i>			All grandmaster skills unlocked.

SKILLS

Note: Each skill listed below is classified as an infinite-use skill, but it requires a number of refined rings equal to the skill's listed CP cost to use.

NOVICE

Craft ore (0) Smelt raw ore into crafted metal rings by spending 30 seconds per ring desired, working the ore at the forge. You can exchange the ore for the appropriate number of crafted rings at the forge. You may also convert them between events by indicating which ore you would like to use in your BGS.

Metal repair (1) After 30 seconds of roleplay at the forge, use:

- 1 crafted ring to repair 1 chainmail or plate armor point;
- 1 crafted ring to repair 1 arrow, cudgel, dagger, or thrown weapon;
- 2 crafted rings to repair 1 buckler or 1-handed weapon;
- 3 crafted rings to repair 1 shield or 2-handed weapon.

Refine edge (1) Manipulate a weapon to allow its wielder to swing 1 Disarm on their very next successful weapon strike.

Jagged edge (1) Manipulate a weapon to allow its wielder to swing 1 Pain on their very next successful weapon strike.

Reinforce armor (1) Improve armor by adding 1 armor point to a given piece of armor per instance this skill is used, up to a total of 5 points per person. Additional armor points do not count toward the wearer's normal armor cap; however, additional armor points cannot be repaired.

Weight blunt (1) Manipulate a blunt weapon to allow its wielder to swing 1 Takedown on their very next successful weapon strike. This may never be applied to edged weapons.

Hone weapon (1) Manipulate a weapon to allow its wielder to swing 1 Cripple on their very next successful weapon strike.

JOURNEYMAN

Balance weapon (2) Manipulate a weapon to allow its wielder to swing 1 Maim on their very next successful weapon strike.

Heavy weapon (2) Manipulate a weapon to allow its wielder to swing 1 Stun on their very next successful weapon strike.

Reinforce bracer/greave (2) Improve a bracer or greave to allow its wearer to resist the very next Maim or Cripple that successfully hits the appropriate limb. This skill is not effective against an Unstoppable call.

Reinforce gear (2) Improve a piece of armor, a shield/buckler, or a weapon to allow its owner to resist the very next Destroy call that successfully hits that item. This skill is not effective against an Unstoppable call.

Weight pommel (2) Manipulate a weapon's pommel to allow its wielder to swing 1 Subdue on their very next successful weapon strike. The skill conforms to the regulations and restrictions of the Subdue skill.

MASTER

Reinforce armor cap increase (0) Prerequisite: *Reinforce armor*. Your ability to "stack" additional armor points on any given person increases to 10.

Reinforce helm (3) Improve a helm to allow its wearer to resist the very next Subdue that successfully hits them. This skill is not effective against an Unstoppable call.

Sharpen weapon (3) Manipulate a weapon to allow its wielder to swing 1 Cleave on their very next successful weapon strike.

Shield armor (3) Improve a piece of armor or shield/buckler to allow its wearer to resist the very next Poison or Toxic call that successfully hits them. This skill is not effective against an Unstoppable call.

GRANDMASTER

Armor check (4) Choose a location and spend 1 minute of uninterrupted role-play "setting up shop." As long as you remain within 10 paces of this spot, you may grant 1 armor point to anyone who allows you to spend 10 seconds examining, adjusting, and re-settling their armor. This skill may only be used on people who are wearing armor with at least 1 armor point available and cannot be used to increase the armor's value over its maximum. You may not grant armor to any single person more than once per-use of this skill.

Fortify armor (4) Improve a chest plate to allow its wearer to resist the very next stealth-based skill that successfully hits them. This skill is not effective against an Unstoppable call.

Serrate weapon (5) Manipulate a weapon to allow its wielder to swing 1 Slaughter on their very next successful weapon strike.

Strengthen armor (4) Improve a chest plate to allow its wearer to resist the very next Slay that successfully hits them. This skill is not effective against an Unstoppable call.

Whet weapon (4) Manipulate a weapon to allow its wielder to swing 1 Slay on their very next successful weapon strike.