Blacksmith Trade Manual

This manual belongs to:

Version - 1.2 - 15 exp

=== Trade Description ===

The blacksmithing skill allows you to fix equip-
ment. Reagents must be traded for, found
in-game, or purchased. You are required to
actively role play the action you are trying to
achieve. You cannot begin the timer and then
wander off and eat food, walk around camp and
talk to people, etc.

To "use" a reagent, you must hand it over to
a herald at the start of the action that uses
the reagent. You cannot use a reagent without
first getting the approval of a herald. Only one
reagent can be used to reduce timers; effects
cannot be stacked. For example, if you can use
a reagent to cut a time in half, you cannot use
two reagents to cut the time in half again. Re-
agents must be approved in-game reagents or
applicable item cards.

Sand timers are required to be used to keep
track of all times. Die should also be used as
counters to keep track of larger projects.

=== Equipment Required ===

- Hammer(s), Big & Small
- Anvil or striking surface
- Bellows or Fan
- Access to Fire/Bucket of Coals (real or simu-
lated)

=== Blacksmith Notes ===

mended shield even if it has not been depleted again. To remove one or two mend strips from shields, it takes an additional 5 minutes.

Action: Shields must be taken off to be repaired. Role play actively repairing the shield. Do not strike/cut/alter the actual shield! Must be near fire and water and use appropriate tools. Any shield mended in the field must have the mending removed before it can be repaired.

Reagents:

1 Wood Plank = reduce repair time of a Buckler, Small or Medium shield by half

1 Iron Ingot = reduce repair time of Large or Tower shield by half

Repair Bows

Time: 5 minutes to repair bow regardless if it has been mended or not

Action: Role play actively repairing the bow. Do not strike/cut/alter the actual bow! Must be near fire and water and use appropriate tools.

Reagents:

1 Wood Plank = reduce repair time of a bow by half

Reinforce Armor

Time: 15 minutes

Action: Cannot be done without proper reagents (see below). Armor must be taken off to be reinforced. Role play actively trying to build up, reinforce, or improve the armor. Do not strike/cut/alter the actual armor! Must be near fire and water and use appropriate tools. When complete, small piece of parchment or linen must be attached to the armor somehow. This cloth must have the blacksmith's name and the word "reinforced" on it. Once attached, it allows a single-use point of armor in combat. It is the first point lost when struck in combat and does not come back unless reinforced again. For example, a set of leather could be reinforced from 6 to 7 armor. If struck at all in combat, the "reinforced" point is damaged first and is gone completely. If the armor were repaired, it would go back up to 6 points, not 7. Only one reinforcement can be worn at any given time, as it represents improvement of all pieces of armor and not just a single piece.

Reagents:

1 Iron Ingot = required for Medium and Heavy armor, does not alter time

1 Leather Swatch = required for Garment and Light armor, does not alter time

Reinforce Shield
Time: 15 minutes
Action: Cannot be done without proper reagents (see below). Shield must be taken off to be reinforced. Role play actively trying to build up, reinforce, or improve the shield. Do not strike/cut/alter the actual shield! Must be near fire and water and use appropriate tools. When complete, small piece of parchment or linen must be attached to the shield somehow. This cloth must have the blacksmith's name and the word "reinforced" on it. Once attached, it allows a single-use point of shield in combat. It is the first point lost when cleaved in combat and does not come back unless reinforced again. For example, a large round shield could be reinforced from 3 to 4 points. If cleaved or destroyed in combat, the "reinforced" point is damaged first and is gone completely. If the shield were repaired, it would go back up to 3 points, not 4.
Reagents:
1 Iron Ingot or 1 Wood Plank = required, does not alter time

- Water Bucket filled with water
- Sand Timers & Die
- Additional items encouraged (soldering tool, extra metal, pliers, extra metal, etc)

=== **Time & Actions** ===
Repair Armor
Time: 5 minutes per 1 point of armor to repair. You also need to repair previously mended armor even if it has not been depleted again. To remove one or two mend strips from armor, it takes an additional 5 minutes.
Action: Armor must be taken off to be repaired. Role play actively repairing the armor. Do not strike/cut/alter the actual armor! Must be near fire and water and use appropriate tools. Any armor mended in the field must have the mending removed before it can be repaired.
Reagents:
1 Leather swatch = reduce repair time of leather armor by half
1 Iron ingot = reduce repair time of metal armor by half

Repair Shields
Time: 5 minutes per 1 point of shield to repair. You also need to repair a previously