

## **Chapter 7: Production**

All basic production skills (Armorsmith, Brewing, Inscription, Security, Weaponsmith) give you one (1) Production Point (per Production Period) for each level you buy in the skill. You will also have to pay an in-game cost to create items with Production skills. In the charts under each entry, both the cost in Production Points (PP) and the in-game cost in Material Units are listed.

Starting at 11<sup>th</sup> level, all levels of a production skill cost fifteen (15) CP per level.

### **Production Periods**

There are three times a character can use Production Points: at the beginning of an event, anytime during an event, or as an in-between game action. Note that these periods may vary depending upon the type of event being held.

#### **Beginning of the Event**

At the start of an event, you can spend your full amount of Production Points for each full day of the event. A typical weekend event is considered to be two full days. Thus, if you have two levels of Armorsmith and you are attending a weekend event, you have 4 PP to spend, though you are still limited in the quality of the items you can make. In this example, you have the ability to make two (2) two-point suits of armor (2 PP each), but you could not make a three-point suit of armor. Any PP left over will be noted on your character sheet and can be spent during the event.

#### **During an Event**

Unspent PP can be used by going to Monster Town at any time during the event. A player may rationalize this time however she likes: "I needed more parchment," "I bought some last-minute supplies," and so on. All money and/or Material Units carried to Monster Town to complete the production are considered to be in-play. During most events, a Production Merchant will be in-play at various times. Production can be done with the Production Merchant when he is in-play, removing the need to go to Monster Town.

#### **Between Game Actions**

Each between-game action (BGA) used for Production allows a player the full complement of PP for a production period. Thus, if you decide to make weapons for one of your three actions and you have three (3) levels of Weaponsmith, you will have 3 PP to spend. Note that the same skill can be used for multiple between-game actions, but this does not increase the quality of goods that can be made.

Between games, it is also possible to use a Production skill to earn money. For each BGA used, you earn four (4) silver thrones or dinar per level of the skill. You can combine using your production skill to make money and to produce items in the same month. For example, a third-level Brewer could use two BGAs

to make money with Brewing (earning 24 silver thrones or dinar), and then could use his third BGA to produce finished goods.

### **Material Cost for Production**

All production has a material cost associated with it. These costs are measured in terms of Material Units that vary from skill to skill. Material Units represent the basic components used in production. Examples might include iron bars for any form of smithing, rare earths or herbs for Brewing and Alchemy, or inks and parchment for Inscription. Every item takes a certain number of Material Units to create the finished product.

The number of units remains constant for each item, but the market cost of a Material Unit for a given skill may fluctuate from event to event. These fluctuations are common knowledge and do not require the Appraisal skill to evaluate. When a character goes to Production to make one or more items, they can either supply their own Material Units or purchase them from Production for the current “going rate” for that type of Material Unit. Note that Production will only sell a player the Material Units needed to make the items they are creating. Material Units can also be found or purchased from merchants or other players.

Some formulas produce more than one charge or dose per completion. These are noted with a number in parentheses next to the name of the formulation in the production chart, and are again noted in the full description of the formulation. For example, a Brewer can create three (3) doses of the Glow brew for 1 PP and 1 MU.

### **Workshops**

Workshops allow a character to increase the number of items that she can make during a given Production Period. Workshops can be purchased for any Production skill. All workshops cost one hundred (100) gold crowns or riyals, and double the amount of Production a character can do, though a character can never spend more Production Points on any one item than that character could spend without a workshop.

A workshop can produce a maximum of twenty-five (25) PP during a single production period. These can be used by one or multiple characters. At the beginning of each event, players with a workshop must obtain a temporary tag for the workshop. The temporary tag is used to mark off PP as they are used. Only the player possessing the temporary tag for the workshop actually has access to it. If another character wishes to use the workshop, he must borrow the temporary tag from the owning character.

It is possible to steal a workshop, though as with any other theft, a Guide must be present. All workshops must have a phys-rep that is at least 3' x 3' x 3'. The permanent tag for the workshop should be attached to the phys-rep at all times. The core phys-rep should be recognizable at a distance, but should be made of materials that are easily transportable and not fragile. Additional props for atmosphere are encouraged but not required.

Workshops can be moved between locations without cost. The different types of workshops are described below.

### **Forge**

Doubles production for armorsmiths, weaponsmiths, and security smiths, including the Forge Magic applications of these skills. Though usable for all three, it is still limited to 25 PP per production period. Suggested Props: A forge anvil and tools.

### **Alchemical Laboratory**

Doubles production for brewers, including the Alchemical applications of this skill. Suggested Props: Vials, beakers, tubes, colored sands, hanging herbs.

### **Scriptorium**

Doubles production for Inscription. Suggested Props: Portable desk, inks, paper or parchment.