

# DARK AWAKENINGS

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## CRAFTING AND DOWNTIME

Dark Awakenings uses a very simple crafting system. The crafting skills allow the manufacture of specialist items during downtime but also have uses during game time.

Downtime is what happens in between events. Every player may submit actions that they wish to perform in between events. This is entirely optional.

### **Crafting**

Crafting is divided into two skills, Runesmithing and Herbalism. Runesmithing is the ability to craft masterworked and magical items, while Herbalism is used to create herbal remedies and potions that have a variety of functions.

Crafting uses Resources which must be processed in order to craft something. You gain resources depending on your crafting level, and each resource takes a week to process. Therefore, an item that requires 4 resources requires 4 weeks to make.

Anyone who does not wish to use the crafting mechanic during downtime, will receive monetary compensation instead of Resources if they wish

### *Runesmithing*

Runesmithing uses Resources which must be processed in order to craft something. You gain resources depending on your crafting level, and each resource takes a week to process. Therefore, an item that requires 4 resources requires 4 weeks to make.

To craft an item containing runes, you must first create the item, and then the Runes. Therefore, to create a Runic Elemental Sword, for example, it would cost 12 Resources (4 plus 8).

### Novice

Novice level Runesmithing allows the ability to create masterworked items such as shields, armour and weapons. Masterwork items have no magical effect, but do provide additional benefits. A Novice Level Runesmith receives 4 Resources per event.

### Journeyman

Journeyman Runesmiths have the ability to imbue masterworked items with Runes that grant magical properties to the crafted item. Initially, a Journeyman knows one set of Runes (e.g. Runes of Elements). Additional Runes may be learned but cost 1xp per set of Runes. A Journeyman Runesmith receives 6 Resources per event.

### Adept

Adept Runesmiths have the ability to imbue masterworked items with Runes of greater magical power and complexity than a Journeyman can. They also have the ability to remove Runes from an existing item and change them with another. This costs resources and time. An Adept receives 8 Resources and may process Resources at double the speed as a Novice, so a 4 resource item would be completed in 2 weeks.

	Item	Resources	Ability
Novice	Masterwork Shield	3	Resists "Crush" and allows the use of "Parry"*
	Masterwork Light Armour	3	Add 1 Hit. Cost is for location (both limbs count as 1)
	Masterwork 1 Handed Weapon	4	Prevents "Crush"
	Masterwork 2 Handed Weapon	6	Prevents "Crush" and allows the use of "Sever" *
	Masterwork Jewellery	2	N/A
Journeyman	Runes of Spirit	8	Allows the ability to imbue an item with Basic Spirit Magic
	Runes of Elements	8	Allows the ability to imbue an item with Basic Elemental Magic
	Runes of Power	10	Allows the ability to imbue an item with Runes that enhance existing abilities
	Runes of Faith	10	Allows the ability to imbue an item with Runes that enhance faithful abilities
Adept	Greater Runes of _____	12	Allows the ability to imbue an item with a second level spell. You must select the spell you wish to take
	True Runes of _____	18	Allows the ability to imbue an item with a third level spell. You must select the spell you wish to take
	Complex Items	Varies	Allows the combination of various abilities/ spells into a single item

\*if prerequisites are met

Greater and True Runes are not automatically known. The Rune for each individual spell must be discovered before it can be used.

#### *Using a Runesmithed Magical Item*

To use an item, it must be first soul bound to you. A piece of your soul enters the item and therefore only one item may ever be bound to a person. Once soul bound to an item, it is very difficult to unbind it and the item is usually destroyed in the process

Items have a number of uses before they need to be recharged. A mana crystal is used to recharge an item to full capacity. When a charge is activated, the ability lasts for 1 encounter.

Rune (Spell) Level	No. Of Charges	Resources/ Additional Charge
1	3	2
2	2	4
3	1	6
Complex	1	12

#### *Herbalsim*

Herbalism uses Bundles which must be processed in order to craft something. You gain Bundles depending on your crafting level, and each Bundle takes a day to process. Therefore, an item that requires 4 Bundles requires 4 days to make.

Anyone who does not wish to use the crafting mechanic during downtime, will receive monetary compensation instead of Bundles if they wish.

#### Novice

Novice herbalists have the ability to create basic potions and salves that can be used to cure various ailments, poisons and diseases. Novice herbalists are granted 8 Bundles per event.

## Journeyman

Journeyman herbalists have the ability to make potions that have magical properties and are granted 12 Bundles per event.

## Adept

Adept herbalists have the ability to make even more powerful potions and concoctions. Adepts are granted 20 bundles per event.

	Item	Bundles	Effect
Novice	Smelling Salts	1	Instantly awakens an unconscious person
	Heal Limb	2	Heals a limb to full hits
	Mana Potion	2	Regenerates 5 mana
	Sleep Poison	4	Send the target to sleep until awoken
	Enhancement Potion	4	Enhances a person to the first level of Strength/Stamina/Willpower/Dexterity for one encounter.
	Musk Of Truth	2	Any within range of the wearer cannot lie
	Holy Salts	2	Allows a Faithful character to empower a religious ceremony
Journeyman	Wound Gel	2	Instantly stops bleeding from one location
	Heal Body	4	Heals a body or head to full hits
	Mana Draught	4	Regenerates up to 10 mana
	Paralyse Poison	6	Paralyses the target for 5 minutes
	Enhancement Draught	6	Enhances a person to the second level of Strength/Stamina/Willpower/Dexterity for one encounter.
	Musk Of Charm	4	Any within range of the wearer believes they are trustworthy
	Holy Incense	4	Allows a Faithful character to empower a ritual
Adept	Stasis Potion	4	Puts a person into stasis for the rest of the day, stopping any bleeding wounds
	Cure All	8	Cures all wounded locations
	Elixir Of Power	8	Regenerates all mana up to maximum
	Venom	12	Halves a the targets bleed time until cured
	Elixir Of Enhancement	12	Enhances a person to the third level of Strength/Stamina/Willpower/Dexterity for one encounter.
	Musk Of The Fowl	8	Any within range of the wearer believes they are untrustworthy
	Holy Oil	8	Allows a Faithful person to transfer holy power to a non-faithful character.

Other herbalist recipes may be discovered during play. In addition, with an appropriate expenditure of bundles and crafting times, recipes may be invented by a herbalist, depending on the intended in game effect of the potion. Mana crystals can also be used to make potions that regenerate Mana. One mana crystal is equivalent to 2 bundles, but only requires one day to process.

### Downtime and Returns

After every event, a character will receive XP. This may be spent on skills to progress your character. Each month, a player must send their character returns to the referees so the referees know what skills, stats and abilities each character has. This will enable us to plan out adventures and set specific tasks and goals for a character.

As you spend XP, your character will begin to change and become less and less human looking. There are specific points at which this will happen, as detailed below:

XP Threshold	Skill Cost	Appearance
0-32XP	Normal	Appears mostly as human
33-44XP	Double	Begins to show some features of their race
45-56XP	Triple	The Change becomes significantly more noticeable.
57+XP	Quadruple	The Changeling takes on its final form

In addition, players may also submit actions they wish their character to perform between events. This can be actions such as training, research, travel, crafting, etc. What you wish to do may be limited by occurrences in the game world, character skills and knowledge. When you submit your downtime (preferably by e-mail) a referee will review the actions you wish to perform and provide you with feedback and the final result.