

THE WEAPONSMITH

New Skills and a New Occupation for Jorune Gamers

Weapon-making and armouring are mentioned at various times in the 3rd edition rulebook, but no skill exists to define just what such a person can and cannot do. This article provides such skills, and an occupation to go with them.

NEW SKILLS

WEAPONSMITH, [HARD]

This skill covers the process of making hand-held weapons and bows. For the sake of convenience it includes aspects of skills that would usually be classed as belonging to a bowyer. Sholari's are free to define this skill separately if they feel it will help game balance. Variable skill levels are listed below.

Unfamiliar: Can construct makeshift non-metal weapons (made of bone, wood, etc.), string and repair a bow. Can assemble and disassemble basic weapons.

Familiar: Can make solid, workable non-metals weapons eg. staves, clubs, and bone knives, and basic metals weapons eg. swords, spear heads. Can assemble and disassemble a varitey of weapons.

Experienced: Can construct good (ie. saleable) metal weapons, including polearms. Can construct crossbows. May have a knowledge of the workings of some Earth-Tec weapons, and a grasp of the processes involved in making shanthic blades.

Seasoned: Can make superior metals and non-metal weapons, and crossbows. Knows how to make shanthic blades, but lacks hands-on experience (and may need help of shantha or caji). Sholari's discretion on expertise with rifles, turrets, and scopes.

ARMOURER [HARD]

The variable skill levels are:

Unfamiliar: Can make repairs to leather armours, helmets, shields. Needs the help of a tanner for complicated work.

Familiar: Can construct leather armours, helmets, hand-guards, graves, and shields. Can repair mail armour and has a grasp of crystal armouring and some of the properties of Earth-Tec armours.

Experienced: Can make mail armour, metal helmets, and crystal armour (may need caji help). Has knowledge of the processes involved in making locurian grunder and thailierian armour. Knows about some specific Earth-Tec armourings.

Seasoned: Can make superior metal and non-metal armours, helmets, and shields. Can prepare locurian grunder. Knows how to make thailierian armour but lacks hands-on experience (and may need the help of shantha or caji). Sholari's discretion of experience with a MAS or Force Walls.



NEW OCCUPATION

WEAPONSMITH Cost 6

Extra Characteristic Points +2

Extra Skill Rank Points +1

Min Strength 19

Min Spot 12

Min Learn 12

One at Experienced, other at Familiar

* Weaponsmith

* Armourer

* 1 Weapon at Experienced

* 1 Weapon at Familiar

* Tanning at Familiar

* Art (Carve/Sculpt) at Familiar

* Bargain at Familiar

* Earth-Tec (Basic) at Familiar

* History (Military) at Familiar

* Lore (Warfare) at Familiar

Choose 1, roll D6, 6 = choose another

* Underground Info at Familiar

* Military Etiquette at Familiar

* Thivin Etiquette at Familiar

* Contacts at Familiar

* Arithmetic at Familiar

* Pistol at Familiar

NOTES

The Weaponsmith/Armourer is something of a hybrid - part craftsman, part fighter, part merchant. Not all weaponsmiths will have exactly the same expertise, and the skill could vary from race to race.

1. Maudra weaponsmiths will be interested in the processes of crystal armouring, grunder, and the integration of crystals (eg, boc-rods) into weaponry. They may use improvisations of dyshas such as Fire Touch and Quantum to aid the forging process.

2. Human smiths are more likely to want to gravitate to Earth-Tec. The Sholari may wish to restrict knowledge of some Earth-Tec weaponry, or even classify this as a province of specialist Iscin working for the

Burdothian military. This is more likely if the smith belongs to a Klade (who may have their own specialised weapons...).

3. Specialist smiths may be most adept at producing the large weapons, especially two-handed swords. They would be on good terms with boccord. Similarly, a smith may have an exclusive agreement with Corastin, and specialise in making their lethal clubs.

4. Thivin smiths conceivably have an edge in making traditional weapons. A Thivin smith commands an extra 500 gemules for a weapon (see the "Sholari's Companion"), minimum. The Sholari may want to make Thivin weapons more durable, or better weighted.

5. Shanthic smiths are the sole province of the Sholari. You may not want to give PCs access to them.

ERRATA

1. The 3rd edition is a bit confused over mail armour. On page 84 it states that "Mail armour is very uncommon on Jorune..." and then on page 176 we have "Mail armour is relatively common." I'd go with the former statement, since Jorune is scarce in many metals.

2. As an optional rule you may want to include weapon breakage as a factor in combat. On a defence roll of 20 or when an attacker makes a roll of 1 against a successful defence, a weapon may break on an 18-20 on D20. Thivin weapons may only break on a 20.