

# Three Stage Crafting

A ttRPG sourcebook about simplifying  
crafting

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v1.0

For better or worse, turning one thing into another, or combining several things to make another is a pretty big thing in games. It's honestly the crux of being tool using creatures, so it's not unusual we try to put it into our silly little games.

It's also one of the things that can either be completely waved away too easily, or made entirely too cumbersome to be a meaningful part of a non-computerized game.

This booklet is an attempt at leading to a sweet spot between those two extremes: not so simple as to be pointless, but not so detailed as to be cumbersome.

## **What you Need**

To make use of this booklet, you'll need to know these things about the game you're playing:

- How the skill system works.
- How inventories work
- If there's a crafting system, and how it works.

Those last two are important, since some games have their own specific rules for acquiring or creating things. As such, there may be compatibility or balance issues.

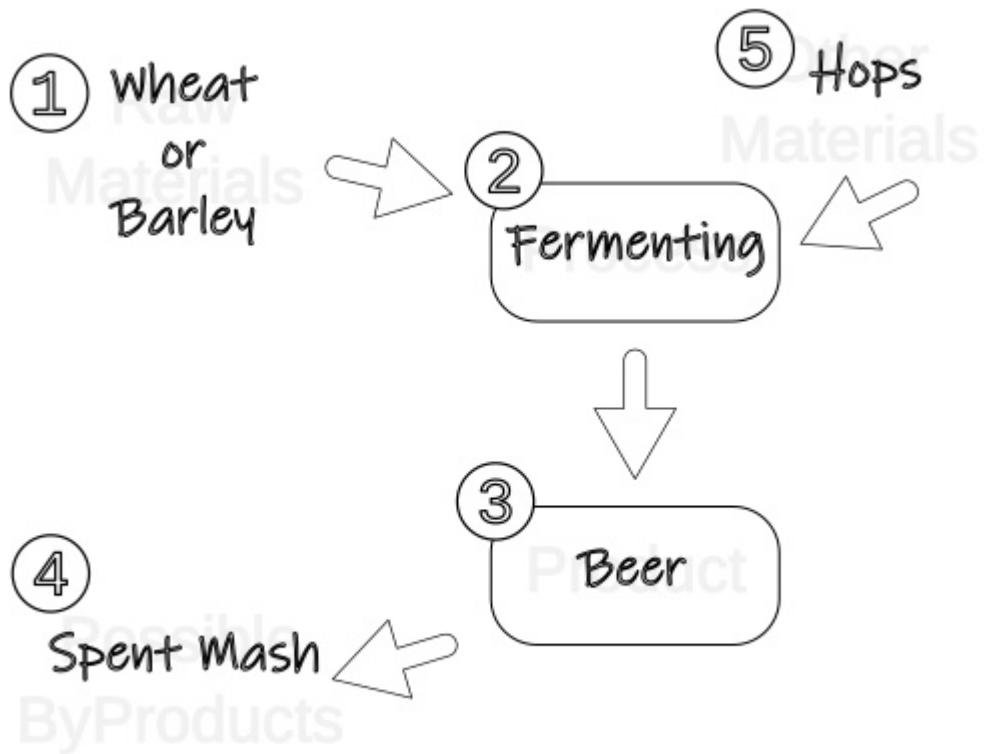
The major idea here is to only concern yourself with a few things:

- 1) Are the tools and materials needed readily available?
- 2) Do they have time to work with the materials?
- 3) What will it create? Both good and bad.

Those specific details will be up to the Game Master to determine, along with what skill roll is required, and how difficult the roll is.

It's easy to go overboard with diagrams and charts. Which is why it's also important to keep in mind to only concern yourself with crafting things that meaningfully add to the game in question.

In the middle of an expedition is typically not the best time for breaking out the tools and carving up something out of wood. Though on the other hand, if the player characters are far from civilization, and there's not any immediate threat, you can give them a fighting chance by letting them carve and seal a weapon out of wood!



### Using Production Cards

To assist with some of the record keeping, use these Production Cards.

The cards have five spaces for writing details of crafting something on.

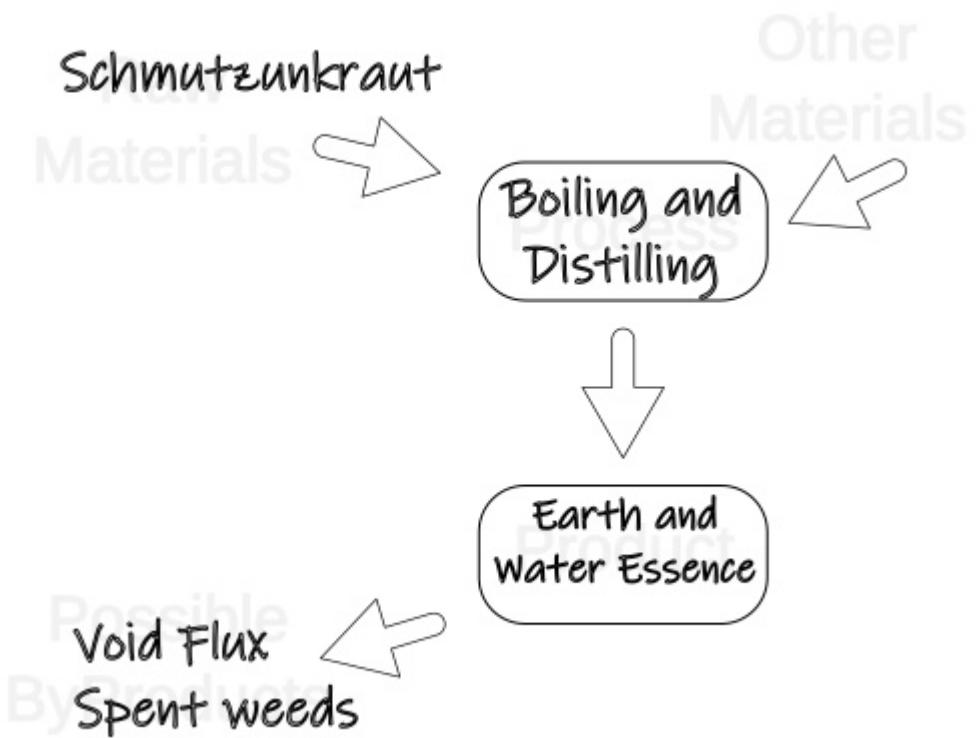
### Anatomy of the Cards

- 1) Raw Materials – Things that can be used to make the Product
- 2) Process – What is done to make the Product
- 3) Product – What the Raw Materials turn into after the Process
- 4) Possible By Product – Less desirable things that result from the Process
- 5) Other Materials – Additional things that may be needed.

For more complicated items, cards can be stacked to illustrate all that needs to be done to create the finished product, such as how a decorated sword needs iron bars to make the sword, and precious metals to decorate it.

And the iron bars and other metals need to be refined from ore.

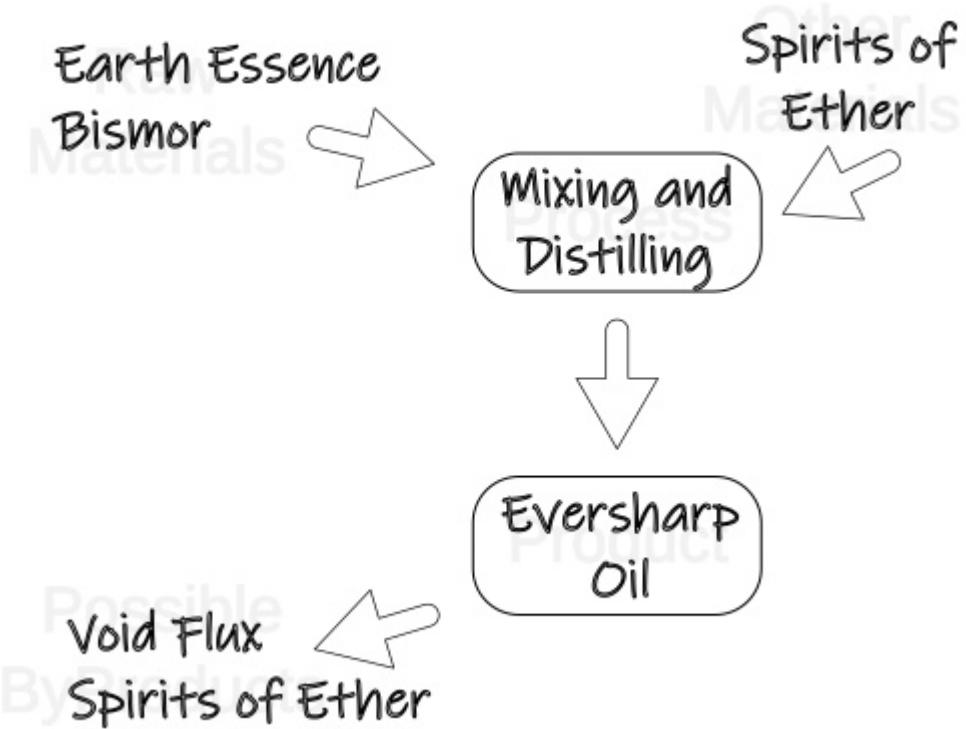




### Example: Schmutzunkraut Extraction

This is a relatively simple process, it uses a weed called the Schmutzunkraut to create some alchemical components. What exactly are they used for, is probably unknown, or up to the player character to discover.

But this weed is an effective way to gather Water and Earth essence, as long as you know what to do with the void flux it leaves behind.

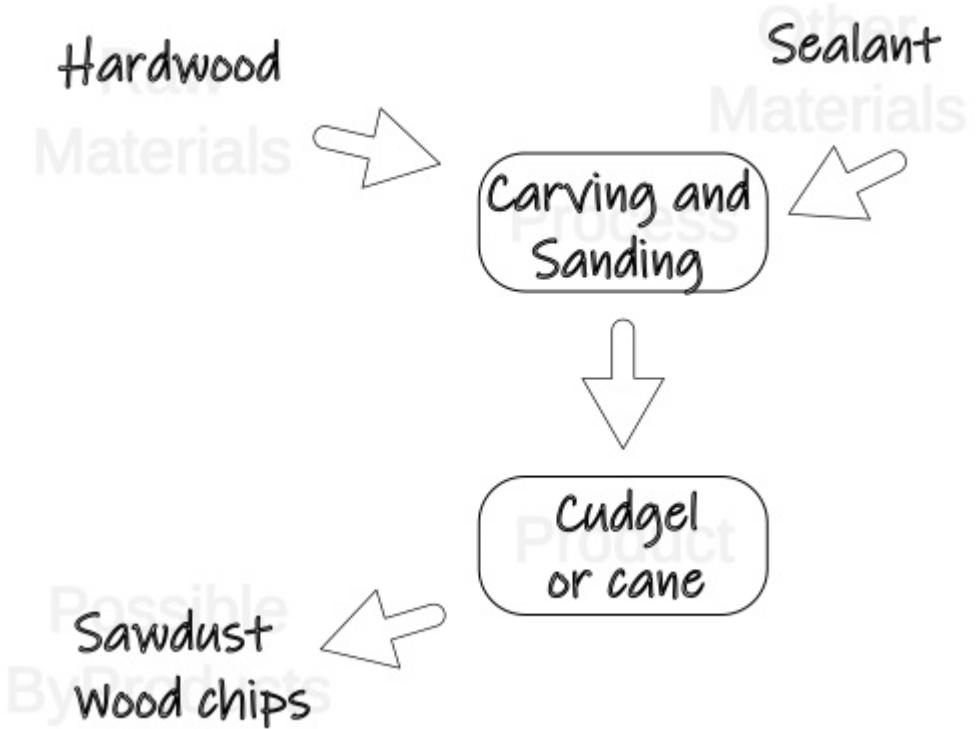


### Example: Earth Essence and Bismor to Eversharp Oil

Let's say that the players received some instructions on how to produce Eversharp Oil, an oil that does an exceptional job maintaining the keen edge of a bladed weapon.

In this case, the oil requires two raw materials: Earth Essence and Bismor. It also requires an additional substance that player characters may craft themselves, called Spirits of Ether. Another card can be placed there if the players need a visual aid for how to make that themselves.

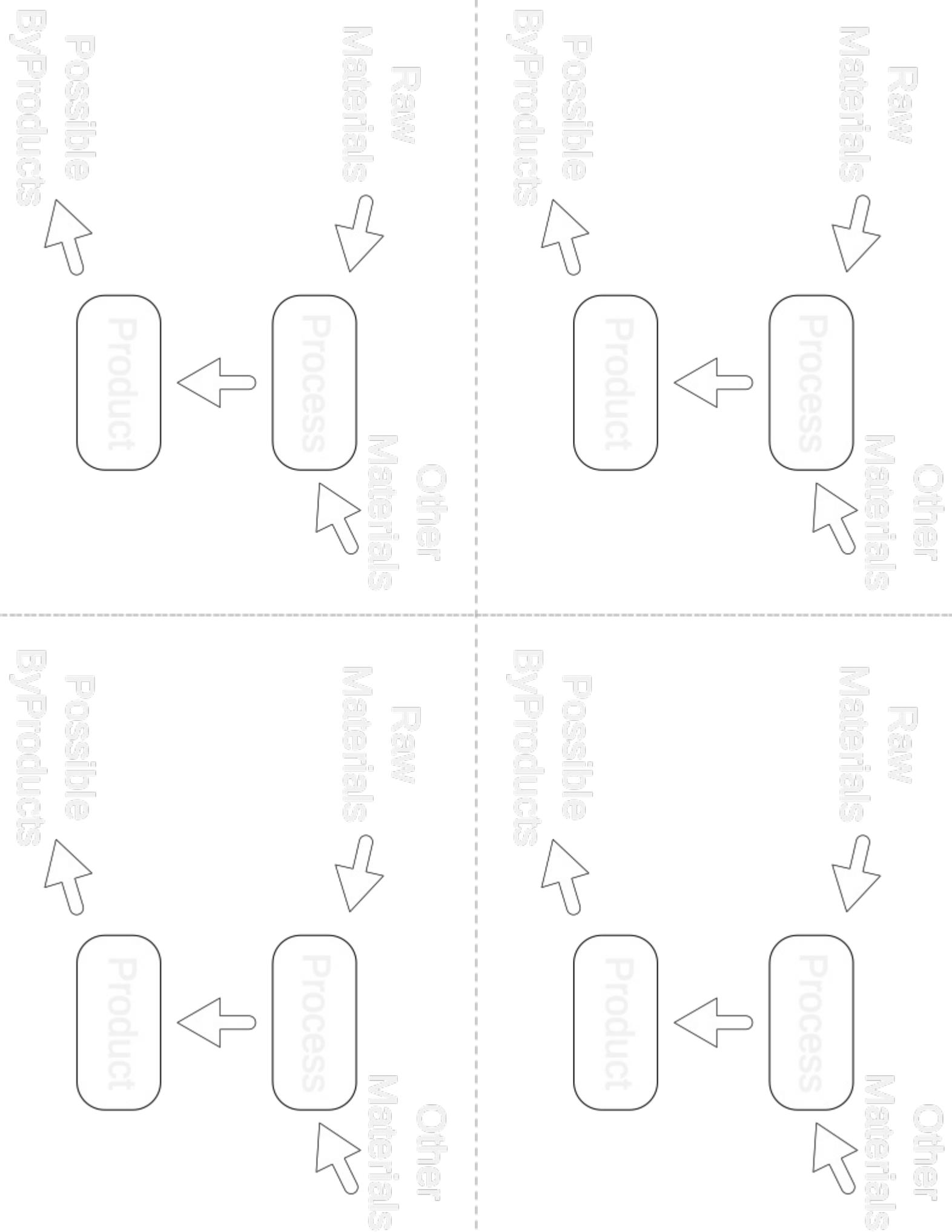
When the oil has been created, it'll also leave behind some Void Flux mixed with the Spirits of Ether; which they can either dump off, or do some extra work to separate the flux from the spirits so they can use it again later.



### Example: Hardwood Branch to Wooden Cane

Wooden canes may typically be used to aid somebody in walking, but they can also make an effective bashing weapon in a pinch. A branch of hardwood can be carved and sanded down into shape, and then treated with some kind of sealer to make it sturdier.

There's numerous kinds of sealers than can work in this case, such as lacquer, resin, or enamel. Should the players want to make these themselves, they can lay a card for them over the "sealer" section of this card.



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