



Crafting Cheat Sheet

Mundane Items: Design & Build Dice Roll (single roll)

Small, personally assembled items

Attribute: Lowest of:
Dexterity, Perception or Intelligence

Ability: Crafts

Larger works

Attribute: Lowest of:
Perception or Intelligence

Ability: Crafts

Difficulty: Resources value of item.

Dramatic action. Time based on size of item, measured in either hours/days (small items) or days/weeks/months (larger) multiplied by Resources value of final item.

Requirements

Maximum Resources of item limited by Crafts + Speciality, unless aided by a charm or stunt.

Cost of tools, materials and labour are Resources value of final item minus 1.

Perfect items require time equal to equivalent time based on Resources value of basic item +5, and materials valued at Resources +2 (max 5).

Results

Failure

May produce an inferior result of a lower Resources value if appropriate based on number of successes actually achieved. Otherwise, the task fails.

On failure, tools, material and labour costs must be paid again, but successes from last attempt (only) can be added to roll as bonus dice.

Additional Successes

3-4: **Fine** item produced, no change in value
5: **Exceptional** item produced, Resources Value increased by 1 (max 5).

Artifacts: Design & Build

Pre-requisites

Rating 1-3: Craft, Lore, Occult at 3
Rating 4-5: Craft, Lore, Occult at Rating +2

Dice Roll (extended roll)

Attribute + Ability the same as Mundane Items

Difficulty: Rating +2 (per roll)

Dramatic action. Time is one season per roll.

Successes Required:

Rating 1:	10
Rating 2:	30
Rating 3:	60
Rating 4:	100
Rating 5:	250

Requirements

Magical material component. If different to material that resonates with Exalt type, apply -2 internal difficulty. An Exalted assistant of the correct type negates the penalty.

Exotic ingredients. One per Rating, relevant to final artifact.

Cost of mundane materials is Rating +1 (max 5). Workshop costing Resources 4 (Rating 1-3) or Resources 5 (Rating 4-5) also required. If lacking tools, apply -2 internal penalty.

Artifacts: Breaking Down Successes

% of sux	Stage
25%	Design Theoretical, no workshop or tools required. No penalties without, but records must be retained to keep successes. Every 5 successes reveals one of the exotic materials required.
50%	Design Some materials required. Workshop and tools required for experimentation part of research. -2 internal penalty without.
100%	Construction All materials required. Workshop, tools required. -2 internal penalty without.

Bonuses and Penalties

Assistants / Repeats (successes)

Assistants must have at least 3 in Lore, Occult and the appropriate Craft.

Mortal Aides	+1 per 5
Dragon Blooded, 1 st Circle demons, Terrestrial gods, elementals, common Fair Folk	+1 per 2
2 nd Circle demons, Celestial Exalted, Celestial gods, Fair Folk nobles, Deathlords	+4
3 rd Circle demons, Incarna	+6
Repeat construction within same season (doesn't stack with self)	+5

Workshop (dice)

Adjust penalty/bonus by +1 if the workshop is fitted with a speciality for the task required.

Rudimentary	-4
Basic	-2
Master's	0
Flawless	+2
Ideal	+4

Charm Benefits

Craftsman Needs No Tools

(7m, 1wp. Exalted p213)
Removes the penalties for having no tools. Increases speed of Craft by (Essence x 3).

Wyld-Shaping Technique

(20m, 1wp. Exalted p216)
Extended roll Intelligence + Lore, difficulty:
Pure Chaos 1 Middlemarches 5
Deep Wyld 3 Bordermarches 10
Cannot increase Craft time more than tenfold. Successes from charm add directly to Craft roll.

Words-as-Workshop Method

(16m, 2wp. Oadenol's Codex p28)
Motes remain committed for one roll. Exalt functions as if he had a master's workshop.

Wonder-Forging Genius

(Permanent. Oadenol's Codex p29)
Reduces minimum Craft, Occult, Lore and Medicine required to build or repair artifacts, or design manses, by one, to a minimum of 1. May be purchased twice.

Mundane Crafts

Air: Calligraphy, small precision or decorative items
Earth: Masonry, buildings, large earth/stonework
Fire: Blacksmithing, ceramics, forging and creating items with fire
Wood: Carpentry, weaving, flower-arranging, working with natural materials
Water: Cooking, brewing, leatherwork, pharmacy, poison-working

Artifact Rating Power Levels

These should be taken as guidelines only.

- Attributes +1, Abilities +2, Soak+Hardness +2, Damage +2, Rate +0
Essence: 2m committed, 2m activation
- Attributes +2, Abilities +4, Soak+Hardness +4, Damage +4, Rate +1. Essence 1/2 Charms
Essence: 5m committed, 3m activation
- Attributes +3, Abilities +6, Soak+Hardness +6, Damage +6, Rate +2. Essence 3/4 Charms
Essence: 8m committed, 5m activation
- Essence 4/5 Charms, or Celestial spells
Essence: 10m committed, 6m activation
- Essence 6+ charms, or Solar sorcery.
Essence: 10m committed, 8m activation

First Age Artifice (Magitech)

First Age artifacts are equivalent to normal artifacts without repair or maintenance needs with use.

Craft Magitech

Allows understanding First Age artifacts, the ability to repair broken Magitech, and the potential to build new Magitech.

Player characters may not create new First Age artifacts (ie. last forever without maintenance) without access to instruction (eg. a First Age Library) on First Age techniques (possibly a high Essence charm). It is not possible simply with Craft Magitech.

Artifact Powers vs Charms

If an artifact power and Charm contest each other, the Charm user rolls a roll appropriate to the Charm at difficulty of artifact's rating. Success means the Charm overrides the artifact power, failure means the opposite.

Hard to Break

Strength + Athletics required to break an artifact equals that of a mundane version plus the **Rating**. First Age artifacts increase requirement further by 1.

Health Levels equal to mundane equivalent plus 2x **Rating**.