

Knight Realms – Smithing Guide

Cost to craft any item, or location of armor.....	Units, in CP and Minutes
Make an Armament Superior.....	+10 CP
Make an Armament Exalted.....	+10 CP
Make a piece of Armor Superior.....	+5 CP per Location
Make a piece of Armor Exalted.....	+5 CP per Location
Is a Rank III, or IV material.....	x2 Time, x3 Time
Cost to Repair an Armament.....	1 CP, 1 minute
Cost to Field Repair an Armament.....	2 CP, 2 Minutes
Cost to Imbue Armor.....	1 CP, 1 Minute per 8 AP Base
Cost to Field Repair Armor.....	1 CP, 1 Minute per 4 AP Base
Cost to Reinforce an Armament.....	2 CP, 1 Minute
Cost to Temper an Armament.....	10 CP, 5 Minutes
Cost to Hone a Weapon.....	5 CP, 1 Minute
Cost to add a Weapon Guard.....	3 CP, 1 Minute
Cost to Gird a Shield.....	1 CP, 1 Minute
Cost to Balance Upper <u>or</u> Lower Torso, + 1 other non-torso location.....	1 CP, 1 Minute
Cost to Balance up to 4 non-torso locations.....	1 CP, 1 Minute

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Item	Materials	Units
Small Weapon	Metal	1
One Handed Edged / Blunt	Metal	2
Bastard Edged / Blunt	Metal	3
Two Handed Edged / Blunt	Metal	4
Pole Arm	Metal	4
Staff	Metal, Wood, or Bone	3
Spear	Metal	3
Bow	Wood or Bone	2
Crossbow	Wood or Bone	3
Arrow / Bolt (10)	Metal, Wood, or Bone	1
Javelin	Metal, Wood, or Bone	1
Thrown Weapon (2)	Metal	1
Knuckles (Each)	Metal	1
Claw Sheath (Each)	Metal	2
Shield, Small	Metal, Wood or Bone	2
Shield, Medium	Metal, Wood or Bone	3
Shield, Large	Metal, Wood or Bone	4

Armor Coverage Area	Base AP & Units (Leather / Metal)	Base AP & Units (Plate)
Upper Torso	6	8
Lower Torso	6	8
Head	2	3
Neck	2	3
Shoulder	2	3
Upper Arm	2	3
Lower Arm	2	3
Upper Leg	2	3
Lower Leg	2	3

Tool	Materials	CP	Units
Common Implements	Wood or Bone	1	3
Basic Lock	Metal	2	1
Complex Lock	Metal	5	2
Leather Restraints	Leather	1	1
Manacles	Metal	2	1
Grappling Hook	Metal	1	1
Torch	Wood or Bone	1	2
Lantern	Metal	1	2
Trap Kit	Metal	7	2