

DragonQuest® *Adventure Skills*

The following skills are provided to further enhance the array of abilities open to Player Characters. Proper utilization should enhance the realism of the game, helping the GM to create an atmosphere conducive to role-playing in a mid-evil world. Characters will advance in Rank with these skills as he does his "career" skills (such as Thief, Courtesan, etc.), and these Ranks *will* count toward his advancement to the title of Adventurer or Hero (as per section 90.2). It is recommended that GM's work out Experience Point cost for rank advancement to fit the pace of his campaign, but suggested cost is about (500 x Rank) experience points. Characters should be required to practice the skill for a number of weeks equal to the rank he is to achieve before advancing.

Weaponsmith

A weaponsmith is able to repair and manufacture many types of weapons, including swords, hafted weapons, pole weapons, and the like. His apprenticeship will usually begin with basic weapon maintenance, and advance to weapon repair, production, and creation. A weaponsmith will gain the following abilities as his Rank increases.

Rank 1	Repair Damaged Hafted and Pole Weapons
Rank 3	Repair Damaged Swords, Manufacture Hafted or Pole Weapons
Rank 5	Manufacture Swords
Rank 7	Manufacture All Common Weapons
Rank 8	Produce Special Weapons*

A weaponsmith must have proper facilities in order to practice his skill. These will generally include a smithy, including kiln, bellows, anvil, hammers, clips, etc. If the PC does not own such a facility, he can rent space if one is available. The fee usually is 2 Silver Pennies/hour. The GM can gauge whether the weapon to be repaired would require such facilities.

The time required for item repair is also up to the GM, but it will generally take (11 hours - 1 hr/Rank) to repair broken items (such as those broken in combat per rule 17.3).

Beginning at Rank 5, a Weaponsmith can attempt to manufacture weapons, assuming again that he has proper facilities and the necessary materials (metals, woods, leathers, etc.). The Base Chance for manufacturing a weapon successfully is equal to (PC's Manual Dexterity x 2) + Perception + (4 x Rank). If the roll is under the modified success chance, the weapon has been manufactured successfully. If the roll is greater than the modified percentage but less than the modified percentage + the weaponsmith's Manual Dexterity, the weapon is only slightly unbalanced, causing a loss of 5% from the wielders strike chance. A roll above the characters success chance + Manual Dexterity indicates that the Weaponsmith has failed completely, and the weapon is useless. If the PC rolls less than 5% of his success chance, the item will be extremely well crafted and balanced, granting a 5% bonus to the strike chance of the wielder. It will generally take (20 hours - 1 Hr/Rank) to manufacture a weapon. The GM can modify this time if he feels the weapon would be easier or more difficult to build.

*Beginning at Rank 8, a Weaponsmith can begin to build special weapons. This category includes those items made of engraved metals, new items (invented weapons), jewel encrusted weapons, etc. Time required for manufacture or repair of these items will vary greatly, as will cost, and will be left up to the GM. Obviously, cost for such items will also vary, depending on materials used, time required, etc. The Chance to successfully manufacture such an item is equal to (Manual Dexterity) + (4 x Rank). GM's can modify this percentage depending on the complexity of the item to be created.

Armorer

An armorer is able to repair, fit, and manufacture all types of armor and shields used by adventurers. Their training will begin with simple stitching and mending of cloth and leather armor, increasing to the point where they will be able to manufacture all types of plate armor for the more hearty warriors that they may encounter.

An armorer's abilities will depend on his rank, and will increase as follows.

Rank 1	Fit and repair Leather and Cloth armor.
Rank 2	Repair shields (all except Main Gauche).
Rank 3	Fit and repair Scale and Chain armor, build suit of Leather or Cloth armor.
Rank 4	Manufacture Shields (all except Main Gauche).
Rank 5	Fit and repair Partial and Full Plate armor, build suit of Scale or Chain armor.
Rank 7	Fit and Repair Improved Plate armor, build suit of Partial or Full Plate armor.
Rank 8	Build suit of Improved Plate armor, repair Special Armor*.
Rank 9	Build suit of Special Armor*.

An armorer requires facilities and tools in order to practice his trade. Facilities will consist of a metal or leather working shop (depending on the type of armor to be repaired), as well as tools such as hammers, rivets, punches, etc.

If the armorer is attempting to build armor, he must also acquire the supplies necessary for the armor to be constructed. Leather or cloth armor takes (48 hours - 3 hours/Rank) to construct and fit to a humanoid character. Metal armor takes (72 hours - 4 hours/Rank) to build and fit. In each case, the base chance for success is equal to $(2 \times \text{Armorer's Manual Dexterity}) + (5 \times \text{Rank})$. If the roll is more than the success percentage but less than the percentage + manual dexterity, then the armor is poorly produced, causing either a reduction in the armor's Protection Rating or an increase in the time required to manufacture the armor (GM discretion). If the roll is greater than both of these, then the armor is considered useless, and the armorer must begin again from scratch. If the Armorer rolls less than 5% of his success percentage, the armor has been built perfectly, resulting in either a +1 in the armor's Protection Rating or a reduction in the Agility Loss from wearing the armor, at the GM's option.

An armorer can attempt to build armor out of lighter metals, to reduce the weight of the armor. This will usually decrease the effectiveness of the armor, at the discretion of the GM (section 29.1 gives a general idea).

*Special Armor is considered any armor made of engraved metals, armor encrusted with jewels, or armor made with some foreign material (e.g. the scales of a Dragon). The Base Chance to successfully build this armor is $(\text{Armorer's Manual Dexterity} + 5 \times \text{Rank})$. This armor will generally be built only for Royalty, ceremony, or magical purposes.

Bowyer/Fletcher

A Bowyer is able to build, repair, and maintain bows, crossbows, arrows, and bolts. He will be familiar with woods, string types, arrowheads, and types of feathers for fletching. A novice bowyer will be able to restring and repair common bows (short or long bows), and his abilities will expand to manufacturing crossbows as he advances in Rank:

Rank 0	Restring and repair Common Bows
Rank 2	Repair Composite Bows
Rank 3	Fletch Arrows, Construct Bolts
Rank 4	Repair Crossbows, Manufacture Common Bows
Rank 6	Manufacture Composite Bows
Rank 7	Manufacture Crossbows
Rank 8	Manufacture Special Bows*

Generally, a bowyer will need only tools and materials to repair and manufacture bows. This does not include the manufacture of arrowheads, however, which may require him to locate a kiln and molds, at the GM's discretion. He can attempt to build arrowheads out of bone, stone, or some other material, but will suffer a reduction in item performance (see section 29.1, part 1). Manufacturing a bow requires (24 hours - 2 hours/Rank). This is assuming the materials required are readily available. The base chance for success is equal to (Bowyer's Manual Dexterity x 2) + Perception + (Rank x 5). The manufacture of a crossbow requires (48 hours - 2 hours/Rank) and the success percentage is equal to (Bowyer's Manual Dexterity + Perception) + (Rank x 3). These rolls are made at the completion of the time required for manufacture, and the GM can adjudge whether or not the Bowyer should have a shop to work in for this procedure.

Arrows and bolts can be produced at the rate of 2 + Rank/hour, unless they are being constructed of a special material (see below). The success chance for arrows or bolts is equal to (Manual Dexterity x 3) + (Rank x 4). If the Fletcher rolls less than 5% of his success chance the arrow or bolt will do an additional +1 damage when fired.

If the roll for either is above the success percentage but less than the success percentage + Bowyer's Manual Dexterity, then the weapon is only slightly unbalanced and the user will suffer a -5% to his Strike Chance with the item. If the roll is above the success percentage + Bowyer's Manual Dexterity, the item is useless. If the Bowyer rolls under 5% of his success chance, then the item is considered high quality, and will grant the wielder a +5% to his Strike Chance.

*Special Bows are those made of unique materials (metallic bows, bows with golden strings, and those encrusted with gems or metals). They usually require (96 hours - 2 hours/Rank) to construct. The success chance for such a weapon is equal to (Bowyer's Manual Dexterity + Rank x 4). However, the GM can adjust the time required or the success percentage if he feels the materials involved require special facilities or tools the Bowyer is not familiar with. Arrows and bolts created of special materials will require twice the amount of time to manufacture, and have half the success chance of normal.

Note: A character that is a mechanician expends one half the necessary experience points to advance beyond Rank 6. An elf expends one half the necessary experience points to advance in Ranks up until Rank 6.