

# Professions Manual

This is the professions guidebook for Knights and Nobles and Rogues (KANAR). This book will provide you with a basic understanding of how character professions, trades, and crafts work within both our rules set and setting. Who should read this book? Short answer: everyone. This book will be vital for the crafter who wants to know how to craft their goods. This book will provide the non-crafter with the knowledge and language to be able to communicate with the crafters in the game. Understanding the economic basics will help you succeed in creating an immersive character. So let's start with the basics.

## Basic Economic Principles

The study of the production, consumption and distribution of goods and services is more commonly known as economics. The goal of this section is to explain how goods and services are produced, consumed and distributed in our setting. This section will review the basic economic systems that influence our setting. There will be a description of the rules, policies, and procedures governing the economic tools (coin & tags). Finally we will give a brief listing of the careers characters can obtain through character skills.

### *Economy types & tropes*

KANAR story tellers have been influenced by the real world, fictional stories, and their own imaginations. The economic source material has followed this suit. The economy is a tool of the game master staffs to tell a portion of the story. These tools include minor changes to the supply demand chain such as raw material shortages, trade route disruptions, and minor political disputes between nobles. Or they could be major changes to the overall economic stability of the region such as wars, nobility succession, or wholesale destruction of a particular type of raw material. Game Masters have the ability to play with the economy to tell their story. However, the basics will always remain the same. Our system is based on three conceptual economic systems working in conjunction together.

Conceptually at its core our world has roots in the feudal systems of Europe. All things in the land belong to the noble above you and they are available to the noble above them and so on and so forth. The nobility collect yearly taxes from all who dwell in their lands, which it uses to pay for the administration of the lands and paying taxes further up the chain to higher nobles. Trade Guilds regulate the production and distribution of goods and services in the Princedom. At the top-most levels of organization all trade guilds are owned and run by the Prince and his designates. Local nobles oversee the operation of the local chapters of these trade guilds by appointing the local guild master. The local noble works with the local guild master to facilitate the collection of operating taxes for the

Prince. The charter guilds in our barony regulate the professions, crafts, and trades. Guilds set prices of goods, regulate training of skills, and set admission and membership standards for the guilds.

The nobility represents the legal authority in our setting. If KANAR were only played in courtly settings, we would end our discussion on economic systems. However, Illveresh is not a court setting. The next conceptual system that influences our economy is that of the Frontier Economy. This influence is based on the Wild West economic mentality: Something is only worth what they are willing to pay for it. Coin is nice but, you can't eat coin. Especially among the peasantry, bartering is a way of life. Trading goods and services for other goods and services are a necessity for one who doesn't have any coin. Macroeconomic forces have a stronger influence in our game than microeconomics. This means that the ability to obtain goods and services are dictated by natural occurrences. Supply & Demand and scarcity are the price indicators. Each town has a limited supply of stocked goods. Merchants and players often have to travel long distances, deal with multiple vendors, face inflated prices, and wait many months obtain specific items.

Sometimes knowing where to get something is not as important as knowing whom to talk with to get that item. This is the basis of the third type of economic system that influences our game; The Underworld. The underworld traders are known as fences. They don't ask too many questions and they usually "forget" you when you walk out the door. If you have the skills (Urban lore) you will know who to ask, when to ask, and what to ask to get those "hard to find" items. But don't be offended by the prices. There is a definite cost to doing business in the underbelly of the economy.

## Coin and Banking

Moving away from our talks about story, influence, and conceptuality lets discuss some hard fast rules about our game. Currently KANAR operates on a 2 coin system. Our base currency is known as Silver(S). All transactions that occur with the Econ Staff will be handled in Silver. The superior currency is known as Gold(G). Our current conversion rate is 1G = 10S.

In our game the use of currency is not exclusively used to make purchases of items on field. At a cost of 1 silver per experience point, you use your coin to purchase character skills "in town" (see Character Development section in the rulebook.) Crafting items often requires the expenditure of silver to simulate the acquisition of raw materials (more details will be covered in the Crafting section of this manual and in the Economics section of the rulebook.)



Silver Coin



Gold Coin

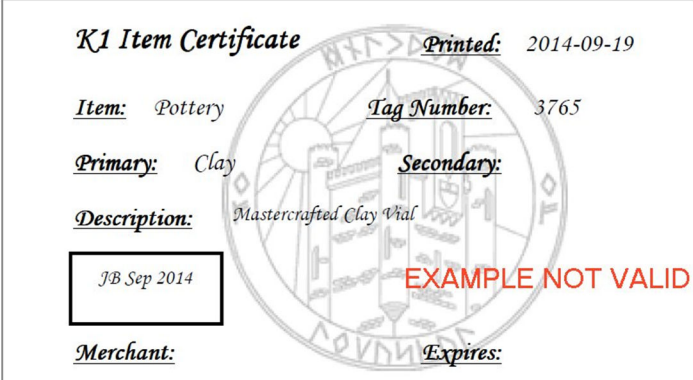
To help ease the players and game operations staff, Econ has established a bank for players to store money between events. See the Econ Staff during events to access your player bank for inquiries and transactions. Between events your bank information is recorded on your character sheet under

the banking tab. It is strongly recommended that you deposit all coin in your player bank between events.

## Item Tags

The non-currency items of value in our world are represented and recorded by the use of an item tag. Item tags have descriptive information about the item necessary to understand the item. Item tags come in 11 types, distinguishable by the Item tag type.

The key term “consumable” is used for many of the types of tags in the tag types table. Consumable tags are one time use items. When the item is consumed the item tag must be turned-in to a staff member, or placed in the used tag box. Items that have been destroyed must also be turned-in in the same fashion.



***K1 Item Certificate***

Printed: 2014-09-19

Item: Pottery Tag Number: 3765

Primary: Clay Secondary:

Description: Mastercrafted Clay Vial

JB Sep 2014

Merchant: Expires:

**EXAMPLE NOT VALID**

- ❖ Alchemy Tags represent a consumable alchemy. Information on this tag includes type of alchemy, level, description of what the alchemy does, and ingredients.
- ❖ Armor tags represent armor that a character wears. Information on this type of tag includes type of armor and materials used to make the armor.
- ❖ Herb Tags represent all herbal items. Consumable items like herbal remedies and bandages and raw materials like unprocessed herbs. Herb tags contain information about the herb level, name, poisonous, and descriptive information about the properties of the herbal product.
- ❖ Magic item tags contain all the information about magic items. Information on this tag including what type of item it is (ring, weapon, armor, etc.) What type of magic it contains and its activation words, and what the item is called.
- ❖ Miscellaneous item tags represent the items that don't fit in the other categories. Common Misc. items include but are not limited to: jewelry, books, gems, people, animals, titles, writs, abilities, etc. Detailed information about what the item is, what it is made of, what it does are included on Misc. item tags.
- ❖ Potion tags represent a consumable potion. Information includes what spell the potion contains, level, what the spell does, what spheres of magic the spell come from.
- ❖ Raw Material Tags represent the raw form of materials used to make finished goods. (Metal, Leather, Wood, etc.) These tags contain information about what the material is called, how many, and a brief description of the properties of the material.
- ❖ Scroll tags represent a consumable Scroll. Information includes what spell is written on the Scroll, level, what the spell does, what spheres of magic the spell come from.

- ❖ Toxin tags represent a consumable toxin or anti-toxin. Information include type of toxin, level, description of what the toxin does, form of delivery (vapor, liquid, paste.)
- ❖ Trap tags represent a trap. Information on the tag include type of trap, level, and description of what happens when the trap is triggered.
- ❖ Weapon tags represent non-normal weapons. Normal steel and wood weapons are not tagged items in KANAR. However, non-normal weapons such as; Master crafted, Double Cost, and crafted from materials other than normal steel & wood, are tagged so that they are differentiated from normal weapons. Information on these tags contain weapon type, materials used to create the weapon, descriptive information about the weapon.
- ❖ Temporary tags are hand written tags that are used when an on field need to have a tag made without the ability to print tags ahead of time. Temp tags are created by the GM staff in a moment of need to fulfill a story necessity. It is the responsibility of the person receiving the temp tag to fill out the necessary web-form to create a proper replacement tag.

## Crafting System

There are several types of skills that can be used to create items and to make coin in KANAR. These skills are categorized as Tradesmen, Professional, and Crafting.

Regardless of categorization any character that has a skill listed in this manual has the ability to spend their time between events “working” for coin. Working for coin between events means that your character forgoes adventuring and crafting items for tags. In exchange you are awarded a sum of coins equivalent to what you would earn in profit by plying your trade for the month.

Crafting between events, regardless of what you are making is a dedicated task. If you set your character to the task of creating items or crafting for coin, then your character is unable to participate in other tasks that occupy lengths of time. This includes extended travel, adventuring, and character incapacitation.

Tradesmen skills are as follows: Armor Smithing, Herbalism, Siege Engineering, Weapon Smithing, and Craft (Choose Specialization). These skills are ranked one through five. Level five being considered a Master of the craft. Each of these skills can be used to craft the types of items that their name suggests, e.g. Armor smiths craft Armor. Except for the Craft(Choose Specialization) skill, the Craft(Choose Specialization) skill is specialized to include many types of crafters, such as: Artistry, Brewing/Distilling, Book Binding, Carpentry, Chandler, Cooking, Leatherer, Glass-Making, Masonry, Metal Smithing, Pottery, and Tailoring. They follow the same rules as the other Trade skills. Details on how each Trade creates their goods is detailed later in their own section.

Item Request Form: Item tags are requested by filling out an item creation form on the [kanar.org](http://kanar.org) website. When you use your skills to craft goods you must fill out the form prior to the event in which you need the tag. If you intend on plying your craft for coin each month then you need to also fill out an item request form.

### Crafting time available after each festival

March, April, May, June, July, August, September, October	4 weeks
November	20 weeks

Professional skills are generally one time only skills that provide you with a type of profession that can produce goods. An example of profession skills that produce goods are Cartography and Tanning. Details about Professions skills are listed in a later section.

Alchemy, Potions, Scrolls, and Toxins are considered the Crafting skills. These skills have nine ranks each and are called Crafting skills because of the nature of what they produce. They produce one shot, consumable goods over a certain duration.

## Professionals

Profession skills are a collection of a variety of skills and abilities, the use of some of these skills can be used to earn coin or produce tagged goods.

### **Tanning**

Per the rule book:

*(from the skill description) Characters with the Tanning skill are able to create various armor materials from the hides of creatures. The hides of these creatures must have the potential to become either leather or plate armor; such as the skin from griffins, dragons or large insects, or hides from more mundane creatures such as deer.*

*The number of armor points that can be seized from a creature varies by size and creature. Only creatures with a hide rating can be harvested for materials and then only if the creature still has hide points remaining when it dies. Consult a game marshal as to which creatures yield materials and what that yield is.*

*The amount of time required to harvest materials from a creature is 15 minutes for every 4 material points being harvested. The amount of time to tan the hides is dependent on the creature being tanned.*

Tanners can use this skill in combination with their lores and other skills to make coin or raw material units between events. When your character is making coin between

#### Appraising items:

A word on the appraisal skill and its interaction with lore skills. Characters with Appraisal learn how to look for flaws and merits in items. When it is not used with an appropriate lore skill, profession, or trade, a character with this skill may only make an educated guess as to the worth of an item. When used with an appropriate lore skill or profession/trade, that character is able to make a much more precise estimate of the worth of the item.

If you are dealing with the Economy Marshal while making a transaction with an NPC inform them if you have appraisal, lore skills, professions, trades, or other relevant skills. This will aid all involved in the discussions and roleplaying of the transaction.

Number of cooperative lores & skills	Silver per week	Cooperative lores & skills
Tanning alone	1	Wilderness Survival
Tanning + 1 cooperative	2	Tracking
Tanning + 2 cooperatives	3	Trapping (any level)
Tanning + 3 cooperatives	4	Terrain Lore
Tanning + 4 or more cooperatives	5	Forensics (any level) Fauna Lore

Number of cooperative lores & skills	Leathers per week	Cooperative lores & skills
Tanning alone	1	Wilderness Survival
Tanning + 1 cooperative	2	Tracking
Tanning + 2 cooperatives	3	Trapping (any level)
Tanning + 3 cooperatives	4	Terrain Lore
Tanning + 4 or more cooperatives	5	Forensics (any level) Fauna Lore

events, imagine that he/she is selling their talents for a fee. They are working with skins from a local butcher or leather worker to create usable hides. The kind of raw material that tanners can collect between events is units of Leather. If you wish to attempt to collect a specific type of hide or leather from a specific type of beast, you should contact a member of the game staff to arrange a hunting encounter.

## Tracking

Per the rule book:

*(from the skill description) With the Tracking skill, a character is able to follow the subtle trail which passing beings have left over non-stone surfaces. This skill may only be used during daylight hours and the appropriate marshal must be informed of the tracking character's intentions. The marshal will inform the tracker where the trail leads to, or whether there was no trail to be found. You cannot use tracking to cover someone's tracks.*

Trackers produce no tags, however trackers can use their skill in combination with their lores and other skills to make coin between events. Trackers make coin between events by working with various local officials towards finding outlaws, dangerous animals, lost citizens, etc. They are paid for their time and knowledge.

Number of cooperative lores & skills	Silver per week	Cooperative lores & skills
Tracking alone	1	Wilderness
Tracking + 1 cooperative	2	Survival
Tracking + 2 cooperatives	3	Urban Lore
Tracking + 3 cooperatives	4	Each Terrain Lore
Tracking + 4 or more cooperatives	5	Fauna Lore

## Cartography

Per the rule book:

*(from the skill description) Characters who purchase this skill are able to read, understand and create maps. These characters understand the meaning of map keys, latitude, longitude, altitude and scales. Characters without this skill are unable to read maps.*

*If a character with this skill wishes to draw a map, they should role-play sketching it out and then, after the encounter, ask the appropriate marshal for any assistance needed. If a character wishes to make tagged or enchantable maps they will need to also use the Craft (artistry) skill.*

Cartographers can use this skill in combination with their lores and other skills to make coin between events. In combination with Craft(artistry), cartographers can craft maps of various size and quality.



Number of cooperative lores & skills	Silver per week	Cooperative lores & skills
Cartography alone	1	Each level of Craft(artistry) Urban Lore Wilderness Survival Each Terrain Lore
Cartography + 1 cooperative	2	
Cartography + 2 cooperatives	3	
Cartography + 3 cooperatives	4	
Cartography + 4 or more cooperatives	5	

Skills	Map making
Cartography + Craft(artistry) 1	A functional map
Cartography + Craft(artistry) 2	
Cartography + Craft(artistry) 3	
Cartography + Craft(artistry) 4	
Cartography + Craft(artistry) 5	Enchantable Mastercrafted maps

## Tradesmen

Per the rule book:

*(from the economics section) Trade skills in Kanar are 5 level skills that allow you to create items and gain coin between events by plying your trade.*

*Trades can be purchased up to five times, In order to purchase additional levels of a Trade Skill, a character must learn each level as if it were a new skill. Each time a character purchases an additional level in a craft, the cost is increased by 5 (i.e. first purchase = 20, second purchase = 25, third purchase = 30, fourth purchase = 35, and the fifth purchase = 40.)*

*For each level past the first attained in a trade skill a character receives a 20% discount to the time required to make or repair an Item. Some Advanced Tasks, such as creating enchanted/enchantable items do not receive this discount.*

Tradesmen work with raw materials and craft them into tagged usable goods. While not all tradesmen will be able to craft quality usable goods at the lower levels all tradesmen can craft enchantable grade items at the master level. All trades can apply their skills at all levels to make coin between events.

### Material Units

To measure how much of a given material it takes to make an item we use the term material units. Each unit is measured based on an individual material type. For example a unit of gold can be represented by that typical bar of gold you see in movies and TV, and a unit of wood could be represented by a 2x4 or a log.

Each type of tradesman usually works with a specific type of material. For example, armor smiths, metal smiths, and weapon smiths all utilize units of metals. Armor smiths, book binders, and leatherers all use materials of leather. As you can see with armor smiths sometimes tradesmen can work with multiple types of materials.

## Craft (Choose Specialization)

Per the rule book:

*(from the skill description) With this skill, a character has the ability to create items of an appropriate craft (these items do not have damage or armor ratings).*

*Available specializations: Artistry, Brewing/Distilling, Book binding, Carpentry, Chandler, Cooking, Leatherer, Glass-Making, Masonry, Metal Smithing, Pottery, Tailoring.*

*The craft skill covers a wide variety of specialized crafts like leatherworking or masonry.*

*Every specialization is considered a new and separate skill. The times and costs for items creatable with these skills can be obtained from the game staff.*

Locks: With pick locks and Craft (Metalworking) A character can craft locks. The maximum level of lock that can be crafted is equivalent to the lowest of his Pick Locks or Metalworking.

All of Craft (Choose Specialization) tradesmen utilize the same item creation charts. To give a brief explanation of what kind of goods a crafter can make see the table labeled quality of goods produced. Size plays a pivotal role in determining how many objects you can produce in a week's time. Small items are objects as small as a ring or as large as a dagger. Medium items are objects ranging from small sword to a small storage chest. Large items are the size of a great axe and larger.

Item Size	Material units
Small	1 – 4
Medium	5 – 10
Large	11+

Crafting for Coin silver per week:	
Craft (Choose Specialization) 1	1
Craft (Choose Specialization) 2	2
Craft (Choose Specialization) 3	3
Craft (Choose Specialization) 4	4
Craft (Choose Specialization) 5	5

Quality of goods produced:	
Craft (Choose Specialization) 1	Functional goods, made with the most base of materials
Craft (Choose Specialization) 2	Basic goods, ones made with more complex materials
Craft (Choose Specialization) 3	Complex goods, ones made with rare materials
Craft (Choose Specialization) 4	Elaborate goods, and ones made with the rarest materials
Craft (Choose Specialization) 5	Enchantable mastercrafted goods

Amount you can craft:	Small items per week	Medium items per week	Large items per week
Craft (Choose Specialization) 1	1		
Craft (Choose Specialization) 2	2	1	
Craft (Choose Specialization) 3	3	2	1
Craft (Choose Specialization) 4	4	3	2
Craft (Choose Specialization) 5	5	4	3



## Armor Smithing

### Discuss Armor Smithing

Per the rule book:

*(from armor smithing skill description) With this skill, a character has knowledge of and gains the ability to create and mend armor...*

*(from the Economics section) With this skill, a character has knowledge of how to create and repair armor. The amount of armor points that may be created or repaired in a given time is adjusted by the smiths level of Armor Smithing.*

*Repairing armor: Armor can be repaired on field without cost at a rate of 1AP/5 min. Skill discounts apply to this rate. (IE: one min discount per/level past level1)*

Crafting for Coin silver per week:	
Armor Smith 1	1
Armor Smith 2	2
Armor Smith 3	3
Armor Smith 4	4
Armor Smith 5	5

Creation Information	Material Units	Amount per month you can create.				
		Level 1	Level 2	Level 3	Level 4	Level 5
Leather	4	2	3	4	6	8
Composite	7	1	2	3	4	6
Chain	10		1	2	3	4
Plate	15				1	2

Note on advanced crafting:

Per the rule book:

Craft Silver Weapons: Weapons crafted from Rare Materials such as silver. Weapon Smith level 2.

Craft Silvered Weapons: weapons made of wood (such as quarterstaff or club) crafted in such a way to impart the qualities of silver into the item. Weapon Smith Level 3

Craft Alloys: Alloys of two Rare Materials giving items made from this Alloy the properties of both materials. Metal smith LVL3, Metal Lore (Alloys), Metal lore (Each metal alloyed)

Craft Mithril weapons: Weapons crafted from Arcane Materials such as Mithril. Weapon smith level 4

## Weapon Smithing

Creation charts and costs for weapons are located in the appendices.

Per the rule book:

*(from the Weapon Smithing skill description) This skill allows for the repair and creation of all weapon types.*

*(from the Economics section) This skill allows for the repair and creation of all weapon types. The total time for creating or repairing a weapon is the base time listed on the Weapon specs chart adjusted by the smiths level of Weapon Smithing.*

*Repairing Weapons: Weapons can be repaired on field without cost.*

Crafting for Coin silver per week:	
Weapon Smith 1	1
Weapon Smith 2	2
Weapon Smith 3	3
Weapon Smith 4	4
Weapon Smith 5	5

Swords	Material Unit Cost	Weapon creation time in days				
		Level 1	Level 2	Level 3	Level 4	Level 5
Knife	2	2	2	1	1	1
Dagger	4	4	3	3	2	2
Short Sword	6	5	5	4	4	3
Long Sword	8	7	6	6	5	4
Bastard Sword	12	11	10	8	7	6
Great Sword	16	14	13	11	10	8

Blunt Weapons	Material Unit Cost	Weapon creation time in days				
		Level 1	Level 2	Level 3	Level 4	Level 5
Mace	6	5	5	4	4	3
Hammer	6	5	5	4	4	3
Club	6	5	5	4	4	3
Staff	12	11	10	8	7	6
2-Hand Mace	16	14	13	11	10	8
2-Hand Hammer	16	14	13	11	10	8
2-Hand Club	16	14	13	11	10	8

Shields	Material Unit Cost	Weapon creation time in days				
		Level 1	Level 2	Level 3	Level 4	Level 5
Buckler	8	7	6	6	5	4
Shield	16	14	13	11	10	8
Tower Shield	32	29	26	22	19	16

Axes & Poleaxes	Material Unit Cost	Weapon creation time in days				
		Level 1	Level 2	Level 3	Level 4	Level 5
Hand Axe	6	5	5	4	4	3
Great Axe	16	14	13	11	10	8
Pole Axe	16	14	13	11	10	8
Halberd	16	14	13	11	10	8
Bill	16	14	13	11	10	8
Spear	16	14	13	11	10	8
Pike	16	14	13	11	10	8

Blunt Weapons	Material Unit Cost	Weapon creation time in days				
		Level 1	Level 2	Level 3	Level 4	Level 5
Bow	16	14	13	11	10	8
Crossbow	16	14	13	11	10	8
Thrown Dagger	4	4	3	3	2	2
Thrown Rock	1	2	2	1	1	1
Thrown Axe	4	4	3	3	2	2
Thrown Hammer	4	4	3	3	2	2
Javelin	8	7	6	6	5	4

## Siege Engineering

Creation charts and costs for Siege Engineering are located in the appendices.

Per the rule book:

*(from the skill description) A character with this skill can construct siege engines and reinforce doors to withstand more siege damage.*

*(from the economics section) To craft siege Weapons and engines a character usually needs the Siege Engineering skill, though some siege engines may be crafted using other skills as well.*

*The requirements to craft various siege weapons are as follows:*

*Battering Ram: A battering ram can be crafted without cost on the field by anyone with the Craft (Carpentry – level 2) or Siege Engineering (level 1) skills*

*Capped Battering Ram: A battering ram can be crafted by anyone with the Siege Engineering (level 2) skill, or by anyone with both Craft (Carpentry – level 2), and Craft (Metal smithing – level 2)*

*Catapult: A catapult can be created by anyone with Siege Engineering (Level 4), or Craft (Carpentry level 5)*

*Ballista: A Ballista can be created by anyone with Siege Engineering (level 3) or Craft (Carpentry – level 4) and Craft, (Metal smithing – level 3)*

*Trebuchet: A trebuchet can be created by anyone with Siege Engineering (level 5)*

Crafting for Coin silver per week:	
Siege Engineering 1	1
Siege Engineering 2	2
Siege Engineering 3	3
Siege Engineering 4	4
Siege Engineering 5	5

## Herbalism

Per the rule book:

*(from the skill description) This skill allows a character to apply knowledge of various herbs into the creation of healing salves, pastes and Bandages.*

*(from the economics section) Characters with Herbalism may create herbal doses and bandages. This process involves first obtaining the necessary herbs then blending them in the proper proportions to obtain the desired effect. Three distinct types of herbal crafts can be created; Herbal bandages, herbal doses, and anti-toxins. Applying an herbal Bandage or dose requires 30 seconds.*

*HERBAL BANDAGES: Herbal Bandages will heal 2 points of body damage per level of the herbalism used to craft them. This healing takes one hour.*

*HERBAL DOSES: Various herbs have differing mystic and medicinal values. With herbalism, you can craft herbal salves and poultices from these herbs.*

*A list of possible salves and poultices and there methods for creation are available from the staff.*

*ANTIDOTES: If a character has the Poison lore skill he may use Herbalism to craft antidotes for common toxins, the time and cost for this is the same as creating the toxin. The maximum level of toxin a herbalist may make antidotes for is equal to 2 times his herbalism level.*

Crafting Anti-Toxins (Requires Poison Lore) Follows same crafting rules as Toxin making.		
Toxin	Requires Herbalism Level	Crafting Time in Weeks
Stress	1	1
Pain I	1	2
Repulsiveness	1	2
Deafness	1	2
Love	2	3
Hate	2	3
Mute	2	3
Blindness	2	4
Pain II	2	4
Ignorance	2	4
Hallucination	3	5
Pain III	3	6
Paralysis	3	6
Death I	4	7
Sleep	4	7
Pain IV	4	8
Death II	4	8
Death III	5	9

Crafting for Coin silver per week:	
Herbalism 1	1
Herbalism 2	2
Herbalism 3	3
Herbalism 4	4
Herbalism 5	5

Herb Quality	Amount of Bandages and Herbs per week.					Bandage Level
	Level 1	Level 2	Level 3	Level 4	Level 5	
1	1	2	3	4	5	1
2		1	2	3	4	2
3			1	2	3	3
4				1	2	4
5					1	5

## Crafters

Alchemy, Potions, Scrolls, and Toxins; these are the consumable goods all created following the same rule structures by crafters.

### **Alchemy**

Per the rule book:

*(from the skill description) With this skill, a character is able to create Acids and Alchemical Pastes. There are nine levels of Alchemy, which must be purchased in numerical order.*

*(from the economic section) With the alchemy skill, a character gains a comprehensive understanding of laboratory tools and the method in which they are used. Various tools such as beakers, flasks, burners and scales are needed to combine components of potions, acids, and many other unique substances.*

*To craft a substance using the alchemy skill, A character must have a formula from which to work and the necessary tools to craft the alchemy. A character must devote 1 week per level of alchemy being created for each dose. This time simulates the time required to properly purify and combine the various components.*

*The cost to create an alchemy is 1 silver per level of the alchemy this represents the cost to procure the specific reagents used to create the alchemical substance. Note that some alchemies require rare or valuable reagents in addition to this creation cost – please see the description of each alchemy or the GM for information on reagents.*

*If a character has a sample of an alchemical substance he wishes to duplicate he can break down the substance to develop a formula, the time and cost for this is the same as creating the alchemy. Note: the outcome of this experimentation is a formula for the alchemical substance not a dose of the alchemy.*

*Acids are caustic substances that may be created with the alchemy skill. If an acid is applied to a weapon, it will raise the damage called by that weapon for one attack. A character may apply level one through five acids without causing damage to the weapon. Unless protected by a sealant, higher-level acids will simply dissolve a weapon, making repair impossible.*

*Alchemical Pastes have a large range of effects, mostly protective, to the character or item they are applied to. For a complete list of alchemical pastes see the alchemical substances list.*

#### Crafting for Coin silver per week:

All crafters level 1-2	1
All crafters level 3-4	2
All crafters level 5-6	3
All crafters level 7-8	4
All crafters level 9	5

## Potions & Scrolls

Per the rule book:

*(from the economics section) With Potion and Scroll creation a character can bind spells into objects for later use. Potion and scroll creation follow the same rules and procedures. The use of the items is where the differences become evident.*

*Potion/scroll creation enables the character to bind a spell he is able to cast which is of a level equal to or lower than the character's level of create potion/scroll, to a liquid or scroll respectively (i.e. with Create Potion Level 3, a character may bond a third level spell). These Items are "One Shot" items meaning once used they are destroyed and cannot be reused in any way.*

*When creating a scroll, the creator must write an incantation on the scroll which must be at least five words per level of the spell (to a maximum required length of 30 words).*

*The cost of the ingredients for a potion or scroll is 1 silver piece per level of potion/scroll being created. This takes 1 week per level of the potion or scroll being created.*

## Toxins

Per the rule book:

*(from the economics section) To craft a substance using the Create Toxin skill, a character must have a recipe from which to work and the necessary tools to craft the toxin. A character must devote 1 week per level of Toxin being created for each dose. This time simulates the time required to properly ferment and combine the various components. The cost to create a toxin is 1 silver per level of the toxin. This represents the cost to procure the specific ingredients used to create the toxin; note that some toxins require rare or valuable ingredients in addition to this creation cost, see the description of each toxin or the GM for information on reagents.*

*If a character has a sample of a toxin he wishes to duplicate he can break down the substance to develop a recipe, the time and cost for this is the same as creating the toxin. Note: the outcome of this experimentation is a recipe for the toxin not a dose of the toxin.*

*Toxins may be encountered in three different forms: Paste, Liquid and Vapor.*

*Paste toxins account for all poisons that affect a person simply by contact with the flesh.*

*Liquid toxins account for all poisons that must be ingested to take effect. Only liquid toxins affect a character when ingested. The poisoned food/drink will affect one character for each dose that was placed into it.*

*Vapor toxins account for all poisons that must be inhaled to take effect.*

### A word on Enchanting

While Enchanting is covered in the economics section of the rule book, the Economy Marshall staff does not have purview over magic items in KANAR. The Game Master staff and Play Master staff are responsible for the approval of magic items created by Enchanting. Enchanting Creation time and costs are outlined in the rulebook.