

NERO® Midwest Region Special Metal: Mithril Play-test Version 2.5

Objective

* The Objective of this play-test is to add to the Weaponsmith and Armorsmith Professions while adding a new element to the chapter.

Details

Mithril is a rare and coveted metal found in remote parts of the world. Because of its special properties it is an often guarded treasure and fetches a rather high price on the market. Mithril can be found in raw ore or a refined form that is also called "platinum". In its pure form it often crafted into coin. A "platinum" coin is 1 unit of mithril, and worth 10 gold. 5 pieces of raw ore count as 1 refined unit.

Crafting

Mithril can only be crafted correctly by Master Crafters. There are two methods in utilizing Mithril: Plated and Forged.

Prerequisites to craft a "plated" Mithril weapon

* Craft Skill Weaponsmith/Smithing x10

"Plating" a weapon with Mithril requires 1 unit of Mithril per 4 inch of weapon overall length.

Prerequisites to craft forged Mithril items

* Craft Skill Armorsmith/Weaponsmith/Smithing x20

Forging a weapon with Mithril requires 1 units of Mithril per 2 inch of weapon overall length.

Forging Armor requires 1 unit per 2 points of Armor.

Forging a Shield requires 20 units of Mithril

Mithril can only be crafted in a workshop. Which does not double the smith's production for the purposes of this crafting

Mithril items gain the property "rendered indestructible" and last 2 years upon creation.

Weapons plated in, or forged from, Mithril are naturally superior to those made of lesser materials.

Plated items possess a natural +1 Damage Bonus and swing "Silver".

Forged items possess a natural +2 Damage Bonus and swing "Magic".

(Damage types subject to change pending National ruling)

Armors forged of Mithril are lighter and stronger than those made from lesser materials, and only require 4 points worth of representation for every 5 points of armor.

Shields forged of mithril afford more protection than those made of normal materials, and grant the wielder a 1 time per day "Resist Battle Magic" limited to effects that strike the shield.

Notes

Mithril items MAY NOT normally be affected by formal magic except Destroy Formal Magic, which will destroy these items.

Mithril items cannot be deconstructed, Mithril used in a items creation cannot be recovered.