Crafting Appendix

Introduction

There are two forms of crafting in Age of Aether; Technology and Concoctions. Technology covers any sort of device, contraption, instrument or weapon in the world that has been designed and built to serve a particular function. Concoctions are herbal remedies, infusions and drugs that have a number of beneficial or negative properties.

Only certain people have the ability to craft the various forms of technology and concoctions and the crafting process requires the use of registered blank crafting blueprints (for technology) and recipes and suspensions (for concoctions). These will be provided by the game team, prior to Time In.

The Crafting Process

Technology

To craft the various forms of technology, you must first have the blueprint detailing the device and the appropriate skill to manufacture it. The blueprint details the device, the amount of resources and Warbonds required to manufacture the device, the roleplaying effect (and appropriate calls) for using the device, and the required skills to use the device (if applicable).

Manufacturing the device requires a minimum of 5 minutes of role play with the Aetheric Compiler, the machine used to create devices in the field. Speak to the Crafting Referee, who will deal with your crafting request and provide the license and asset tag to accompany the device. You must provide the phys rep for the device, unless specified otherwise. Crafting time is limited to once per hour to ensure the Aetheric Compiler runs at maximum efficiency.

Any player that creates a piece of technology will be issued with an IC licence to denote the effects and ownership of the item. This is placed in your IC papers wallet with your ID papers. The licence will have an ID number on it that will be duplicated onto a small brass tag that will be attached to the item to avoid the need for OC lammies on items. These can be viewed at any time by as ref by the use of the IC ref call "Papers Please."

Nation Technology Specialisations

The seven major nations all have different technology specialisations. If you are a boffin you will receive 1 or more recipes that are unique to your own culture. The nature of these recipes will only be discovered once you are booked and receive your character pack; however below is a list of the nation specialities to give you an idea of the type and style of technology you may expect to be receiving…

Arctic Concord – **Aether (Implants)**
Prussian Hegemony – **Aether (Offensive)**
Commonwealth of Britannia – **Gauss (Offensive)**
Royal Australian Protectorate – **Gauss (Defensive)**
Federated American Union – **Martian (Offensive)**
Russian Collective – **Martian (Defensive)**
Imperial Eastern Union – **Aether (Defensive)**

You are not restricted in making or designing devices of these types but it may be taken into account by crafting refs when deciding on final properties for research requests.

Concoctions

Concoctions are made in the Pharmacy Lab, attached to the Healing Station. To craft a concoction, you must have the recipe for the concoction, resources, a neutral pharmacological suspension and the skill to make it. The recipe details of the concoction, the amount of resources and the effects of the concoction.

Crafting a concoction requires a minimum of 5 minutes of role play in the Pharmacy Lab. You will require a suitable phys rep for the concoction, such as a vial or test tube.

Inventions

Anyone with the Research Skill has the ability to research new blueprints and invent new devices. To create a new design, you must complete a registered blank blueprint. These must be purchased and will be provided by the game team.

To complete a blueprint, you must fill out each section in turn. First, identify the technology the design utilises (Gauss, Aether or Martian) and the nature of the device you intend on crafting. The nature of the technology will have an effect on what resources will be required to manufacture a device.

Secondly, detail any components and resources that will be required to make the device. Different resources have different properties and effects, depending on how they are use or configured. Components may include such things as batteries that have their own blueprints and designs.

Next, detail the function and purpose of the device, including any particular game effects that you hope to achieve by using the device. This will be limited by the type of technology you are using and whether the device is basic or complex in design.

Finally, give your design a name and draw some in-character looking schematics to complete the look and feel of the blueprint. Once complete, give your blueprint to the Crafting Ref, who will decide as to whether the device will work and how much it would cost to make the device. If the design is approved, it will be signed by the creator and by the Crafting Referee (quoting the characters' Agent Codes).

DEVICE NAME		TECHNOLOGY		TYPE		COMPONENTS		RESOURCES	
		GAUSS		BASIC DEVICE				IRON ORE	
		AETHER		COMPLEX DEVICE				COPPER	
		MARTIAN		BASIC WEAPON				TIN	
				COMPLEX WEAPON				SILVER	
				BASIC IMPLANT				MURCURY	
				COMPLEX IMPLANT				GOLD	
								URANIUM	
								TUNGSTEN	
								PLATINUM	
								SILICON	
								METEORIC IRON	
								MAGNESIUM	
								AETHER CRYSTAL	
								NEON	
								RED STEEL	
								DARK STEEL	
								PLASMA	
								AETHERIC MATTER	
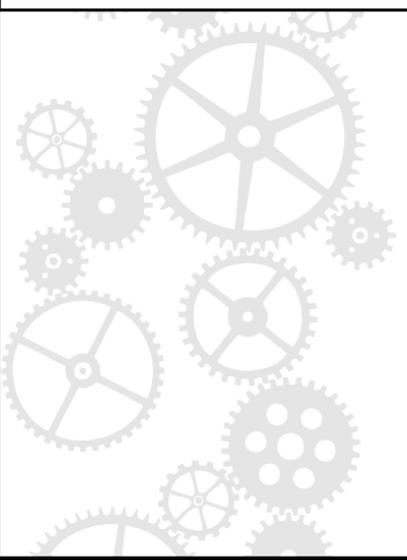
SIGNATURES	PURPOSE / FUNCTION	SEAL
DESIGNER / OWNER AGENT CODE:		TRIAC
APPROVER AGENT CODE:		

Concoctions use the same general process but are made in the pharmacy lab. The recipe sheets for these are much simpler and require only the type, effect and ingredients to be stated.

RECIPE NAME

EFFECT

INGREDIENTS	
RED WEED	
FOX GLOVE	
DEADLY NIGHTSHADE	
WOLFS BANE	
OPIUM POPPY	
BLOOD VINE	
VENUSIAN TANGLE FERN	
REPTID FUNGAL SPORES	
GHOST ORCHID	
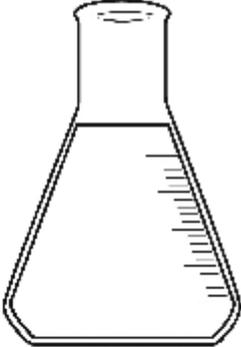
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DESIGNER / OWNER	AGENT CODE:	TRIAC
APPROVER	AGENT CODE:	
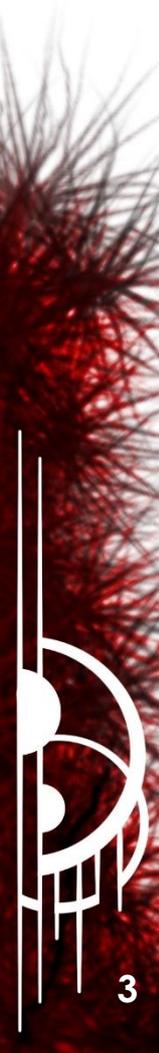
Updates

30 July 2016

Page 1   Information Updated – Removed reference to "laminated card" and replaced with "license and asset tag"