

GAEMATION

**Free Givaway!
Savage Weaponary
From the**

ORC WAR

The Mother Dog Saga



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NEW

Equipment - Savage Weaponry

With the addition of broken arrows and strapping, a melee or thrown weapon can be converted to have additional damage (1d4) on the first 2 attacks (uses are spent even if those attacks miss and no damage is done).

To prep a weapon it takes 4, 6 and 8 arrows for a weapon of comparatively small, medium or large, and 5 minutes.

A weapon needs chips put into the blade to set up the initial strapping, and requires an Orc Smithy check of DC 5.

Skill – Orc Smithy

Orc Smithy skill can repair and craft weapons and armour without a forge – just a fire. They can't work with raw materials, but instead require salvaged weapons, armour and metal. For example a few shields could fashion several axes or even a breastplate.

Repairing broken hilts and handles with bone or scrap components is the most common task to manufacture weapons.

DC	Result
5	Repair Weapons Convert to Savage Weapon
8	Repair Armour
10	Create Medium Weapon
15	Create Large Weapon
20	Create Breast Plate
25	Create Scale mail, Banded Mail
30	Create Full Plate

** To manufacture armour and weapons, more than double the normal mass of scrap metal is required to be salvaged for raw materials.*

Check the Orc Smithy skill and Savage Weaponry in the **Orc Wars** Adventure Series with Graemation Ltd

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