

Locksmith

This trade-skill will enable one to create, identify and work with certain locks. Only one who has studied and passed the test of the Locksmith can successfully create, identify and work with locks successfully.

Prerequisites: 24+ awareness and dexterity.
Blacksmith: To use the ability to CREATE LOCK, you must have the "Blacksmith" Trade-Skill.

Modification-point cost: 14

Training Time: 52 weeks (364 days).

Training note: This is an averaged time to complete the full training for Locksmith. However, the training time can vary according to the student's combined Awareness and Dexterity as follows:

For every point of added Awareness and Dexterity above 60, the training time will be reduced by two days (minimum 182 days to train).

For every point of Awareness below 18, the training time will be increased by three days.

Training Cost: 200 white-gold per day of training + the cost of all equipment and tools.

Your added Awareness and Dexterity $\div 4$ (rounded up) will be the bonus added to your % dice-roll needed to successfully CREATE LOCK, DISASSEMBLE LOCK, IDENTIFY LOCK, PICK LOCK and FIX LOCK.

Example: If you have a 30 Awareness and 25 Dexterity, you will have a starting $(30 + 25 = 55 \div 4 \text{ (rounded up)}) = +14$ on the %chance to CREATE LOCK, DISASSEMBLE LOCK, FIX LOCK, IDENTIFY LOCK and, PICK LOCK.

For each lock successfully created or worked on, the % chance to successfully create or work on the exact same lock again will increase by +1. Remember that if you create or work on a lock, ONLY your skill in creating or working on the same type of lock again will increase by +1. You must keep a list of all the locks you have created and/or worked on and keep this information in a log. I would do it like this:

CREATE LOCK: Deadbolt: +11

Key lock: +18

DISASSEMBLE LOCK: Deadbolt: +19

Key lock: +18

FIX LOCK: Deadbolt: +17

Key lock: +10

IDENTIFY LOCK: Deadbolt: +16

Key lock: +12

PICK LOCK: Deadbolt: +16

Key lock: +18

Each time I am successful in creating or working a lock, I would add +1 to my current bonus the next time I attempt the same.

Maximum success chance: None.

Some locks are easy and only require a low roll for success (like 80). The more complex locks might require a much higher % roll (like 200).

There will never be a Maximum success chance for this Trade-Skill, as it is not necessary. The Locksmith will always have two chances to succeed IF he or she has been trained in the class of Thief, who has a directly related ability in the Locksmith skill being attempted.

You will always use this Trade-Skill information first. If you fail, but have a thief ability that compliments and matches what you are trying to do, you will then use your thieving ability as a second chance to be successful.

MASTER LOCK CREATION

When your CREATE LOCK reaches a bonus of +100, you can then Master CREATE LOCK, forging a lock that is more durable and difficult to pick.

Example: Let's say you decided to create a very complex and durable lock. The G.M. decides you would have to roll a 150 to create such a lock. You did so successfully by rolling a 98% roll, adding your current skill of +111 to the % roll, which resulted in a total of 209 (a very high roll). In succeeding, your skill raises to a +112.

You then decided to take the same lock and attempt a master craft on it (you decided to reforge it to make it far better than what it currently is).

The G.M. then informs you that you would need a roll of 175 to master craft such an exquisite lock. You decided to attempt it, knowing if you fail, the lock will be totally ruined. You also know if you succeed, this lock can be sold for a much higher price, and will thwart unwanted trespassers with greater success.

You roll your % dice and score a 65. You add $65 + 112 = 177$, which is barely what you need to turn the once common lock you had in a master crafted lock. You are successful!

Master Forging a lock is a way to double the value of an already forged object. Also, Master crafting a lock will double its temper. Example: If you successfully master craft a lock crafted from krakkin-steel, it will become admontanium-steel quality in all aspects. If you fail to master craft a lock, it will be ruined.

Remember, each time you successfully master craft the same lock, its temper will double, which can create quite a durable, valuable and secure lock.

Master Forge maximum success chance: None. There is no maximum chance associated with this Trade-Skill.