

CRAFT SKILL

Requirements:

- An Intelligence modifier greater than 0.
- Training in a skill that your DM deems pertinent to the item you are trying to craft.
- (This skill does not use one of your “class skill” training slots.)

Application:

Instead of gaining +5 for “training” in this skill you gain double your Intelligence modifier as a competency bonus. A skill check in Craft, then, will be based on your Dexterity modifier.

For example, a level 4 Wizard with an Intelligence modifier of +4 and a Dexterity modifier of +1 will have a +11 to Craft checks. +2 from half level, +8 from double Intelligence modifier, and +1 from his Dexterity modifier.

The Intelligence bonus represents how much your character has studied the art of crafting this type of item, brewing a potion, or smithing a sword. The Dexterity bonus, then, represents how well your character is able to execute the physical crafting process.

Restrictions:

Once achieving an Intelligence modifier of +5 (+10 Competency to Craft), the skill will stop increasing. This rule does not apply, however, to Dexterity bonuses. A character with a Dexterity bonus of +10 will still have an easier time crafting items but the bonus stops increasing with an Intelligence modifier of +5.