

FABRIAL CRAFTING STEPS

You can craft any standard fabrial with a price listed on the Standard Fabrials table earlier in this chapter. Doing so follows the standard crafting rules in the previous “Crafting Mundane Items” section, but you must have an expertise in Fabrial Crafting or in the specific fabrial you’re creating.

Though standard fabrials require gems, these are easily acquired as part of the materials you purchase in step 1 of the crafting process. Similarly, the process for attracting a spren and crafting a standard fabrial is well documented, so you don’t need to make an additional test to trap the spren. (However, as described in the next section, crafting unique fabrials does require special materials and an additional test.)

FABRIAL UPGRADES

As with crafting other items, if your fabrial’s Crafting test yields two upgrades, you can use those to choose one advanced feature. When you do, you can either choose from the earlier “Advanced Item Features” section, or you can choose from the upcoming “Advanced Fabrial Features” subsection of “Inventing Unique Fabrials.”

INVENTING UNIQUE FABRIALS

Cutting-edge artifiabrians often devote their efforts to experimenting with fabrials that are unheard of or that only exist in cloistered laboratories as prototypes. Some of these experimental technologies combine existing effects in innovative ways, while others even replicate the effects of Surgebinders. An enterprising character can attempt to create such a device, but inventing these unique fabrials follows special rules beyond crafting basic items.

In general, unique fabrials are only available to characters selecting talents from the Scholar (Artifiabrian) path, or to characters who earn special gemstones as rewards (see “Fabrials and High-Quality Gems” in chapter 8).

Use the following steps to craft your chosen fabrial:

- 1. Choose your desired effect.
- 2. Acquire the necessary materials.
- 3. Trap a spren.
- 4. Make a Crafting test.
- 5. Apply any upgrades or drawbacks.

STEP 1: CHOOSE YOUR EFFECT

To invent a unique fabrial, first you must decide what you want it to accomplish. You can choose a fabrial effect from those listed on the Unique Fabrial Effects table later in this section (provided your chosen effect is of an equal or lower tier than the gemstone you’ll use to craft it). Each effect lists the total number of charges that fabrial will have, along with its tier that affects the expense and difficulty of crafting the device.

Enterprising players may instead suggest new effects of their own creation, and adventurous GMs are encouraged to work with them to find something that feels balanced.

Any unique fabrials you craft follow the standard fabrial rules (see “Fabrials” earlier in this chapter).

STEP 2: ACQUIRE MATERIALS

Much like crafting other items, it’s assumed you can acquire most of the raw materials you need for the fabrial. The cost of these materials depends on the tier of effect you chose from the Unique Fabrial Effects table:

- ♦ **Tier 1:** 100 marks
- ♦ **Tier 2:** 200 marks
- ♦ **Tier 3:** 400 marks

This material cost includes any rare metals, but it doesn’t include one key component: the gemstone.

FABRIAL GEM

The **gemstone** required for these cutting-edge fabrials is far more specialized than the ones needed for a spanreed. This is no common gem from a mark or broam, but a large gem specially cut for this purpose. These gems are incredibly rare items that can’t simply be bought at a market. Instead, acquiring a gem capable of making a unique fabrial is a task worthy of one of your character’s goals (see chapter 8). Through your adventures, you may be able to acquire such a gem from a wealthy patron. You might even cut your own after pulling it from the heart of a chasmfiend, but you can’t obtain it from your local merchant.

Your gem can only be used to craft a fabrial of that gem’s tier or lower (as shown on the Unique Fabrial Effects table). Most gems earned as rewards are of the same tier as your current character, though this is at the GM’s discretion.

Each gem can be used to create a single unique fabrial. Once used, the gem can’t be repurposed.

FABRIAL METALS

When crafting fabrials, you don’t need to worry about the details of which metals you use and how you craft them. However, you might like to enhance the stories you tell about your fabrials and how they function (or malfunction). If so, it’s good to know that each metal has a different effect on spren, as follows:

- ♦ **Zinc** causes the spren to manifest more strongly.
- ♦ **Brass** causes the withdrawal or dimming of an aspect of the spren.
- ♦ **Bronze** increases the range of a fabrial depending on how much Stormlight the fabrial currently has.
- ♦ **Pewter** causes the spren to more forcefully exert an aspect, draining Stormlight quickly.
- ♦ **Tin** diminishes certain nearby attributes (determined by the type of spren).
- ♦ **Iron** attracts certain nearby substances (determined by the type of spren).
- ♦ **Steel** is thought to push nearby substances away.
- ♦ **Aluminum** impacts the captive spren’s ability to sense thoughts (including those of its conjoined half in another gem), thus blocking communication or pairing between two gems.
- ♦ **Raysium** is an extraordinarily rare metal used by the Fused to pull Stormlight from one gemstone to another. The orientation of the metal determines the way the Investiture flows.

STEP 3: TRAP A SPREN

Before you can build the device around the gemstone, your fabrial requires one other delicate step: luring and trapping the spren. This can be a tricky process that requires multiple attempts. Each attempt at luring a spren requires 1 day of downtime activity (see “Downtime” in chapter 9).

To trap a spren, you need the gem that can trap it, specific knowledge of the spren you’re seeking, and knowledge of what attracts that spren and enraptures it long enough for you to capture it. When you have these things and are ready to trap a spren, make a Lore test, with a DC determined by the tier of the effect you chose from the Unique Fabrial Effects table:

- ♦ **Tier 1:** DC 15
- ♦ **Tier 2:** DC 20
- ♦ **Tier 3:** DC 25

If you succeed, you capture the spren and proceed to the next step. If you fail, you must reattempt capturing the spren on another day, continuing until you succeed or give up.

STEP 4: MAKE A CRAFTING TEST

Once you capture the spren, you can make and resolve a crafting test. This takes one day of downtime per tier of fabrial you’re trying to create. However, this time can be modified by Opportunities or Complications during the crafting process: each Opportunity you roll during your Crafting test reduces the time to create the item by 25 percent, while each Complication increases it by 25 percent.

Make a Crafting test and raise the stakes. Consult the Crafting Test table to determine how your test result affects your crafting.

ITEM CRAFTING TEST

Test Result	Item Quality
1–5	<b>Utter Failure.</b> Despite all your time and effort, you fail to produce a working fabrial. You must start over from scratch. The fabrial’s core gemstone is still intact, but you lose any other materials and the spren you captured.
6–10	<b>Shoddy Creation.</b> Crafting this fabrial takes an additional day, and you find the process unusually challenging. You create the fabrial with one effect, no upgrades, and one drawback.
11–20	<b>Typical Creation.</b> The crafting goes exactly as expected. You create the fabrial with one effect, one upgrade, and one drawback.
20–25	<b>Quality Creation.</b> Things go swimmingly. You craft the fabrial with one effect, two upgrades, and one drawback.
26+	<b>Exceptional Creation!</b> You make a breakthrough while creating this fabrial. You craft the fabrial with one effect, two upgrades, and no drawbacks.

STEP 5: APPLY UPGRADES AND DRAWBACKS

For each upgrade you earned as part of your Crafting test, choose an upgrade listed next to your chosen fabrial effect (from the “Unique Fabrial Effects” section) or any qualifying upgrade from the Fabrial Upgrades and Drawbacks table. If you earned two upgrades, you can instead choose (if you wish) from the “Advanced Fabrial Features” section.

For each drawback you earned, you can choose the drawback listed next to your chosen fabrial, or you can roll a d8 on the Fabrial Upgrades and Drawbacks table to randomly determine a drawback (rerolling if the listed requirement doesn’t match your fabrial). The GM may also decide to assign you a creative drawback or come up with another creative idea for one of your Complications.



ADVANCED FABRIAL FEATURES

In exceptional circumstances, artifabrians can generate two upgrades during the crafting process.

When this happens, you can choose to spend both upgrades to apply one feature of your choice from the Advanced Fabrial Features table.

ADVANCED FABRIAL FEATURES

Feature Name	Effect
Expanded Capacity	If the fabrial has charges, increase its maximum charges by 3.
Wide Area	If the fabrial has an attack or other effect that applies to one target, you can spend 2 focus to have it affect each enemy, each ally, or each character within 5 feet of your target instead. If you’re in range, you can choose to affect yourself along with your allies.
Security Lock	The fabrial can be used only by characters who know the security mechanism (such as a hidden button that must be pressed or a secret lever that must be flipped). You decide this mechanism when you create the fabrial.
Quick Activation	Once per scene, the user of the fabrial can spend 1 focus to reduce the action cost to activate it by ► (or if it is already ►, it becomes ►).
Timed Activation	By using the Ready action with the fabrial, you can set an internal timing mechanism for an interval of your choice (such as 1 round, 1 minute, or 1 hour). After this interval elapses, the fabrial activates (or deactivates if it was already active).
Extra Effect (unique fabrials only)	Add an additional unique fabrial effect to the fabrial. You must expend an additional gemstone of the effect’s tier to add this effect to the fabrial. Both effects track their charges separately.

UNIQUE FABRIAL EFFECTS

The following unique fabrial effects are described below.

Tier	Type	Charges
1	Adhesion (Area)	3
1	Adhesion (Self)	5
1	Cohesion	5
1	Progression (Growth)	3
1	Progression (Regrowth)	3
1	Tension	3
2	Abrasion	3
2	Armor Augmenter	2
2	Conjoiner Projectile	5
2	Drainer	5
2	Gravitation	5
2	Illumination	3
2	Painrial (Amplifying/Numbing)	3
3	Division	4

ABRASION

Tier 2 Unique Fabrial Effect

Charges: 3

This fabrial makes your body frictionless. As ►, spend 1 charge to move up to your movement rate in a straight line.

**Drawback.** You must make a DC 15 Agility test each time you use this fabrial. On a failure, fall Prone at the end of your movement.

**Upgrade.** You don’t have to move in a straight line when using this fabrial.

ADHESION (AREA)

Tier 1 Unique Fabrial Effect

Charges: 3

This fabrial causes everything nearby to stick to the ground. As ►, spend 1 charge to activate it. All objects and characters (other than you) within 5 feet of you become Immobilized. Until deactivated, the fabrial spends 1 charge a round at the start of your turn.

**Drawback.** You’re Immobilized by the fabrial as well.

**Upgrade.** The fabrial affects everything within 10 feet instead of 5.

FABRIAL UPGRADES AND DRAWBACKS

d8	General Drawbacks	General Upgrades	Requirements
1	<b>Diminished.</b> Attacks made with this fabrial gain a disadvantage.	<b>Amplified.</b> Attacks made with this fabrial gain an advantage.	Can only be applied to fabrials that have an attack.
2	<b>Fragile.</b> The GM can spend ✱ to deactivate the fabrial until it is repaired with a successful DC 15 Crafting test.	<b>Reliable.</b> When making tests with this fabrial, ignore the first ✱ you roll with it each scene.	Can only be applied to fabrials that require attack tests or other skill tests.
3	<b>Dangerous.</b> The GM can spend ✱ to make the fabrial deal 1d6 energy damage to you and each character within 5 feet of you.	<b>Fine-Tuned.</b> You can spend ⬢ to recover 1d4 focus.	Can only be applied to fabrials that require attack tests or other skill tests.
4	<b>Inefficient.</b> When you roll a Complication while within 5 feet of the activated fabrial, the GM can spend it to expend an additional charge.	<b>Efficient.</b> When you roll an Opportunity while within 5 feet of the activated fabrial, you can spend it to make the fabrial regain a charge.	Can only be applied to fabrials that expend charges.
5	<b>Lower Capacity.</b> Decrease the fabrial's maximum charges by 1.	<b>Higher Capacity.</b> Increase the fabrial's maximum charges by 1.	Can only be applied to fabrials that expend charges.
6	<b>Short Ranged.</b> The fabrial's range is halved.	<b>Long Ranged.</b> The fabrial's range is doubled.	Can only be applied to fabrials that have a range or a radius.
7	<b>Slower.</b> Decrease the movement rate of the effect by 50 percent.	<b>Faster.</b> Increase the movement rate of the effect by 50 percent.	Can only be applied to fabrials that grant you a movement rate or cause you to move.
8	<b>Lesser Damage.</b> Decrease the damage dealt or healed by one die size (such as by reducing d20 to d12).	<b>Greater Damage.</b> Increase the damage dealt or healed by one die size (such as by increasing d4 to d6).	Can only be applied to fabrials that deal or heal damage.

ADHESION (SELF)

Tier 1 Unique Fabrial Effect

Charges: 5

This fabrial allows you to stick your feet or hands to surfaces, climbing nearly anything with ease. As ►, spend 1 charge to activate it, granting yourself the ability to climb on any surface for 1 round. You are not Slowed while climbing in this way, and you can stay in place after that round without spending an additional charge. If the fabrial ever drops to 0 charges, you fall from the surface.

**Drawback.** You are Slowed while climbing in this way.

**Upgrade.** As ►, make an Agility test against the Physical defense of a target within your reach. On a hit, spend 1 charge to make the target Immobilized for 1 round.

ARMOR AUGMENTER

Tier 2 Unique Fabrial Effect

Charges: 2

This fabrial enhances the strength of one non-Invested piece of armor that it is permanently attached to when created. As ►, spend 1 charge to increase the armor’s deflect value by 2 until the end of the scene.

**Drawback.** The armor gains the Cumbersome [3] trait while this fabrial is active.

**Upgrade.** You can spend an additional charge to also increase your Physical defense by 1 until the end of the scene.

COHESION

Tier 1 Unique Fabrial Effect

Charges: 5

This fabrial can cause stone to become as soft as clay. As ►, spend 1 charge and choose a Medium (5 feet) area of stone within reach, turning it into soft clay until the end of your turn. At the end of your turn, the area turns back to stone, and enemies in the area must successfully Avoid Danger or become Immobilized (DC 15 Athletics test to escape).

**Drawback.** For the next round, when you roll a Complication while within 5 feet of the area affected by this fabrial, the GM can spend it to make you also sink into the stone. You become Immobilized until the end of your next turn.

**Upgrade.** This fabrial affects a Large (10-foot) area instead of Medium. This fabrial affects a Large (10-foot) area instead of Medium.