

### **Blacksmithing (3)**

The header for this skill (Blacksmithing) costs 3 points and conveys the following abilities: Repair Armor, Repair Weapon, Repair Shield and Tend Forge.

\*Tend Forge: Allows the blacksmith to heat up the forge and get it ready for use in blacksmithing projects. This skill has unlimited uses.

\*Repair Weapon: Through the use of an anvil and the blacksmith's hammer with a forge a weapon can be repaired in 1 minute. This restores the weapon to full functionality but the weapon does lose any temporary enchantment it had upon it. This skill has unlimited uses.

\*Repair Armor: Through the use of an anvil and the blacksmith's hammer at a forge one hit location of armor can be repaired in 1 minute. This restores the location of armor to full functionality with all armor points restored but any temporary enchantment upon the armor is lost. This skill has unlimited uses.

\*Repair Shield: Through the use of an anvil and the blacksmith's hammer with a forge a shield can be repaired in 1 minute. This restores the shield to full functionality but any temporary enchantment upon the shield is lost. This skill has unlimited uses.