

0.1 Magic Item Crafting v1.0

1. You cannot make a magic item at a higher caster level than your own or than a spell used in the casting, whichever is higher. *(For example, if you used a high-level scroll to supply one of the item's required spells the item could end up above your caster level.)*
2. Prerequisites for crafting magic items can no longer be skipped with a +5 DC increase; you must actually satisfy all the prerequisites.
3. The Forge Ring feat has been folded into Craft Wondrous Item; anyone with CWI can now make rings as soon as he has caster level 7.
4. Craft Rod and Craft Staff have been folded into Craft Wand. Anyone with CW can make rods when he has caster level 9 and staves when he has caster level 11.
5. Elixirs and powders and suchlike can now also be made with Brew Potion.
6. You cannot hurry crafting. And the 8 hour maximum crafting time per day draws from the general "budget" of 8 hours of productive work you can do in a day (mundane crafting, scribing spells, traveling etc.), rather than being a separate budget.