Crafting Specialisations

Skill	Harvest Role
Herbalism	plants & reagents
Alchemy	biological reagents
Woodworking	bones, chitin, timber
Leather-working	hides & animal materials
Blacksmithing	metals & ore
Tailoring	cloth & fibers
Inscribing	magical minerals & strange materials

Craft Skills

Blacksmithing (STR)

Covers: shaping, forging, repairing, and reinforcing metal items.
Use for:
- weapons with metal heads or blades
- metal armor
- shield bosses, buckles, hinges, spikes, nails, hooks
- chain, fittings, locks, basic metal tools
- salvaging and reforging scrap metal

Also absorbs:
- metal elements that might otherwise fall under a separate “armorsmithing” or “weaponsmithing”
- metal fasteners used in leather, wood, or cloth items

Default feel: force, heat, shaping, endurance.

Leatherworking (DEX)

Covers: cutting, shaping, stitching, curing, and fitting hide, leather, fur, sinew, and similar treated animal materials.
Use for:
- leather armor
- straps, belts, sheaths, harnesses, pouches
- slings, wraps, bindings
- tanning hides into usable materials
- fine fitting of flexible protective gear
- fur-lined cold weather items

Also absorbs:
- bone needles and small hideworking tools where the focus is leather/fur work
- sinew cord, hide lashings, and related wilderness craft

Default feel: precision, fit, stitching, flexible materials.

Woodworking (STR)

Covers: carving, shaping, joining, and repairing wood, antler, horn, bone, and other rigid natural non-metal materials.
Use for:

- bows, arrows, spear shafts, clubs, staves
- shields and wooden handles
- crates, sled parts, poles, stakes, furniture
- carved tools, pegs, frames
- fishing gear structures, traps, simple structures
- worked bone and antler items

Also absorbs former Bonecraft, including:

- bone needles
- bone hooks
- carved bone charms
- antler tools
- horn combs, pins, toggles
- simple scrimshaw or practical bone carving

Reason: bone/antler work is materially and functionally closer to carving rigid natural material than to leather or cloth work.
Default feel: shaping durable natural material through force and practical craftsmanship.

Tailoring (DEX)

Covers: cutting, stitching, fitting, repairing, and layering cloth, thread, felt, woven fibers, and padded garments.
Use for:

- clothes, robes, cloaks, gloves, blankets
- padded armor
- backpacks, sacks, bedrolls
- banners, wrappings, coverings
- cold-weather layered garments
- mending torn fabric goods

Also absorbs:

- embroidery and sewn insignia when the main task is clothwork
- stuffing, lining, quilting, and fabric reinforcement

Default feel: careful hands, fit, layering, construction from flexible fibers.

Alchemy (INT)

Covers: preparing, refining, mixing, preserving, and testing chemical, mineral, and alchemical substances.
Use for:

- potions, poultices, oils, acids, adhesives, bombs
- extraction and refining of reagents
- preserving delicate materials
- combining volatile ingredients safely
- testing unknown compounds
- making soap, tallow blends, lamp mixtures, solvents

Also absorbs:

- non-herbal medicinal compounds
- mineral powders, salts, ash compounds, distilled extracts

Default feel: formula, process, controlled reactions.

Herbalism (WIS)

Covers: identifying, harvesting, preparing, and applying plants, fungi, mosses, roots, and natural medicinal ingredients.
Use for:

- gathering medicinal or useful plants
- drying, storing, bundling, and basic preparation
- making teas, salves, poultices, smoke blends, field remedies
- recognizing seasonal and regional plant uses
- treating natural ingredients respectfully and efficiently

Also absorbs:

- practical folk medicine based primarily on gathered natural ingredients
- natural dyes, resins, aromatic bundles, and survival plant use

Boundary with Alchemy:

- Herbalism is about finding and preparing natural ingredients
- Alchemy is about refining and combining substances into formulated products

Default feel: instinct, observation, practical natural knowledge.

Inscribing (INT)

Covers: marking, engraving, etching, illuminating, patterning, symbolic layout, and technical decorative work.
Use for:

- rune-like markings
- ritual circles, engraved symbols, ward signs
- etched tablets, marked slates, carved records
- map-making, notation, copied diagrams
- decorative engraving on crafted items
- pattern drafting for complex work
- Scroll creation
- Talismans etc

Also absorbs:

- fine detail work that is primarily symbolic, informational, or ritual
- scrimshaw-like decorative bone engraving when the focus is the inscription rather than shaping the item

Default feel: knowledge, precision, planning, symbolic meaning.

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