

WEAVER'S TOOLS

From crafting exquisite dresses to shoddy garments meant to fool guards, you can weave cloth and thread together to produce jaw dropping gowns... or just repair broken seam on a backpack.

WEAVER'S TOOLS

Weaver's tools include thread, needles, and scraps of cloth. You know how to work a loom, but such equipment is too large to transport.

Weaver's Tools weigh 5 lbs and cost 1 gp.

SEWING AND STITCHING

Creating clothes and weaving fabrics, you know the value of sturdy traveling clothes, the importance of a dashing jacket or the importance of sparkling fabrics.

To craft your clothes, you must spend at least 4 hours a day working on your clothes. This can be done around a camp fire, in a comfortable inn or even in the back of a wagon. Once you have completed a number of days required, you must then roll a Weaver's Tools (Dexterity) check against the DC of the clothes you are working on.

On a success, you complete the design. On a failed check, you realize there is a fault in the clothes and they must be repaired. *See Repairs for more information.*

TYPES OF CLOTHES

As varied as the races and culture of your world, so too are the designs of clothing. Some clothes are only good for dances, others are required to go hiking in, while some are only good to show how your wealth. When you begin sewing your clothes, you must decide on the design before you can begin crafting. You can not change the design during your weaving, instead you must start over from the beginning.

MEASUREMENTS

When creating your design, you need the measurements of who you are crafting the clothes for. So long as you have a bit of paper to write down the measurements, or have the creature with you at all the times you are crafting, you can make progress on their clothes.

If you don't want to force your companion to be with you every time you are working on their clothes, you can simply take down their measurements and keep that with you. No action required. If you are trying to make clothes for someone you can't take their measurements of and don't have them available, you can make a Weaver's Tools (Intelligence) check against a 15 DC. If you fail the check, you are unable to create your design as you can't figure out their measurements.

REPAIRS

If your clothes, or someone else's clothes, are damaged during your adventures, you must spend a quarter of the days (rounded down) required to restitch seams and replace broken fabric. During this time, the clothes are unable to be worn and grant no benefits. Once the repairs are completed, and the time has elapsed, you must succeed on a Weaver's Tools (Dexterity) check against the DC of the design you are repairing, you have advantage on this check if the clothes were originally designed by you.

On a success, they are repaired and can be used like usual. On a failed roll, you must restart the process on repairing them.

CLOTH AND MATERIALS

Certain designs and cloths are better suited for certain tasks over others, and some may require better materials. Depending on the design, and the purpose of them, the cost of the materials may make certain designs exorbitantly expensive. The cost for materials will be listed with the desired design.

When creating your designs, you must have the appropriate bolts of cloths available, or have access to a loom and cotton to produce your fabrics. This takes up to a day, or more depending on the design or style, to produce enough fabric to make a single outfit and does not count toward the number of days to sew your outfit. Silk and Cotton are the only materials that can be on a loom.

DESIGNS

The designs of your clothes may lend themselves to dancing, climbing or swimming. When you begin design your clothes, you must first determine what type you are working on. Once you decide on the Design, you can begin crafting the clothes. After you have completed the clothes, they may provide a benefit based on their design. Only the creature that the clothes were designed for can utilize this benefit, if anyone else tries to wear the clothes, they do not fit properly and receive no benefit from the clothes.

EXAMPLE DESIGNS

Design	Day(s)	Gold Cost	DC	Special Attribute?
Common Clothes	3	0.4	10	No
Costume Clothes	6	4	11	No
Fine Clothes	7	12	12	No
Traveler's Clothes	5	1.8	11	No
Climber's Outfit	10	15	13	Yes
Dancer's Outfit	10	16	13	Yes
Bedazzled Outfit	14	12+	15	Yes
Wetsuit	10	15	13	Yes

FULL DAYS WORK

Each design is assumed that you are working only 4 hours per day on the outfit. The number of days can be decreased if you are working longer hours per day, per the DM's discretion.

OUTFIT DESIGNS

COMMON CLOTHES

A common set of clothes that any Weaver could've made. These provide very little protection on long journeys.

Material Cost: 4 sp
Materials: Simple Cotton
Days to Weave: 3 Days
Weaver's DC: 10
Special: None

COSTUME CLOTHES

A common set of clothes that match a style of costume that most performers like to wear.

Material Cost: 4 gp
Materials: Cotton, Dye
Days to Weave: 6
Weaver's DC: 11
Special: None

FINE CLOTHES

A common set of clothes worn by the upper classes as part of their everyday wear.

Material Cost: 12 gp
Materials: Quality Cotton, Simple Silks
Days to Weave: 7
Weaver's DC: 12
Special: None

TRAVELER'S CLOTHES

A common set of clothes worn by adventurers and traveling merchants. They provide minimal protection on long journeys against the elements.

Material Cost: 1 gp 8 sp
Materials: Sturdy Leather, Sturdy Cotton
Days to Weave: 5
Weaver's DC: 11
Special: None

CLIMBER'S OUTFIT

Hard leather vambraces, knee pads and loose clothing that allows for maximum moveability while climbing the hardest surfaces. These clothes are durable and help protect you while climbing.

Material Cost: 15 gp
Materials: Sturdy Leather, Sturdy Cotton
Days to Weave: 10
Weaver's DC: 13
Special: When worn and used for climbing, you have advantage on any checks to avoid or bypass hazards while climbing.

DANGER'S OUTFIT

An outfit that is form fitting and made of beautiful silk. This outfit is great for performers who are performing a ballet or some sort of dance routine.

Material Cost: 16 gp
Materials: Soft Silks and Cottons, Dyes
Days to Weave: 10
Weaver's DC: 13
Special: When worn and used for dancing, you gain a +2 bonus to any checks made for dancing and performing.

WETSUIT

This suit is designed for allowing you to swim quickly and efficiently through the waves.

Material Cost: 15 gp
Materials: Sturdy Silks
Days to Weave: 10
Weaver's DC: 13
Special: When worn and used for swimming, you gain a +2 bonus to any checks made for swimming and staying afloat for long periods of time.

COLD WEATHER OUTFIT

The adverse cold has no catch on you, and you can weather through some of the toughest blizzards.

Material Cost: 20 gp
Materials: Sturdy Leather and Cotton, Thick Cotton Padding
Days to Weave: 10
Weaver's DC: 13
Special: While wearing this outfit, you have advantage on any checks or saving throws to deal with penalties due to cold weather. Has no effect on spells or magical effects.

ASSASSIN'S OUTFIT

These clothes are designed with the assassin in mind and is made from mottle black and gray silks to help break up your silhouette in low light situations.

Material Cost: 25 gp
Materials: Soft Cottons
Days to Weave: 13
Weaver's DC: 15
Special: While in dim light or darkness, you have advantage on any Stealth checks so long as you are not wearing any armor and wearing this outfit.
Special 2: Per the DM's discretion, you could craft this out of leather to gain the benefits of wearing leather armor, though costs, time to craft and DC may increase.

SPRINTER'S OUTFIT

This outfit applies soft tensions to your muscles, while still being loose enough to not hamper movement. While wearing this outfit, you can feel it relaxing your muscles.

Material Cost: 16 gp

Materials: Sturdy Cotton, Soft Silks

Days to Weave: 7

Weaver's DC: 13

Special: While wearing this outfit you can dash an extra time during Chase sequences.

BEDAZZLED OUTFIT

This outfit is bedazzled with gems, metals and expensive materials meant to catch the eye of anyone in the room.

Material Cost: 12+ gp, adding gems, silks or metals increases the costs

Materials: Soft Silks, Gems, Strings of Metal Woven into the Design, Other

Days to Weave: 14

Weaver's DC: 15

Special: While wearing this outfit, you can use it to attract the attention of others, maybe to help your allies slip past guards or to catch the eye of the prince for an assassination attempt. Woven into the garment can be gems, metals that flow through the gown or a number of other objects.

The base Outfit provides a +1 bonus on any checks for distracting, attracting attention or similar checks. For every 50 gp in gems, expensive silks or metals added to this gown, you gain an additional +1 bonus. This bonus has a maximum equal to the Weaver's Dexterity score.

DISGUISED ROBES (PROFESSOR)

Maybe you are trying to sneak into a university, or you really are a professor. With these disguised robes, you can be anyone you need to be.

Material Cost: 15+ gp, depends on the outfit attempting to craft

Materials: Silk, Cotton, Leather, Other

Days to Weave: 10+, depends on the complexity of the outfit attempting to craft

Weaver's DC: 11+, depends on the complexity of the outfit attempting to craft

Special: These robes can be created to disguise yourself as someone else, though they are specialty and you must create a new pair of robes specific towards what you are trying to disguise yourself as. In the example above, the DC and costs are based on trying to create the robes of a Professor at a university.

While wearing these robes, you gain a +2 bonus to any deception, persuasion or similar checks to disguise yourself from detection.