

# Crafting

About the value of crafting, variable outcome, professions and facilities.

- [Overview](#)
- [Professions](#)
- [Facilities](#)

# Overview

## Introduction

Crafting will be an integral part of Pax Dei and a major feeder of the player driven economy.

The developer stated:

You absolutely can make it your main thing

## Value of crafted items

A developer quote puts it best:

Compared to most games, we plan to invert the value of loot vs player crafted items. We want to see the players creating the best and most valuable items in the game but also for them to offer services, be it for maintaining gear or selling reagents for alchemy. There will be [wear and tear](#) on gear and you can easily identify an old armour by it's scratches, rust and dents. While we want the players to treasure their most valuable gear, there will be great reasons for "retiring" old gear and chase that next awesome piece of gear.

## Crafting Systems

Two major crafting systems have been mentioned so far:

- [Ability/spell](#) based
- Time/process based (real world time)

[Skills](#) and [facilities](#) may affect and modify things like time, success rate and "variable outcome".

## Variable outcome

The resulting item from a crafting process may feature different variations (assuming stats), where one outcome may not necessarily be better than the other one, just different.

# Professions

Coming soon... well, "before too long™" ;-)

# Facilities

Coming soon... well, "before too long™" ;-)