

Rodolf's Wagon

"Gather round, folks! Yer old friend Rodolf's back from the distant mountains of the Tir Tochair and boy if he ain't got some fine finds for ya! Assummin' ya got the coin, of course!"

—Rodolf Kazmer

Crossbow Upgrades

Crossbows are among the most technically complex of weapons in the world of The Witcher. They are a marvel of machinery that allows the commonfolk to fire projectiles with the same power and accuracy of a trained archer. However, standard crossbows in the world of The Witcher aren't as effective as they could be. Upgrades can be made to crossbows and hand crossbows to make them more dangerous even more efficient. Hand crossbow can only fit one upgrade. Other crossbows, such as the standard crossbow or monster hunter's crossbow, can fit two upgrades. These upgrades must first be purchased, acquired, or crafted and then fitted to the crossbow by taking a full round action. No check is necessary. Once fitted to a crossbow, an upgrade requires a full round action to remove. Only one of each type of upgrade can be fitted to a single crossbow.

Name	Avail.	Effect	Conc.	Weight	Cost
Nilfgaardian Sights	P	Adds +1 to the crossbow's Weapon Accuracy.	T	.1	275
Improved Windlass	R	Allows you to spend either an Action or a Movement Action to reload the crossbow.	S	.5	440
Skelliger Brace	C	Raises the crossbow's Reliability by 5 and allows you to use it as a Bludgeoning Melee Weapon with a damage equivalent to it's ranged damage and a -1 Weapon Accuracy.	S	.5	375
High Tension String	P	Adds +1d6 to the damage of the crossbow.	T	.1	425
Stabilizing Brace	C	Grants the crossbow the Balanced Effect.	S	.5	395

Descriptions

Nilfgaardian Sights

Listen, I hate to give the Black Ones any credit but their sights ain't half bad. These two prongs on the front of the stock let ya line up your shot like ya had a few more minutes to aim. Heh, be lyin' if I said I hadn't used 'em.

Improved Windlass

This neat little contraption'll let ya wind back your bow string in a matter of seconds. Think it was some sorta gnomish design. Sure as hell looks complex enough to be gnomish make, heh.

Skelliger Brace

Now, I ain't had the opportunity to bludgeon someone with a crossbow that often but I gotta admit it's nice to have the option. Heh, this big ol' metal frame makes a hand crossbow as good as a hand hammer!

High Tension String

Leave it to the elves to figure out how to improve a bow. Heh, well, I'm pretty sure it was the elves anyway. Lots of elven make crossbows come with this real thick, string that's been wound round the bow. Gives it some extra umph!

Stabilizing Brace

A stabilizin' brace'll save you're life it you're aimin' to take out an enemy clean. Sure, ya gotta get a clean shot but if ya do, your bolt'll fly straighter than a... well, an arrow I guess, heh.

Stacking Effects

No bonuses from other upgrades affect the Statistics of the Crossbow when used as a Melee weapon if it has a Skelliger Brace. Those bonuses still effect the Crossbow when used as a ranged weapon.

Nilfgaardian Sights		
Difficulty: Journeyman		
DC: 15	Time: 4 Hours	Cost: 550
Investment: 176		
Steel (x1), Sharpening Grit (x4)		

Improved Windlass		
Difficulty: Master		
DC: 20	Time: 10 Hours	Cost: 880
Investment: 284		
Steel (x4), Wax (x3), Thread (x10), Ester Grease (x7)		

Skelliger Brace		
Difficulty: Novice		
DC: 10	Time: 1 Hour	Cost: 750
Investment: 242		
Dark Steel (x2), Beast Bones (x6), Ogre Wax (x3)		

High Tension String		
Difficulty: Journeyman		
DC: 17	Time: 4 Hours	Cost: 850
Investment: 280		
Ogre Wax (x10), Thread (x10), Silk (x3)		

Stabilizing Brace		
Difficulty: Novice		
DC: 12	Time: 2 Hours	Cost: 790
Investment: 260		
Steel (x3), Hardened Timber (x5), Leather (x1), Ester Grease (x1)		