

Level-Based Craft Failure

Nord Crafting can apply a failure chance based on the player's crafting level.

```
Config.CraftFailure = {  
    EnabledByDefault = true,  
    MinChance = 0.02,  
    MaxChance = 0.20  
}
```

Lower levels receive the higher side of the configured failure range, while higher levels approach the minimum chance.

Important behavior

For standard crafting, ingredient removal happens **before** the failure roll. Therefore:

- Success → output item is added.
- Failure → no output is added and the consumed materials remain consumed.

This makes failed crafting an actual material risk rather than a free retry.

Admin Studio

The Options panel can control:

- Level system enabled/disabled.
- Craft failure enabled/disabled.
- Minimum failure percentage.
- Maximum failure percentage.
- Default craft XP.

These runtime settings are stored in `nord_crafting_settings`.

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