

# Costs & Crafting

Money costs, rarity pricing, craft time, staying near the table, and item delivery.

- [Money Cost & Rarity Pricing](#)
- [Craft Time & Staying Near the Table](#)
- [Outputs, Delivery & Cancelling](#)

# Money Cost & Rarity Pricing

Every material in a recipe has a money cost based on its rarity. The server multiplies the rarity price by the required amount for every ingredient, then sums the total:

Rarity	Cost per unit
Common	\$100
Uncommon	\$500
Rare	\$1,000
Epic	\$5,000

Money is taken from your wallet the moment you press **Craft**. If you cancel, or if the craft fails because you moved too far from the table, every dollar is automatically refunded. You need enough money in your wallet *before* pressing Craft — if you cannot afford it the server will reject the request.

**Tip:** The **Crafting Discount** skill can reduce the money cost by 20–40% depending on tier. See the Skills page for details.

# Craft Time & Staying Near the Table

## Craft Time

Each recipe has its own craft time. The fastest recipes take **3 seconds** (Lockpick, Tinned Tuna, Copper Wire) and the slowest take **30 seconds** (RPG-7, OP Fishing Rod, Turf War). Craft time for every recipe is listed in the Recipes chapter.

## Distance Requirement

You must remain within **200 units** of the Crafting Table for the entire duration of the craft.

When the timer ends, the server checks your position:

- **Within 200 units:** craft succeeds and the item is delivered.
- **Too far away:** all materials and money are fully refunded and you receive the chat message *"You moved too far from the crafting table! Materials returned."*

You can always **cancel** the craft early if you need to move. See the Outputs & Cancelling page for details.

# Outputs, Delivery & Cancelling

## Item Delivery

When a craft completes successfully, the item goes directly into your **inventory**.

If your inventory is full or the item has no registered inventory entry, it **spawns physically on top of the Crafting Table**. Pick it up before it despawns.

A spark and sound effect plays on the table as confirmation that the craft completed.

## Luck Bonus (Crafting Luck Skill)

If you have the **Crafting Luck** skill, every successful craft gets an independent random roll at your tier's percentage. A lucky roll gives you a **second copy** of the crafted item at no extra cost or materials. You will see the message *"Lucky! You got a bonus item!"*

## Cancelling a Craft

You can cancel at any point before the timer ends. All materials and the full money cost are returned to you immediately. There is no penalty for cancelling.