

APPRAISER

Citizen & Unaffiliated

BACKGROUND

The word *appraiser* is derived from an Old Tongue word roughly translating as “to value” and describes a person who sets a value upon property, real or personal. Appraisers undertake many different tasks: Valuing real estate or deeds of property, checking imported goods for problems, identifying the work of counterfeiters and forgers, and/or buying and selling goods and items.

Valuations of all real property and goods are conducted using similar methods, regardless of the specific type of property or who is employing the appraiser. Most appraisers work within an established region in order to gain an insight into any environmental or other concerns that may affect the value of a given land, item, or good. They note any unique characteristics of the item in question, such as specific craftsmanship or artistic style, the current condition of the item, any repair work which has been done, what types of material(s) were used to make the item, and so on. After reviewing these factors, the appraiser further takes into account comparable items and prices, the rarity of the item, and its availability versus its demand, and finally makes an educated estimate about its value.

MECHANICS

This profession is founded on a game-specific coding system. Codes are comprised of alphanumeric characters, which are written on small tags or stickers affixed to in-game items. Additionally, as a between-game skill, appraisers can determine the specific qualities and uses of an item at varying levels of accuracy, depending on their relative experience. Finally, appraisers can evaluate items in order to set a price for them.

PROGRESSION

Level	Cost	Requirement	Time	In-game Benefits
<i>Novice</i>	2	Assign at least half of your quota during 1 event or inspect 1 item during 1 BGS period .	<i>1 event</i>	Skills: <i>Market Intelligence</i> , 20 Copper <i>Hidden Value</i> , 1 Use <i>Inspect Item</i>
<i>Journeyman</i>	2	Assign at least two-thirds of your quota and inspect 1 item per BGS period over the course of each of 2 events .	<i>+2 events</i>	30 copper <i>Hidden value</i> 2 uses <i>Inspect item</i>
<i>Master</i>	2	Assign at least three-fourths of your quota and inspect 1 item per BGS period over the course of each of 2 events .	<i>+2 events</i>	40 copper <i>Hidden value</i> 3 uses <i>Inspect item</i>
<i>Grandmaster</i>	2			60 copper <i>Hidden value</i> 5 uses <i>Inspect item</i>

SKILLS

Hidden value (0) You are able to recognize the “hidden value” in seemingly ordinary items and appraise their true worth accordingly. You gain a valuation quota for each event, which can only be used during the game to assign a cost to non-game items, such as personal props, baked goods or other foodstuffs, and so on. When you discover the “hidden value” of items, you may place a tag or sticker on them. You can only use this skill on an item that is yours, or for which you have permission by its owner; is not already an in-game item (for example, tea or runic item); and looks suitably in-game.

Once an item has been tagged this way, it now has the in-game value listed on its appraisal tag. You may assign as much or as little value to the item as you want, as long as you do not exceed your quota for the given event.

Inspect item (0) As a between-game skill, you may appraise an in-game item to determine its properties and/or uses. You must include the item in your character bag at check out. Your available uses of this skill are dependent on your level within the profession; they start at 1 per event at the novice level.

Market intelligence (0) You have developed a keen sense of current supply and demand. Every event, 1 of your rumors will pertain to economic trends within the country, depending on where your character spent their time between games.