

# JEWELER

*Citizens, Unaffiliated, Landed: Cavachs*

## BACKGROUND

Humans have always harbored a strange fascination for the beautiful gemstones that can be found buried in the earth. A handful of individuals, unable to ignore this deep and instinctive attraction, immersed themselves in the development of various techniques that would allow them to cut and polish the surface of the gems they uncovered. The initial discovery of the latent energy of gems is credited to the Cavachs people, though there is some dispute as to who the first “modern” jeweler actually was. Regardless, their studies revealed 8 different gems that have specific magical qualities: panther’s eye, riverskin, sunstone, crystal, magepith, winegrain, black moonstone, and white moonstone. The invasion of the Prytanis into the Ephemeral Realm brought the coveted sapstone into circulation as well, though no one is certain as to how much is present.

The profession is an exacting one, requiring a special meticulousness and attention to detail in its practitioners. Generally speaking, there exist two major categories of gem production, centered around raw gems on the one hand and crafted gems on the other. The former is considered less artistic but offers a greater potential to harness sheer power; the latter, by contrast, is a more tempered form of crafting but also requires greater skill and study.

## MECHANICS

Those who handle, imbue, and cut gems are known as jewelers. The profession requires you to understand the different kinds of gems and their associations in order to succeed. Specifics about gems as in-game items are detailed in the Rulebook. More information about this system is made available with the Novice rank.

All gems are considered single use items and “crack” once their skills are exhausted and must be discarded. Gems are activated via a word or phrase as set by the crafter when imbued and can be activated by either holding the gem in one's hand or by holding or wearing an item with gems set into them.

## PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Imbue <b>1</b> raw gem <b>per event</b> over the course of <b>2</b> events.	<i>+2 events</i>	Information on gems. Unlock all <i>Novice</i> Skills
<i>Journeyman</i>	Imbue <b>1</b> crafted gem <i>or</i> <b>2</b> raw gems <b>per event</b> over the course of <b>2 more</b> events.	<i>+2 events</i>	Unlock all <i>Journeyman</i> Skills
<i>Master</i>	Imbue <b>2</b> crafted gems <i>or</i> <b>3</b> raw gems <b>per event</b> over the course of <b>3 more</b> events.	<i>+3 events</i>	Unlock all <i>Master</i> Skills
<i>Grandmaster</i>			Unlock all <i>Grandmaster</i> Skills

## SKILLS

*Note:* Many of the skills listed below are classified as infinite-use skills, but it requires the indicated amount of materials and roleplay time.

### NOVICE

**Examine Gem (1)** After 1 minute of roleplay, examine 1 imbued gem to determine its properties and activation phrase. Consult the gem log for details on the gem's effect.

**Imbue Raw Gem (2)** After 5 minutes of roleplay, imbue 1 raw gem and set its activation phrase. Imbued raw gems contain 3 CP worth of staff-assigned skills related to that gem's associations. Determine the gem's abilities by selecting a card at random from the gem book.

**Imbue Crafted Gem (2)** After 5 minutes of roleplay, imbue 1 crafted gem and set its activation phrase. Imbued crafted gems contain 2 CP worth of skills selected by the crafter related to that gem's associations. Please record any Imbued crafted gem effects in the gem book.

**Craft Gem (1)+** After 5 minutes of roleplay, cut 1 raw gem into a crafted gem. Crafted gems can be activated in the same way as raw gems.

### JOURNEYMAN

**Set/Remove Gem (2)** After 5 minutes of uninterrupted role-play, attach a crafted gem to a valid in-game item *or* remove it. Valid items include masquerade masks, diadems (for nobles), necklaces, sashes, belts, arm cuffs, bangles/bracelets, shields, weapon-hilts/bucklers, wands, and rings. Set items must contain colors matching the gems used to create the effect.

**Imbue Raw gem, Improved (2)+** After 5 minutes of roleplay, imbue 1 raw gem and set its activation phrase. Imbued raw gems contain 5 CP worth of staff-assigned skills related to that gem's associations. Determine the gem's abilities by selecting a card at random from the gem book.

### MASTER

**Imbue Crafted Gem, Improved (2) +** After 5 minutes of roleplay, imbue 1 crafted gem and set its activation phrase. Imbued crafted gems contain 4 CP worth of skills selected by the crafter related to that gem's associations. Please record any Imbued crafted gem effects in the gem book.

**Combine Gem (2)** You may set up to two crafted gems of 2 CP in strength in a single item. These gems may contain individual skills or may be combined to create stronger skills based on their associations. Gem combinations should be submitted to staff for approval before being introduced into the game. Set items must contain colors matching the gems used to create the effect.

### GRANDMASTER

**Repair Gem (0)** Between-games, repair 1 cracked gem and restore all previous imbued skills.

**Advanced Combine Gem (2)** You may set up to three crafted gems of 2 CP in strength in a single item. These gems may contain individual skills or may be combined to create stronger skills based on their associations. Gem combinations should be submitted to staff for approval before being introduced into the game. Set items must contain colors matching the gems used to create the effect.