

SCRIBE

Landed & any Kotè

BACKGROUND

The art of record-keeping is by and large a new skill in the world of Eras. Simple numerical systems served most cultures to express and govern matters of a purely economic nature, but the history of the world, its stories, and their performers were all reliant on oral traditions rather than written tracts. During the early days, people dedicated their lives to memorizing the verbal history of their clans: the stories, the battle tactics used, the successes and failures as their hunter/gatherer society moved towards agriculture. The previous warlords that ruled over the pre-Kordi people learned to record their thoughts from the Kotè people, with the idea that creating a system of writing intelligible only to themselves would help to stem the rising tide of discontent among the people by further elevating the warlords in terms of power and resources. The scribes were successful in creating a written language, and the warlords, for their part, found that their plan had gone awry. Instead of empowering, the creation of this new written language only made them more dependent upon their scribes. Since the formation of the Kordi Nation, literacy has become commonly taught amongst the landed class, and the Temple of the Five has begun to sponsor any scribes, especially the Kotè, willing to teach the populace.

As the rest of the world began to learn the joy of the written word, and more distant cultures were just starting to see their Kordi trade partners scratching away on parchment, the Kotè Onè were already developing a new skill. Inspired by the obvious phenomena-based power of plants, their scribes first discovered and began to use plant-based inks that, in combination with topic and style, can instill a certain effect in the text's readers. Their illuminated manuscripts based on dreams from the Gods and recordings of stories of fate took on a new life, and since the end of the Half-Century War, this art has begun to spread.

CONTEMPORARY SCRIBES

Today, the specifics of the scribe's work are many and varied, but it can all be boiled down to one fundamental aspect: *Scribes imbue paper with power*. From long tracts to bound books to beautiful watercolors and oil paintings, scribes use their skill to imbue normal paper with great power.

The people of Kotè Onè most often write of the Gods, from stories to their own musings, to Eternal philosophy. Some even take a particular fascination in the Realms Between, such as Prytania and Anamesa. These scribes are often supported by the Kordi's Temple of the Five, and some find great fulfillment in recording, and often discussing, the teachings of one or many Gods, and perhaps even tending to a local shrine. As other scribes have begun to live side by side with the Kotè, they too are gravitating towards this track.

Those more interested in the Ephemeral world around them find work in recording folk tales, writing manuscripts on local wildlife, or perhaps even their own research. Many individuals, especially among the landed Kordi, offer handsome compensation for any scribe willing to take on commissions to keep records and maintain archives on their behalf. Some scribes go beyond even that and illustrate, or illuminate, their manuscripts, and such artistry that tends to fetch a much higher price.

MECHANICS

Those who use different in-game inks to create illuminated manuscripts are known as scribes. The profession requires you to study the different kinds of in-game plants, their associations, and how they might be used to create in-game effects through writing. More information about plants and their association is made available once you purchase the profession through a supplement.

All magical plants contain 2 components: essence and parts. Scribes use either the *essence* of plants in their craft. Extraction of plant essence destroys the plant unless otherwise stated. Any plants with black tape have lost their essence and cannot be used by Scribes. Plant essence is considered non-stealable, does not require physical representation, and expires if not used by the end of the event if prepared during game. Essence can be used in the creation of specific manuscripts, with a greater concentration of essence resulting in more potent effects.

While manuscripts can be written or drawn anywhere, all manuscript imbuing must be done at an appropriate workstation and takes one minute per plant essence used or can be imbued during the between game period. All manuscript content and effects must be submitted to staff for review prior to being created in game.

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Write 1 basic manuscript per event for 2 events.	<i>2 events</i>	Skill: <i>Craft Basic Manuscript</i>
<i>Journeyman</i>	Write 1 diffuse manuscript per event for 2 events.	<i>+2 events</i>	Skill: <i>Craft Diffuse Manuscript</i> Manuscript Specialization
<i>Master</i>	Write 1 imbued manuscript per event for 3 events.	<i>+3 events</i>	Skill: <i>Craft Imbued Manuscript</i> , <i>Advanced Plant Extraction</i> Access to the local branch library of the Temple of the Five May request 1 new library material per year
<i>Grandmaster</i>			Skill: <i>Craft Saturated Manuscript</i> , <i>Specialization Guide</i>

SKILLS

Note: Each manuscript skill listed below is classified as an infinite-use skill, but it requires the indicated amount of materials and roleplay time (1 minute per plant used).

Craft Basic Manuscript (1) Allows the crafting of *basic manuscripts*. Basic manuscripts require the use of *one* of any single magical flower to create an associated effect.

Craft Diffuse Manuscript (2) Allows the crafting of *diffuse manuscripts*. Diffuse manuscripts require the use of *two* of any single magical flower to create an associated effect.

Craft Imbued Manuscript (2) Allows the crafting of *imbued manuscripts*. Imbued manuscripts require the essence of *two* of any single magical flowers in combination with either: essence of *one* of any other flower or *one* of any gem.

Craft Saturated Manuscript (2) Allows the crafting of *saturated* manuscripts. Saturated manuscripts require the essence of *two* of any single magical flower in combination with either: essence of *two* of any other flowers or *two* of any gem.

Advanced Plant Extraction (0) Allows the Scribe to better extract the essence of a plant. The Scribe may now extract the essence of a plant without destroying the plant. Place a small piece of black tape on the stem of the plant to signify it has been extracted. Any plant with both white and black tape on it is considered expended and can be discarded.

SPECIALIZATION: EPHEMERAL

The focus of your writing and research is the Ephemeral Realm. Whether it be tales of old, animal dossiers, or current events, your writings draw their power directly from the Ephemeral Realm itself, allowing you to harness more potent magical effects. Documents outside your topic of specialization are limited to the effects of basic ink.

Spirit Guide (0): A scribe-specific ritual connects your mind to an animal or human spirit. Once per event, gain one dream from your spirit guide. Between games, you may send one dream to your spirit guide.

SPECIALIZATION: ETERNAL & BETWEEN

The focus of your writing and research is the Eternal Realm, the home of the Gods, and the Realms Between, such as Prytania and Anamesa. Those who wish to dedicate themselves to better understanding the Gods or the creatures of other Realms use their documents to connect readers to the powers beyond. Documents outside your topic of specialization are limited to the effects of basic ink.

Guide Between (0): A scribe-specific ritual connects your mind to a guide from one of the other Realms. Once per event, gain one dream from your guide. Between games, you may send one dream to another human.