

# FURRIER

*Citizens & Unaffiliated*

## BACKGROUND

Furs and skins have been in use among the people of Éras since the very beginnings of recorded history; “fur” is derived from a word in the Old Tongue that roughly translates as “to line with,” most likely because furs were originally used to line clothing for warmth. Furriers are people who make, repair, alter, clean, tan, and otherwise deal in the furs of animals. Those who operate with wisdom and prudence can be quite profitable in their trade, although the most successful among them profess they are always careful to make offerings to the Brown God, so as to avoid its potential wrath in defense of its creatures.

Several tanning processes transform hides and skins into usable leather. Vegetable-tanned leather is treated with tannin or other ingredients found in vegetable matter, and is characterized by its suppleness and brown color; it is the only kind of leather suitable for use in leather carving or -stamping, although it is not stable in water. Boiled leather of this kind is often used to make armor or to bind books. Rawhide is made by scraping the skin until it is quite thin, soaking it in lime, and then stretching it while it dries. It is stiffer and more brittle than other forms of leather and is often cut into cords for use in lacing. In general, leather can be oiled to improve its water resistance, a practice that also serves to supplement the natural oils in the leather, keep it supple, and improve its lifespan dramatically.

## MECHANICS

Each fur type is represented by small scraps of faux fur in different colors. **Hair** is brown; **hide** is grey; **skin** is white, and **pelt** is black. Crafted leather is represented by small scraps of tanned leather. For our purposes, crafted leather pieces are all the same; they have no difference in quality or properties, even if the leather originally came from different types of raw leather.

You may leatherwork on behalf of others in-game for profit, but skills granted by a furrier do **not** carry over from event to event. You may never stack more than **5 CP** worth of skills on any piece of armor unless otherwise noted in the skill description.

Armor repair and improvement must be completed at a rate of 30 seconds of uninterrupted role-play per 1 crafted leather used in the process; thus, 30 seconds and 1 crafted leather to repair 1 armor point, 1 minute and 2 crafted leather to use the Harden helm skill, etc. All furrier work must be completed at the tannery. Once expended, leather should be deposited in the appropriate container nearby, or held in an out-of-game pouch until you turn them in.

Raw Material	Crafted Leather
Hair	2
Hide	4
Skin	7
Pelt	10

## PROGRESSION

<b>Level</b>	<b>Requirement</b>	<b>Time</b>	<b>In-game Benefits</b>
<i>Novice</i>	Use <b>2 novice skills</b> per event, over the course of <b>2 events</b> .	+2 events	Information about furs. All novice skills unlocked.
<i>J Journeyman</i>	Use <b>2 journeyman skills</b> per event, over the course of <b>2 events</b> .	+2 events	All journeyman skills unlocked.
<i>Master</i>	Use <b>2 master skills</b> per event, over the course of <b>3 events</b> .	+3 events	All master skills unlocked.
<i>Grandmaster</i>			All grandmaster skills unlocked.

## SKILLS

*Note:* Each skill listed below is classified as an infinite-use skill, but it requires a number of crafted leather pieces equal to the skill's listed CP cost to use.

### *NOVICE*

**Craft raw leather (0)** Tan raw fur into crafted leather strips by spending 30 seconds per crafted piece, working the fur at the tannery. You can exchange the fur for the appropriate number of crafted leather strips at the tannery. You may also convert them between events by indicating which fur you would like to use in your BGS form.

**Leather repair (1)** After 30 seconds of roleplay at the forge, use 1 crafted leather piece to repair 1 leather or fur armor point.

**Lighten leather (1)** Reinforce a boot or glove to allow its wearer one use of the Acrobatics skill.

**Reinforce armor (1)** Improve a piece of armor's quality by adding 1 armor point to the armor per instance this skill is used. Additional armor points do not count toward the wearer's normal armor cap; however, armor points cannot be repaired—once they are gone, they are gone for good. You may never stack more than 5 additional armor points on any given person. You may use this skill to "reinforce" a glove for someone with fists, as per the Fist skill.

**Reinforce tread (1)** Improve a boot's tread to allow its wearer to resist the very next Knockback call that successfully hits them. This skill is not effective against an Unstoppable call.

**Sew hidden pocket (1)** Sew a hidden pocket into a piece of armor or item of clothing made of fur or leather, granting the wearer 1 Conceal. The pocket is sewn into the article's lining, and must be physically destroyed to remove the item concealed inside; thus, these pockets cannot be used more than once ever. You may sew only 1 pocket per "location," which are defined as: helm, shoulder, chest, arm, and leg. Items in hidden pockets must conform to the usual restrictions of Conceal.

**Sticky grip (1)** Improve a glove or gauntlet to allow its wearer to resist the very next Fumble. This skill is not effective against an Unstoppable call.

## *JOURNEYMAN*

**Modify grip (2)** Alter a pair of gloves to give the wearer 1 use of the Climb skill.

**Modify tread (2)** Alter a boot's tread to allow its wearer to resist the very next Bind call that affects them. This skill is not effective against an Unstoppable call.

**Strengthen bracer/greave (2)** Improve a bracer or greave to allow its wearer to resist the very next Cripple or Maim call that successfully hits them. This skill is not effective against an Unstoppable call.

**Strengthen chest plate (2)** Improve a chest plate to allow its wearer to resist the next two points of Drain Vitality that successfully hits them. This skill is not effective against an Unstoppable call.

**Strengthen pauldrons (2)** Improve a pair of pauldrons or gorget to allow its wearer to resist the very next magical Silence call that successfully hits them. This skill is not effective against an Unstoppable call.

## *MASTER*

**Harden helm (3)** Improve a leather or fur helm to allow its wearer to resist the very next magical Knockout call that successfully hits them. This skill is not effective against an Unstoppable call.

**Waxed chest piece (3)** Improve a chest piece to allow its wearer to resist the next poison that successfully hits them.

**Thicken helm (3)** Improve a helm to allow its wearer to resist the effects of the very next "All Within the Sound of my Voice" call.

**Swift Sole (3)** Improve a pair of boots to allow the wearer one use of the *Flee* skill.

## *GRANDMASTER*

**Armor check (4)** Choose a location and spend 1 minute of uninterrupted role-play "setting up shop." As long as you remain within 10 paces of this spot and are not struck by any attack, you may grant 1 armor point to anyone who allows you to spend 10 seconds examining, adjusting, and re-settling their armor. This skill may only be used on people who are wearing armor with at least 1 armor point available and cannot be used to increase the armor's value over its maximum. You may not grant armor points to any given person more than once in this manner.

**Harden chest plate (5)** Improve a chest plate to allow its wearer to resist the very next Death that successfully hits them. This skill is not effective against an Unstoppable call.

**Armor salve (4)** Fashion a layer of medicinal salve under the armor that grants the wearer 4 points of self-only healing.

**Reinforce armor cap increase (0)** Prerequisite: *Reinforce armor*. Your ability to stack additional armor points on any given person increases to 10.

**Infused armor (4)** You may infuse a chest piece with a small amount of magical energy that allows its wearer to resist the very next Dispel Magic that hits them.