

# ARTISAN

*Citizen Only*

## BACKGROUND

The use of the term “artisan,” was first recorded in the Cavachs settlement of Wasserand, referencing a group of crafters that had opened a small market focused solely on the production and sale of general goods. Not to be upstaged by the more renowned crafters of things such as tinctures, magical jewelry, and enhanced weapons, the individuals behind the newly founded “*Markt Artisan*” challenged one another to create and sell the best of their craft. These works: foodstuffs, clothing, lumber, and other more “mundane” items, were viewed with little regard but came into higher demand as resources grew progressively more limited with the start of the Half-Century War. Simple items such as comfortable shoes and well-made bread became the small joys that helped many endure the hardship of the war, and by its end, even the once lowly artisan was viewed with distinction. Over time artisan goods have branched out beyond the mundane to include many finer exotic goods as well. Many artisans also partner with patrons to sell their goods at a higher rate, using the patron’s knowledge of the markets to leverage the sale of their goods.

In general, artisans make everyday necessities. They are tailors and carvers, stone-cutters, and wheat-grinders. Many are known as masters of their craft and bring high levels of skill and craftsmanship to their work and can turn a profit on otherwise low-value raw resources. Most notably, their knowledge can be translated to evaluating items crafted by others. 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 artisan 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

There is a multitude of specific goods available for trade in the world that have been grouped into **categories**. These categories represent groups of like goods with similar economic trends. Artisans interact with goods that fall under the **general** goods category. The general category is divided into four sub-categories: foodstuffs, building materials, exotic goods, and armaments, each covering a wide array of different specific crafts and trades. Each specialty will fall into one of the subcategories and will be determined during character creation. Artisans are also able to identify appraise items via an in-game code system. Codes are composed of alphanumeric characters, which are written on small tags or stickers affixed to in-game items.

Each subcategory has an associated raw material required to perform their work, these associated are:

<b><i>General</i></b>	<b><i>Raw Materials</i></b>
Foodstuffs	Plants
Building Materials	Ores and Furs
Exotic Goods	Gems and Furs
Armaments	Ores and Gems

## PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Successfully craft 1 raw material over the course of 2 events	<i>+2 events</i>	Skills: <i>Simple Craft</i> <i>1 use of Inspect Item</i>
<i>Journeyman</i>	Successfully craft 2 raw materials over the course of 2 events	<i>+2 events</i>	Skills: <i>Skilled Craft</i> <i>2 uses of Inspect Item</i>
<i>Master</i>	Successfully craft 4 raw materials over the course of 2 events	<i>+2 events</i>	Skills: <i>Advanced Craft</i> <i>3 uses of Inspect Item,</i> <i>Precise Value</i>
<i>Grandmaster</i>			Skills: <i>Mastered Craft</i> <i>4 uses of Inspect Item</i>

## SKILLS

**Inspect item (0)** As a between-game action, you may appraise an in-game item to determine its general 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.

**Precise Value (0)** Your understanding of items has grown to allow you to precisely determine the properties, use, and value of inspected items.

**Simple Craft (2)** Once per between-game period you may use crafting materials to produce general goods for sale. You may convert 1 raw material to a general crafted good and receive one of the following: 1 Silver Payment in your character bag at check-in **or** 1 voucher for general materials associated with your craft

**Skilled Craft (2)** *Replaces Simple Craft* Once per between-game period you may use crafting materials to produce general goods for sale. You may convert 2 raw materials to a general crafted good and receive one of the following: 1.5 Silver payment in your character bag at check-in **or** 1 voucher for general materials associated with your craft.

**Advanced Craft (2)** *Replaces Skilled Craft* Once per between-game period you may use crafting materials to produce general goods for sale. You may convert 3 raw materials to a general crafted good and receive one of the following: 2 Silver payment in your character bag at check-in **or** 2 vouchers for general materials associated with your craft

**Mastered Craft (2)** *Replaces Advanced Craft* Once per between-game period you may use crafting materials to produce general goods for sale. You may convert 4 raw materials to a general crafted good and receive one of the following: 3 Silver payment in your character bag at check-in **or** 2 vouchers for general materials associated with your craft