

PRODUCER

Citizens

BACKGROUND

A variety of producers exist across Eras to meet the needs of each culture. Miners in Paramos, shepherds in Bari, and gardeners in Abkhat are just a few examples of the individuals that form the backbone of society. Higher social classes may deride these professions as “peasant labor”, but yet commonly rely on the metals, textiles, and herbs generated for jewelry, clothing, and magical studies.

Gardeners have the delicate hands needed to grow magical plants and maintain their properties. A gardener’s work isn’t finished at the end of a season, though; they quickly prepare their plot of land for the next season’s crops. Careful attention to the weather is needed in order to maximize the duration of the growing season. Cooks, apothecarists, magic scholars, and even scribes all vie for the business of a gardener, and the most successful ones may garner the attention and business with wealthy houses.

Caretakers are a collection of professions all directed towards raising animals for profit, such as meat and dairy farmers, or shepherds. Their workday doesn’t always end with the sunlight, either. A caretaker may stay up with a sick animal, or out during the night on watch after the first howl of a canid. All forms of caretakers know the best care for their animals, whether it is their flock of sheep, horses, or hawks for hunting.

Miners are brave individuals who explore the depths of the earth in order to extract the minerals and metals it holds. Representing the primary source of raw materials in Éras, miners are able to locate veins of different ores and gems hidden underground. One of the most dangerous trades in the world, miners must contend with the often fatal realities of collapse, flooding, disease, and toxic fumes as well as the strain of working in a poorly lit and claustrophobic environment. Some gain prestige through this perilous profession to acquire land and become a minor noble, while others apply their knowledge of ores and gems to become successful blacksmiths or jewelers.

MECHANICS

Mining: Upon locating an ore- and gem-rich vein—represented by a container placed somewhere in the woods—a miner with the appropriate skills may spend 1-minute roleplaying the process of mining; then, they may randomly draw a single item from the container. Veins are finite resources, and you may only mine if there are still items in the container. *Note:* You may bring others along with you and, after 5 minutes of roleplay instruction, they may mine with you for that trip..

Fishing: Upon locating a fishing location—represented by a blue container placed near water—any producer may spend 1-minute role-playing the process of fishing; then, they may randomly draw a single item from the container. Blue fish represent “keepers” and may be turned into the tavern for money. Yellow fish represent “throw away” and should be discarded in the appropriate out-of-game bin. Fish are finite resources, and you may only fish if there are still items in the container. *NOTE:* Fishing may be taught to anyone by anyone who has knowledge of the mechanics. It does not use up a training slot and may be used immediately.

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Successfully care for 1 animal, preserve 2 plants, or mine 2 ore or gems from a mine over the course of 2 events.	+2 events	Choose specialization Skills: <i>Employment Opportunity, Specialization Skill</i>
<i>Journeyman</i>	Successfully care for 2 animals, preserve 3 plants, or mine 3 ore or gems from a mine over the course of 3 more events.	+3 events	Skills: <i>Reliable Worker, Specialization Skill</i>
<i>Master</i>	Successfully care for 3 animals, preserve 4 plants, or mine 4 ore or gems from a mine over the course of 3 more events.	+3 events	Skills: <i>Steady Employee, Specialization Skill</i>
<i>Grandmaster</i>			Skills: <i>Veteran Worker, Specialization Skill</i>

BASIC SKILLS

Employment Opportunity (1) As a between-game action, spend your time employed in your specialization. In your character bag at check-in, gain **either** 1 silver **or** an assortment of raw materials of up to 1 silver in total value. You are required to dedicate your entire between-game period to this job to receive any payment.

Reliable Worker (0) Increase your payment to **either** 1.5 silver **or** an assortment of raw materials totaling 1.5 silver in value.

Steady Worker (0) Increase your payment to **either** 2 silver **or** an assortment of raw materials totaling 2 silver in value.

Veteran Worker (0) Increase your payment to **either** 2.5 silver **or** an assortment of raw materials totaling 2.5 silver in value.

SPECIALIZATION: ANIMAL HUSBANDRY

Caretaker (2+) Between games, you may increase a single animal's productivity. If hunting, the resources gathered are increased by 50%; if traveling, distance is increased by one rank; if delivering mail, the delivery distance is increased by one rank. You may also use this skill to heal an animal back from sickness. An individual animal may only benefit from one instance of this skill per BGS period. (This skill does not count as your BGS action.)

Caretaker, Improved (2): Prerequisites: Journeyman Producer. When you choose to receive raw materials from *Employment Opportunity*, you receive 50% more materials.

Caretaker, Enhanced (2) Prerequisites: Master Producer, Improved Caretaker. You may administer healing to and increase the productivity of the same animal during one BGS period.

Caretaker, Mastered (2) *Prerequisites: Grandmaster Producer, Enhanced Caretaker.* Either double the effects of Caretaker or use Caretaker on a second animal.

SPECIALIZATION: GARDENER

Preserve Herb (1+) You may preserve one plant between games to retain its magical properties. This may be used on someone else's plant.

Reaping (2) *Prerequisites: Journeyman Producer.* When you choose to receive raw materials from *Employment Opportunity*, you receive 50% more materials.

Green Thumb (2): *Prerequisites: Master Producer:* Whenever you spend your between-game action employed as per *Employment Opportunity*, you may specify the plants you receive for compensation from the list of in-season plants.

Defy the Seasons (2): *Prerequisites: Grandmaster Producer:* Whenever you receive plants as compensation from *Employment Opportunity*, you may receive half of your pay in flowers that are out-of-season.

SPECIALIZATION: MINER

Mine Rock (2) You are able to mine common materials in the game from mining nodes.

Prospector (2) *Prerequisites: Journeyman Producer.* When you choose to receive raw materials from *Employment Opportunity*, you receive 50% more materials.

Bearing (2) *Prerequisites: Master Producer.* Whenever you spend your between-game action employed as per *Employment Opportunity*, you may specify if you want to receive all ores, or all gems.

Jackpot (2) *Prerequisites: Grandmaster Producer.* Forfeit the payoff of *Employment Opportunity* for one BGS period to guarantee receiving a rare gem or ore.