

PATRON

Landed

BACKGROUND

Since the start of recorded history, every culture of Eras has had its form of bartering or trade within its respective communities. As each group expanded and began to interact, they started to reevaluate the value of their goods to other nations. However, bartering falters when traveling long distances, especially with perishable goods and livestock. The Cavachs began smelting ore into coins as a way to pay for larger commissioned work. They introduced their coins to the people around them, and over the years, most of the Known World has slowly adopted copper, silver, and gold coins as the preferred method for purchasing goods.

Trade continued to increase between cultures, but many merchants still struggled to understand the value of their goods outside of their nation. Would-be patrons understood various demands in their community and made a profit by coordinating trade routes with producers and crafters. This way, merchants were able to time their trips such that they could always turn a marginal profit. In turn, the merchants would pay the patron a small fee for their services and increase their reputation with other potential vendors looking to do business in the area.

Patrons continue to spread the renown of crafters across Eras. They connect villages and cities to connect crafters and consumers. A patron can turn a surplus in one community into demand in another. Citrus from southern Abkhat will reach the Paramos and Cavachian jewelry can be found in the corners of Kordi thanks to patrons. Expert patrons are even able to maintain trade contact with roaming Bari families.

MECHANICS

Those who participate in the purchase and sale of goods and services for a profit are known as patrons. The profession is highly roleplay-based and requires you to interact with characters from all classes and walks of life. Patrons can cut deals between the various crafting and production professions to use their market knowledge to the benefit of both parties. There is a multitude of specific goods available for trade in the world that have been grouped into **categories**. These categories represent groups of similar goods that may have similar economic trends. Many of the skills allow the player to interact with either a specific good or with an entire category of goods.

<i>Simple</i>	<i>Advanced</i>	<i>General</i>
Ores/Rings	Gems/Runes	Foodstuffs
Furs/Leather	Traps/Locks	Building Materials
Flowers/Dyes	Tinctures	Exotic Goods
Bandages	Teas/Food	Armaments

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Research 1 good or category per event over the course of 2 events.	+2 events	1 silver stipend Novice skills unlocked.
<i>Journeyman</i>	Research, influence or manipulate 1 good or category per event over the course of 2 events.	+2 events	2 silver stipend Journeyman skills unlocked.
<i>Master</i>	Research, influence or manipulate 1 good or category per event over the course of 2 events.	+2 events	3 silver stipend Master skill unlocked.
<i>Grandmaster</i>			4 silver stipend Grandmaster skills unlocked.

SKILLS

Note: These are between-game skills, meaning you must submit a between-game actions form before each event in order to utilize them.

NOVICE

Market Insight (0) Provides insight into the potential local market fluctuations and conditions of a specific good or category of goods. Results of the request will be included as part of the player's BGS.

Goods Mover (2) You may sell goods acquired in-game for up to 10% higher than their market rate. You may not gain more than 1 additional silver per level of Patron using this skill.

JOURNEYMAN

Influence Supply (2) You may influence the supply of a specific simple or general good in their region by raising or suppressing the amount available in a region. Increasing supply will result in a higher amount of that resource available for purchase in-game. Suppression of a category of goods will result in a price spike, causing the good to sell at a higher value.

Supply Chain (2) You have access to a supplier of a single good. This connection may be made via between-game or in-game action. Active suppliers can be changed during a single between-game period. Suppliers will have access to up to 5 silver worth of goods based on market conditions and other game-related factors.

MASTER

Influence Supply, Advanced (2) Allows you to influence the supply for an advanced good in their local market, thereby increasing the supply of goods associated with that category from other merchants OR increasing the quality of materials available for a simple category.

Networking (2) You may leverage business connections and call on favors from their contacts. These favors can include but are not limited to assisting with a business deal or transaction, exerting economic influence over a particular area, and providing backing for a plan or initiative.

You may call in one favor per between-game period and may not request a favor from the same contact within the same year.

Advanced Supply Chain (2) Provides you with access to a second supplier slot. This slot may be used to access an additional category of goods or increase the available goods of another supplier.

GRANDMASTER

Wheel and Deal (3) Use a part of your between-game action to purchase a rare material or 3 out-of-season flowers at a total discount of 50%. You may use this twice per between-game period and may choose one of each or the same one twice. The availability of goods is dependent on game events.

Mastered Supply Chain (2) Provides you with access to a third supplier slot. This slot may be used to access an additional category of goods or increase the available goods of another supplier.

Windfall (2) As a result of your business successes you have gained a windfall of resources. As a between-game skill, you may select to either cash out your windfall and receive 3 silver, or you may elect to re-invest the resources and receive a random boon generated by staff.