

## *Categorized Craftsman Skills v2.1<sup>1</sup>*

2/22/2011

### **Craftsman Skills**

The skill *Craftsman*<type> will now have a set of 11 Categories and a virtually limitless number of Specializations. Characters may choose to select a simple category, or a Category and Specialization as appropriate. A Specialization is never required, but if selected will add extra roleplay and may or may not add extra information in certain circumstances, depending on the presiding Marshal's call.

A player must choose the General Category of the Craftsman skill they wish to buy when they purchase it. This will be recorded on their character sheet for future reference. The more cumulative levels of skill a character has in one General Category, the more knowledgeable the character may be considered to be.

No player should expect to receive information or other reward from a Craftsman skill every time it is used. No player may use a Craftsman to replace a Production Skill to make Production items. A character can have a virtually unlimited number of purchases of the same Category and/or Specialization.

### **General Categories:** (followed by example Specializations)

*Merchant - Cross-Imperial Trade, Smuggling Routes, Illegal Trade, Trade Routes, Innkeeper*

*Maritime- Captain, Seaman, Lookout, Ship's Mate*

*Military - Military Tactics, Fortress Construction, Siegecraft*

*Noble - Diplomacy, <Area> Politics, Seneschal*

*Artisan - Potter, Jeweler, Sculptor, Painter*

*Academic - Mathematics, Literary, Alchemical Lore, <X> Lore, <Area> Knowledge*

*Magical - Magical Theory, Formal Magical Theory,*

*Elemental - Time, Elemental Creatures, Planes, Elemental Lore*

*Common - Mid-wife, Baker, Farmer, Blacksmith*

*Criminal - Counterfeiter, Assassin, Necromancer, Fence*

*Wilderness - Tracker, Hunter, Survival, Furrier, Scout <area>*

### **Specializations**

Specializations are really up to the player selecting them, although they should be something that could logically make the character some coin within the setting. The lists above are simply some examples, and there could be countless others that will apply. The actual Specializations do not necessarily belong to one category or another and some could be found in more than one Category. In cases where a particular skill is relevant, both the Category and Specialization will be used to determine the knowledge or resources available to the character.

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<sup>1</sup> This system, while significantly modified, is based conceptually on a system first proposed by Rebecca King in 2002 – thanks to Rebecca for her vision and insights. Mike Ennis, 2/22/2011

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### Category Explanations

*Academic* - An Academic skill is a skill that is learned for the sake of knowing about that particular topic, or something that your character sees as a scholarly pursuit.

*Artisan* - An Artisan is a person with interest in the fine arts, such as Sculpting, Painting, or Literature. They will be trained in an Artistic skill, has learned the methods and theory of an art, or who has an appreciation of such things.

*Common* - Common skills are a more generic category than most. Common skills might include training as a midwife, baker, farmer or other trade that could commonly be found in a medieval village. A person with a Common skill might have a better understanding of the life of a commoner, as opposed to an adventurer or noble.

*Criminal* - Criminal skills include knowledge of skills or trades that may be considered illegal. This does not make your character a criminal, and could simply imply that your character has spent time studying the criminal mind or criminal activities as a whole.

*Elemental* - Skills in the Elemental category are related directly to elementals. Life, Death, Fire, Ice, or any other type of Elemental that does or might exist in the world of Tyrre may be your choice of specialization, as well as home planes of the elementals or magic relating to elementals. Many people with aspirations of allying with a type of elemental may choose to learn about their chosen interest with this category of skill.

*Magical* - The knowledge and ability to cast spells can only be learned through non-Craftsman skills. However, the understanding of magical powers and spells, as well as Formal Magics and other magical effects can be covered by this category of skill. Specializations such as Magical Theory, Formal Magical Theory, Earth Magic, or Healing Magic are examples of Craftsman, Magical skills

*Maritime* - The category "Maritime" refers to skills that relate to ships, boats, trades that are water related, and water travel. While not all water related skills are Maritime skills, a person who lives mainly on the water or engages in sea trade may find that this category makes sense for their skill set.

*Merchant* - The category of Merchant refers to all forms of trade and trade routes. Traders, Merchants, and even people who want to make sure they have a fair deal when they do business. As not all trade is legal, some skills may fall under the Criminal category instead, depending on the manner in which your character uses that skill.

*Military* - Military skills can be anything from being a soldier to being the Commander of armies. In general, Military skills covers land warfare, from the lowest ranking member to tactics and weaponry. It does not grant combat abilities, but may help determine what an opposing force might do or what they did in the past.

*Noble* - Though learning a Noble skill does not require your character to be a noble, many nobles may have learned this type of skill from their experience or through formal training.

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*Wilderness* - Wilderness skills are skills that will help your character survive in the wilderness, or skills that relate to wilderness, as opposed to society and civilization. This type of skill does not require that your character live in the wilderness, but does show that your character has knowledge that is relevant when traveling or working in the wilder parts of the realms.

### Skill Levels

Common terms for specific levels of knowledge are:

1 Level	Novice
3 Levels	Apprentice
5 Levels	Journeyman
10 Levels	Master
20 Levels	Grand Master

*Novice* - A novice knows the basics of the skill he or she has set out to learn. They may know more in theory than in practice, but they will often be able to find a relevant piece of information given enough time and effort. (1 or 2 Levels)

*Apprentice* - An Apprentice has spent some time studying their chosen profession or subject of expertise. They are quite knowledgeable, and can often find information relevant to matter at hand if it is within their field of study. (3 or 4 Levels)

*Journeyman* - A Journeyman is accomplished enough at their chosen trade to support a family if they work for the major part of the year. Often, for an adventurer, this means that the person has specific knowledge, but may not make a considerable amount of money for it. However, they will often be able to find relevant information very quickly from what looks to be few clues. (5 to 9 Levels)

*Master* - A Master is considered an expert in his or her field. They may be known in the region as an expert, and people may even seek them to answer questions about their field. Masters often take a Novice or Apprentice in; the Novice received training and the Master can concentrate on the tasks that require his or her attention. (10 to 19 Levels)

*Grand Master* - A Grand Master is a rare individual who has devoted much of his or her time to their chosen field. Much like a Scholar who has spent years learning about a subject, this person might know rare knowledge or techniques and may be able to develop their own techniques, make new advancements in the field, or even determine knowledge that has been hidden from the world for years. A Grand Master is a highly revered person who can quickly find clues where a Journeyman would have extreme difficulty, and when even a Master might miss it. (20 Levels or more)