

NERO® Master Craftsmen Play-test

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For NERO Rules: Mike Ennis, Original Concept by NERO West

Objective:

- ♦ The objective of this play-test is to allow a character with ten levels in a specific Craftsman (Type) skill to gain an increased yield.

Details:

A character that has 10 levels in a particular craftsman skill is considered a "master" and is rewarded for their expertise. They begin earning 5 silver pieces per day per level, rather than the usual 2 silver pieces per day per level. Other role-play benefits may also accrue. Master craftsmen, if the trade is honorable, may be addressed with the title 'Master ' by social convention.