

## Appendix A: Craftsman Skills

### Objective:

To allow players to choose and customize Craftsman skills, while creating a system that can yield standard In-Game results with a minimum of upkeep.

### Summary:

In the current system, a player may choose to purchase a "Craftsman Skill" with build earned. They may name the Craftsman Skill, and it may be as obscure or general as the player desires. Most players feel that Craftsman Skills in their current form are a "waste of build" as the skills yield 2 silver a day, but do very little in the way of IG roleplay or reward.

Thus, a system which has set classifications of Craftsman Skill would allow for plot to write Craftsman cards for a standard number of skills, while also allowing the player to choose their particular branch of expertise. A General Category skill would cover more information, but not in detail, while a specialty skill would cover more of that specialty, but also cover part of the General Categories.

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 Point Skill to make Production Point items.

Evaluate Item should be considered a Craftsman Skill to be placed under any relevant category.

General	Subcategory
Academic	Mathematics, Literary, Alchemical Lore, <X> Lore, <Area> Knowledge
Artisan	Potter, Jeweler, Sculptor, Painter
Common	Mid-wife, Baker, Farmer, Blacksmith
Criminal	Counterfeiter, Assassin, Necromancer
Elemental	Time, Elemental Creatures, Planes, Elemental Lore
Magical	Magical Theory, Formal Magical Theory,
Maritime	Captain, Seaman, Lookout, Ship's Mate
Merchant	Cross-Imperial Trade, Smuggling Routes, Illegal Trade, Trade Routes
Military	Military Tactics, Fortress Construction, Siegecraft
Noble	Diplomacy, <Area> Politics, Seneschal
Wilderness	Tracker, Hunter, Survival, Furrier

The actual Craftsman Skills do not necessarily belong to one category or another. However, the Category will somewhat determine the knowledge or resources available to the character.

## **Craftsman Skills**

Craftsman skills are knowledge skills. A craftsman skill can represent a trade or knowledge that your character has learned, through roleplaying or at some time in your character's history. These skills do not affect combat directly, nor do they allow your character to use production skills, though they may help your character to gain in-game information or to succeed in life other than adventuring or in conjunction with adventuring.

There are 11 types or categories of Craftsman skills, though you may choose your character's specific skill within any category that you see as fitting. You may choose to learn a skill under the general category instead of specializing, and no one skill belongs to any one category. The categories are:

### **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.

Some examples of Academic Skills are: Alchemical Lore, Mathematics, Psychology, <X> Lore, and <Area> Knowledge.

### **Artisan**

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

Some examples of Artisan Skills are: Jeweler, Painter, Potter, and Sculptor.

### **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.

Some examples of Common Skills are: Baker, Blacksmith, Farmer, and Mid-wife.

### **Criminal**

Criminal skills include knowledge of skills or trades that may be considered illegal. This does not make your character a criminal, and in fact, a character with a Criminal skill or knowledge might be able to better understand criminal activities as a whole.

Some examples of Criminal Skills are: Assassin, Counterfeiting, Forgery, Illegal Trade, and Necromancy.

## **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 Avalon 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.

Some examples of Elemental Skills are: Elemental Creatures, Elemental Lore, Planes, and Time.

## **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.

Some examples of Magical Skills are: Earth Magic, Formal Magical Theory, Healing Magic, and Magical Theory.

## **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 from sea trades may specific Maritime Knowledge.

Some examples of Maritime skills are: Captain, Lookout, Navigation, Seaman, Ship Combat, Ship's Mate, and <Area> Knowledge.

## **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.

Some examples of Merchant skills are: Cross-Imperial Trade, Economic Knowledge, Illegal Trade, Smuggling Routes, and Trade Routes.

## **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.

Some examples of Military Skills are: Commander, Fortress Construction, Siegecraft, Soldier, Tactics, and Warlord.

## **Noble**

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

Some examples of Noble Skills are: Diplomacy, <Area> Politics and Seneschal.

## **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 wilds of Avalon.

Some examples of Wilderness skills are: Fishing, Furrier, Hunter, Survival, and Tracking.

## ***Skill Levels***

There is no definitive list of Craftsman skills. Each character may have a unique skill chosen by a player, but each skill must be matched with one of the categories listed above. Every level of any skill under a category is added for purposes of general knowledge in that category of skill. Thus, if your character had three separate skills under the Military category, your character would be considered to have three levels of general Military skill, as well as the specializations which you had chosen.

Craftsman skills do not specifically belong to any one category. You may chose a skill and category for that skill based on your character's convictions, beliefs and the manner in which that skill is used. However, once a category is chosen, that category may not be changed unless a Spirit Forge or similar effect is performed.

Common titles for specific levels of knowledge are:

<b>Level</b>	<b>Title</b>
1	Novice
3	Apprentice
5	Journeyman
10	Master
20	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.

## **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.

## **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.

## **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.

## **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.

### *Example 1:*

Ladislau is a fisherman by trade. He has fished the coast of the Frost River for almost two decades and knows much about the weather, fishing conditions and creatures that reside in those waters, but he has never wanted to purchase a boat from which to catch his living. He knows little of boats and doesn't care to know more. Ladislau might have Craftsman, Wilderness: Fishing or Craftsman, Common: Fishing. Either skill would fit his needs and describe his area of expertise.

He might also have Craftsman, Wilderness: Frost River Knowledge. If he took levels of both Wilderness skills, his skills would add, while if he took skills in different categories, he would have broader knowledge (selling his catch, etc). His choice of specializations allows customization of his skills, without taking away his general knowledge in his chosen profession of fishing.

### *Example 2:*

Alynda is an adventurer, an Earth Caster of some proficiency. She is trained in Formal Magic, not only the actual casting, but also in the theory of the magic involved. A knight asks her to run a chapter of the Healer's Guild in his Estate, and she decides that she would either want to know more about running a Healer's Guild, or would want to be able to hire a person who would aid her.

The skill involved might be Merchant: Seneschal, Magical: Guilds, or Academic: Guilds. Any skill that would aid in the knowledge of how to run a guild might help in building a successful guild.

Craftsman skills may allow your character to have bonuses to ventures that are off-board as well. This signifies that a character with knowledge of running a guild might have more success in the venture if they have knowledge that is associated with that business. Likewise, a character with knowledge of military arts might have more luck in defending lands against invaders (not personally in combat, but with an Estate or managed lands). A character with knowledge of the local area would have a better idea where to find needed items or tradesmen within that area, just as a smuggler would know more of his or her trade than a person who didn't know even the basics of Merchanting. More about the benefits of Craftsman skills and the Estate System can be found in the Players Guide or from your local Chapter Contact.

### ***Expanded Skill Descriptions***

The following are examples of Skills. They are listed without a Category, as any player may choose the Category for their particular and specific skill.

#### **Alchemical Lore**

A person trained in Alchemical Lore may not be able to make Alchemy, but they are skilled in determining the Alchemical nature of a substance. They may know the theory of how Alchemy is made, and be able to determine what kind of process an Alchemist is attempting to study or perform. Many Alchemists who wish to understand the theory of alchemy research this field or this type of field.

#### **<Area> Knowledge**

This skill indicates that a person is knowledgeable about the area in which you choose to specialize. The larger the area, the less specific the knowledge may be. This knowledge might cover land masses, natural features (rivers, lakes, and mountains), climate, travel routes, creatures in the area, civilizations, people and cultures, and other topics that are relevant to the task at hand. A small area, such as an estate (c. 2730 sq. acres or 4.3 sq. miles), would be a simple matter to specialize in, while Avalon would be too large and should be divided into smaller regions.

As an example, an average Duchy is about 600 square miles, or 409,000 sq acres. Within a Duchy, there is a Ducal Barony, and two Counties. The first is about 150 sq miles, and each County is approximately 225 sq miles. There are two Baronies within each County, and up to 26 Estates within each Barony. Note that an "area" does not have to be a political area, and could be the "Frost Mountains" or "Pirate's Bay area." The specialization of the Area Knowledge skill may also depend on the Category of that skill.

### **<Area> Politics**

Similar to the Area Knowledge skill above, this is a skill in which you might choose to specialize. This skill indicates a person's knowledge in the politics of a given area. This might include such things as how the Barons of a duchy work together, how the nobility relate to the commoners and adventures of an area, how a specific group or team of people may work or not work with certain others and what the guilds relations with the area might be with others.

An example of this skill could be Badieran Politics, Don Wise (town) Politics, or Evendarrian Politics. Any duchy, estate, town, or kingdom could be chosen as the specialization of the Politics skill. This skill will not indicate if groups of players work together secretly, but it may indicate the relation of the local nobility to the general public, or that the Guildmaster has worked with the Ducal Knight before. Racial politics in an area might be better noted as the lore of that race or type of person/creature, just as knowledge of a specific group of people could be noted as the lore of that group.

### **Assassin**

Being an assassin as a trade is not something to learn lightly. This means that you may or may not have ties with the local Assassin's Guild, or with other underground figures. A person with the skill of Assassin has been trained in the art of killing people or creatures with stealth and grace. Whether they choose to kill for gold or other forms of payment, teach others their knowledge or aid in the capture of other Assassins, they may be looked upon with suspicion should their chosen trade be known. This skill will not allow anyone to use the skill Assassinate/Dodge, nor may this skill be only chosen by Rogues.

### **Baker**

A baker is a person who bakes breads and other grain products essential to the diets of most living beings. Even small towns are likely to have bakers, and often, a noble will employ the best of the bakers within his or her lands as their personal baker. While this trade is not often one known by adventurers, the backgrounds of many indicate humble yet essential trades. A baker would know about the grains and other ingredients of the trade, as well as the methods of cooking and baking, special breads and cakes, and might even expand his or her shop to make several bakeries throughout an area.

## **Blacksmith**

A blacksmith is a person who has learned the ways of bending metal to a shape that will be useful to those who wield the finished product. A blacksmith knows the metals to use for a given tool or weapon, the best ways to melt metals, shape and craft them into useable shapes and what tools you need to do it. They would be skilled in tempering (hardening) metals, quenching and finishing metal objects. Most blacksmiths deal primarily in objects much larger than jewelry, such as horse shoes, plows, harnessing, rods and brackets for building, and even anchors.

## **Captain**

The term *Captain* most commonly refers to a person who has been trained to navigate a boat, ship or other multi-person watercraft through rivers, lakes, bays and possibly oceans. This skill may be used in tandem with specific ship position skills or specific ship type skills, such as Lookout, Pilot, Sailing Vessels, Galleys, Crewman, First Mate, etc. Other related skills might be Ship Building, Naval Combat, and <Area> Waterways.

A captain of a ship knows his vessel inside and out. He or she knows how much it weighs, how much water it draws (how shallow it can be before the ship hits bottom), how fast it can go and what weather and conditions it and the crew can withstand. A captain is familiar with the waterways in which he sails, creatures that a vessel might encounter in those areas and even how to repair a vessel so that it might be brought back to port.

## **Counterfeiter**

A counterfeiter could be considered to make two silver a day by making it, or by selling what he or she makes. On the other hand, knowledge of counterfeiting does not imply that the person makes money, as they could be paid for their expertise in finding counterfeiters as well.

A counterfeiter knows what presses, molds, dies, and metals must be used to re-create a likeness of a coin. Knowledge of the skill does not mean that they own the means to do so, but they are skilled enough to use the materials that would be required to make coins or other forms of money.

## **Cross-Imperial Trade**

Knowledge of Cross-Imperial Trade could be useful to merchants as well as nobility and adventurers. This skill portrays a knowledge and understanding of trade across Kingdom borders, either specific countries or borders or in general. Specialized skills may yield more information than general, though more general skills may be relevant to more situations. It is best to decide which best matches your character and your character's knowledge.

## **Diplomacy**

Diplomacy does not allow you to ask for specific roleplaying direction in-game or out-of-game, but it may allow you to try to determine what might upset others in a delicate situation. Many nobles have been trained in the art of diplomacy, or have learned through experience.

Diplomacy can be useful for anyone who wishes to negotiate disputes and become involved in politics. Your character might know or be able to quickly discern how to direct negotiations in a desired direction, or to know when he or she needs to get out of a tough situation before the fight even starts. Diplomats are often employed and used by nobility, merchant houses, and others to be a negotiator in hostile situations.

## **Elemental Creatures**

A person who has learned about Elemental creatures or a specific type of Elemental creature might have this skill. A person who has interest in the elements or in elementals might also have knowledge of elemental creatures. Knowledge of these creatures' habits or of their hierarchies or powers and weaknesses are examples of the knowledge and research that this skill represents.

## **Elemental Planes**

Knowledge of the Elemental Planes is useful to those who have an interest in Elementals and all that they represent in the world of Tyrra. Elemental Planes is a broader skill than a specific Elemental Plane would be, but it also might allow a person to perceive slightly different details about a certain situation. Magical researchers, alchemical researchers and philosophers, theorists and anyone who travels, or who has traveled to an Elemental Plane might have learned this skill or one similar to it.

## **Elemental Lore**

Elemental Lore, much like Elemental Planes, is not a specific skill, though it is more specific than the Elemental or any category of skill. This skill might represent information that a person has gathered from others or from specific incidents and experiences that they have had. Elemental Lore does not guarantee that a person will know exactly what skills, weaknesses or powers an Elemental or an Elemental object or area might have, but they will certainly have a better idea and may see hints, clues and incongruities that an unskilled person would not see.

## **Farmer**

While Farming is not a skill that most adventurers learn through practice, farming is a necessary trade to almost all peoples of Tyrra. Many adventurers had humble roots, and farming is one that many seem to return to when they retire from traveling the lands. The Farming skill does not indicate what type of agricultural products a person might have grown or cared for, but is more of a general skill.

Some related skills might be Livestock, Equestrian, Stable Hand, Apples, Vegetables, Fruits, or Market Trade. Note that these skills will all contribute to each other if they are in the same category (e.g. Craftsman, Common: Fruit Farming or Craftsman, Magical: Fungus Farming).

### **Formal Magical Theory**

Formal Magical Theory indicates that a person has an understanding of how Formal Magics work, but does not allow them to cast Formal Magic without the appropriate skills. Knowledge of theory of the magic of Tyrra can be learned by anyone, though this skill is most commonly found amongst Academics, nobles, and adventurers who dabble in magics, or who have occasion to investigate Formal Magic.

A person who is trained in Formal Magic Theory understands the theories of how Tyrra and the Stars contribute to magical energies, or how Formal Magic Scrolls and components capture magic and release it when used correctly; depending on his or her personal beliefs. Any person who wishes to research or develop Formal Magic might have this sort of knowledge or knowledge similar to it.

### **Fortress Construction**

Training in Fortress Construction involves knowing about the types of materials used to protect against which weapons or forces, where to get the materials, and how to build a Fortress to withstand everything from catapults to fire and armies. These powerful structures form the backbone of any Kingdom, Duchy or Empire, and often cost hundreds or even thousands of gold to build from start.

Some related skills could be Architect, Stone Masonry, Builder, Siegecraft, or Military Structures. A person who knows how to build a Fortress is often knowledgeable about how to break it down, or on the best or easiest ways to get inside. It is understandable that most armies have a group of advisors who have experience in this area of expertise.

### **Furrier**

A Furrier knows how to skin an animal, how to prepare the skin for use and what the best uses for certain skins are. More knowledgeable furriers may be able to determine ways to skin animals they have never seen before, or even to be able to determine what some of the characteristics of that creature from its anatomy. Many people see tanning hides as a distasteful task, as it requires long hours and is not the most pleasant of tasks, but fur is a very important trade in Avalon. Cold areas rely on the fur trades to provide winter clothing.

Many cultures of Avalon use animal hides and skins and other parts provided by the services of a furrier. Depending on the category of the Furrier's skill, he or she might also be considered to know about the areas in which he or she has traveled, other creatures that live in the wilderness and how to survive in the wilderness. Most furriers know how to catch an animal, how to set up traps and snares and how to best preserve the hides they find, be it with white ash or through other tanning methods.

## **Hunter**

Hunters make their living from the lands, hunting the creatures that reside in the wilds of Tyrra. While few people are sustained in the more populous areas of Tyrra through hunting, many in outlying villages and many "less civilized" cultures rely heavily on hunting to feed their people. Wild Elves, Barbarians, Sarr, Half-Orcs and Half-Ogres are widely considered to be skilled hunters. Scent considerations, habits of prey, cultural traditions and tactics are all a part of a hunter's life.

Being a hunter does not mean that a character gains knowledge of how to use a weapon, nor does it mean that a hunter should be weaponless. Training as a hunter may mean that you can track animals and make observations about wildlife, and that your character may be comfortable in the wilds where he or she hunts. Snaring, trapping, spear fishing, and tracking are examples of related skills.

## **Illegal Trade**

Knowledge about Illegal Trade does not mean that one takes part in illegal activities. In fact, as with knowledge of other illegal activities, many people who wish to stop illegal trade might possess this skill. This skill might include knowing about trade routes, what illegal items are most commonly traded in an area and how to find those who are connected to illegal trading or smuggling. Prices of smuggled goods and trends in the trade of illegal goods are other examples of what this skill might be useful in determining.

## **Jeweler**

A Jeweler is knowledgeable in valuable metals, such as gold, platinum, silver, and electrum, in the art of crafting jewelry and other fine metal work, in semi-precious and precious gems, and in the evaluation of metals and gems. A master jeweler can cut a gem with precision, with little more than a tiny hammer and chisel. A Jeweler might know where to look for stones that can be cut into gems, but is more likely to know how to buy gems and metals that are commonly used in making jewelry.

In the Middle Ages, a jeweler who dealt with stones and gems, more than the actual crafting of metal and gem settings was also known as a Lapidary or Lapidarist. The term is derived from an ancient Latin word meaning "a little stone." Other associated craftsman skills might be Gemology, Gem Cutting, Metalworking, Ore Refining, and Fine Sculpture.

## **<Language>**

In many cases, you may choose whether your character has knowledge of a language if you, the player, know an existing language. If you know Spanish, you may choose to know it in-game, but you do not have to take a Craftsman skill to use it. In the case of an in-game language that does not exist other than in-game, your character may have a Craftsman skill to represent your character's knowledge of that language. Some examples of in-game languages are Craftsman: Ancient Brisbanian, Craftsman: Orcish, or Craftsman: Ancient Runes.

## **Lookout**

A Lookout is the member of a ship's crew that watches the waters around the ship for dangers. Often, this person will spend hours at a time in the Crow's Nest of a sailing ship, or on another high point of a ship, looking for shallow waters, animals or monsters that may be in the water, and, on the high seas, for sign of land. They have basic knowledge of the workings of a ship, and have a sharp eye for danger. A Lookout is certainly not one to fear heights, nor the life of a sailor.

## **<X> Lore**

Elemental and Alchemical Lore could be considered to be a skill of this kind, however, other examples could be Undead Lore, Avalonian Lore, Evendarrian Lore, Badieran Lore, Minotaur Lore, and many others. Unlike a Knowledge skill, Lore represents more of the history or mythology of your chosen subject. A master of Barbarian Lore, for example, might be knowledgeable in the tribes of Barbarians, their ways, customs and rites. A Minotaur Shaman might have the skill Craftsman, Academic: Minotaur Lore.

If you chose a Lore, you may want to do some in-game research, or if you are starting a character with some kind of Lore, then you may want to contact your local chapter for more information to help you roleplay your character's skill.

## **Magical Theory**

Magical Theory is the study of how Tyrran magics work. While knowledge of Magical Theory may include some of the basics on Formal Magic, this skill centers more on magic as a whole, including spells and Cantrips. This skill represents an understanding of how magic can be used to heal, bind or damage a target. It may be helpful in magical investigation as well as in the development of new spells, Cantrips, or potions. Having this skill does not necessarily allow a person to make new spells, Cantrips or potions.

Other examples of similar skills could be Earth Magical Theory, Celestial Magical Theory, Healing Magical Theory, or Magical Components. Magical Theory may aid in finding components, depending on the local chapter's policy of component gathering.

## **Mathematics**

In the Middle Ages, Algebra, Geometry and Physics were not unknown. Mathematics was used in the design of bridges, buildings, siege engines, ballista, and many other structures that were considered very useful. A surveyor, academic, architect, astronomer, astrologer, ship builder, or engineer are examples of people who might be knowledgeable in Mathematics. Alchemists and potion makers might make use of Mathematics when preparing their formulae. Merchants who analyze their trade routes and sales would find Mathematics useful in their work.

## **Midwife**

A midwife is a person who takes care of a pregnant mother, helps in the birth of a child, and who makes sure that the baby receives the proper care after being born. Midwives were considered invaluable in the Middle Ages as they were often considered to be a part of the rite of bringing a baby into the world. Almost every village has a midwife who knows the art of handling babies. A midwife knows what remedies should be used for a child's ailments, and is a central part of civilized life in Avalon. Because of their work, they may know many people and families in an area and have a good idea of how the area's children fare.

## **Military Tactics**

Knowledge of Military Tactics is extremely important to soldiers, nobility, and to anyone else who is a member of the military or even just interested in military matters. Historians and scholars alike study tactics and warfare. Knowledge of Military Tactics includes knowing how to best make use of soldiers and resources, such as weapons and fortifications.

A Military Tactician is a useful part of any armed force in a battle and in times of war. Even in times of peace, they make sure that all areas of their jurisdiction are patrolled and guarded. Related skills might be Craftsman, Military; Fortifications, Officer, or Commander. Knowledge of Cartography, <Area> Knowledge and of hostile cultures might also be useful.

## **Necromancer**

A Necromancer is commonly understood as one who studies and uses Necromancy. Thus, most people with this skill may also be criminals in many societies of Avalon. Knowledge of Necromancy or the study of it, without the use of it is illegal, and in some cases, may be useful in adventuring. Many adversaries use Necromancy, and Undead are created of it. A Necromancer who no longer practices and has been punished for his or her crimes may know intricacies of Necromancy that most would not consider.

The theories of Necromancy, what effects it may or may not have upon Tyrra, and the exact results of the creation of undead are all subjects a Necromancer may have studied.

## **Painter**

A Painter makes a living through his or her artistic vision and creative talent, put to canvas, cloth or paper. Skilled painters are in demand in civilized areas and often can find patrons who wish to have their likenesses kept for posterity. Many nobles have their portraits made, or commission murals and other paintings to decorate their manors and castles.

An experienced painter will know about painting techniques and materials such as oil paints, water colors, inks, canvas, parchment, vellum and paper. A painter can recognize works of quality among his peers, and may be familiar with the famous works and artists of his or her area.

## **Potter**

A Potter uses fired clay to create vessels, containers and even dinnerware. Because many things including food and drink are stored in clay vessels, not all pottery is beautiful, but it is often functional. Some works can be extremely beautiful, depending on the type of work a potter does. A Potter knows about clays, such as porcelain, the finest of clays, to the least refined of red, gray and white clays. They have studied glazes and firing techniques, such as temperatures and oxidation of various colors and ingredients. Kilns, large ovens used to fire pottery, can range from small brick ovens to large house-like structures that take multiple people hours to warm up to firing temperatures. A potter may also recognize works of art, and know of other potters in the area in which they live and work.

## **Sculptor**

Though the most common form of sculpture is made of clay, a sculptor can use metals, plaster, cement, stone and other malleable or carvable materials to create art. Like other types of artists, sculptors often have a patron who pays for their materials, housing and other necessities in return for commissioned works.

## **Seaman / Ship's Mate**

A Ship's Mate is a person who helps the Captain run a ship. Depending on the size of a ship, there may be multiple mates, First Mate, Second Mate and even Third Mate. These people are can make decisions in the absence of the Captain, and in fact, are often in charge of the ship while the Captain is away or sleeping.

A Ship's Mate knows how to run the ship, and knows a bit about navigating, especially over short distances. The Mate is in charge of keeping other sailors in line, and making sure that everyone is doing their jobs well. A Ship's Mate is an important position on almost any ship.

## **Seneschal**

A seneschal has the task of running the day to day operations of a keep, castle or even an estate. They are in charge of providing food and resources and of making sure that there is enough gold in the coffers. The hiring of servants and other craftsmen and maintenance of the keep, manor or estate are tasks for which a seneschal is used. In modern terms, this position, often held by a noble, is close to accounting and managing the accounts of a business or a very large household.

## **Siegecraft**

Much like knowledge of fortifications, this skill indicates knowledge of the construction or development of siege engines like ballista, catapults, battering rams and other mobile weapons of general destruction. Some related skills could be Architect, Stone Masonry, Builder, Siegecraft, or Military Structures. A person who knows how to build a siege engine is often knowledgeable about how to break it down, or on the best or easiest ways to render it useless.

These structures are often the center point of a large army, particularly one on the move. Most siege engines can be constructed in a relatively short amount of time, made with materials found in the surrounding lands. In the case of smaller weapons, they are often brought with armed forces that may need to get into fortifications.

### **Smuggling Routes**

Knowledge of smuggling routes is excellent for a smuggler, but is also good for those who wish to stop smugglers or who wish to find smuggled or even stolen goods. In many cases, stolen objects, particularly those of value, cannot be sold in the open. A person with knowledge of smuggling routes can sometimes find clues as to where an item has been taken or sold. Merchants will often learn about smuggling routes, to better protect their goods, to find stolen object or to make sure that they do not buy stolen goods, or sometimes to use smuggling routes, be it for good or nefarious purposes.

### **Survival**

Survival is often viewed as a Wilderness skill. This skill represents the knowledge of how to find food, shelter, water and to make fire, the mainstays of life on Tyrra. Hunting, trapping, and getting hides and food are generally considered to be part of this skill. A person with this skill is often one who is at home in the woods, plains or other wilderness where most who live in settlements would be lost. Navigating in the wilds of Avalon, knowing the habits of creatures and hostile enemies and moving quickly through the lands.

Even in the coldest of winter, one who is skilled in survival may be able to carve out a niche of his or her own. Barbarians, wild elves, and other cultures that are generally considered less civilized often revere those with good survival skills. Anyone who depends on the wilder lands of Avalon knows the value of learning to survive without the needs of civilization.

### **Tracker**

Tracking is an important skill to anyone who wishes to find someone, or something. A skilled tracker can tell you where a person went, if they were carrying something heavy, how fast they were traveling, and when they may have passed. A tracker can find tracks and marks that most would miss entirely. A Master tracker can even tell if a person or creature was hungry or scared, trying to hide, hunting, and even what size the person or creature may be.

The foot prints of rodents, felines, bear, deer, canines, and birds are all distinct. Small differences in shape, claws, and size are all clues to a tracker. A cat usually walks with its claws retracted, while a canine cannot retract its claws. Snakes, insects and crawling creatures often leave a small winding trail behind them. Birds hop, squirrels and rabbits jump with small padded feet, all moving in its own particular manner. A tracker studies the differences in animals and terrain, as well as the effects of weather to determine that they can read a train accurately.

## **Trade Routes**

Knowledge of trade routes is invaluable to anyone involved in trade. Trade routes are vital to moving supplies and goods from one point to another. Often, routes involve travel by caravan, boat, ship, horseback, and even sometimes flying. Some routes are safer than others; some are shorter or faster than others. A person with knowledge of trade routes, or trade routes particular to an area knows the intricacies of the routes on which they do trade.

In many cases, towns and other settlements start around a rest point on various trade routes. These places can make a trade route develop into a safer way to move goods, as well as provide settlements with knowledge of the areas around them. As most traders travel a considerable amount, they can bring news as well as goods from foreign places, helping to build and solidify a civilization.