

PRODUCER

Citizens, Landed Abkhati (Gardener)

BACKGROUND

Various 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 who 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 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 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 of 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 to extract the minerals and metals it holds. Representing the primary source of raw materials in Éras, miners can 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 mining process; 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 join 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. Yellow fish represent “keepers” and blue fish represent “throw-away.” All fish should be sold at the tavern, with “keepers” being worth a price per fish, while “throw-away” fish are worth nothing. Fish are finite resources, and you may only fish if there are still items in the container; however, the fishing location may move or be replenished throughout an event. *NOTE:* Fishing may be taught to anyone by anyone who knows 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/mine 2 ore or gems from a mine throughout 2 events.	+2 events	Choose specialization Skills: <i>Employment Opportunity, Specialization Skill</i>
<i>Journeyman</i>	Successfully care for 2 animals/preserve 3 plants/mine 3 ore or gems from a mine throughout 3 more events.	+3 events	Skills: <i>Reliable Worker, Specialization Skill</i>
<i>Master</i>	Successfully care for 3 animals/preserve 4 plants/ mine 4 ore or gems from a mine throughout 3 more events.	+3 events	Skills: <i>Steady Worker, Specialization Skill</i>
<i>Grandmaster</i>			Skills: <i>Veteran Worker, Specialization Skill</i>

BASIC SKILLS

Employment Opportunity (1) Between games, spend some 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 must note this in your *Between-Game Profession Action* to receive payment.

Reliable Worker (1) Increase your payment to **either** 1.5 silver **or** an assortment of raw materials totaling 1.5 silver in value.

Steady Worker (1) Increase your payment to **either** 2 silver **or** an assortment of raw materials totaling 2 silver in value.

Veteran Worker (1) 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, the 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 from sickness. An individual animal may only benefit from one instance of this skill per *Between-Game Period*. (This skill does not count as your *Between-Game Profession 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 *Between-Game 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 two plants between games to retain their magical properties. This may be used on someone else's plants.

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 out-of-season flowers.

SPECIALIZATION: MINER

Mine Rock (2) You can 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 Profession 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 *Between-Game Period* to guarantee to receive a rare gem or ore.