

# Potter

This skill will enable one to create utensils, bowls, cups, plates and many other items from clay. Only one who has studied and passed the art of Potter can successfully craft items from clay.

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Modification-point cost: 2

Training Time: 4 weeks (28 days).

**Training note:** This is an averaged time to complete the full training for Potter. However, the training time can vary according to the student's Awareness as follows:

For every point of Awareness above 24, the training time will be reduced by one day (minimum 14 days to train).

For every point of Awareness below 16, the training time will be increased by one day.

Training Cost: 4 white-gold per day of training + the cost of all materials used.

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Your AWARENESS will be the % chance to successfully create an item out of clay of specific design. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at Potter.

For each successful item you make, the % chance to make another of similar design will increase by +1. Keep a list of each item you create.

**Example:**

If you have a 30 Awareness, and successfully make a bowl, you will gain +1 added to your current 30% chance the next time you attempt to make another bowl (you would then have a 31% chance). If you make another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 98%

# MASTER CRAFT

Once you reach the "Maximum success chance" (98%), you can then Master Craft the same style of item in an attempt to "Master Craft" it. This must be attempted during the creation process of an item. Once an a pottery item is finished, it cannot be Master Crafted.

Master Crafting an item is a way to double its potential value you are going to create. This will double the value of the item being created. Example: If you successfully Master Craft a bowl, its value will double. If you fail to Master Craft an item, it will be ruined.

You will start out with a 25% chance to Master Craft a bow or arrow. For each successful bow or arrow you Master Craft, the % chance to Master Craft will increase by +1.

## Example:

If you have a 25% chance to Master Craft an item. If you successfully do so, you will gain +1 added to your current 25% chance to Master Craft a similar item the next time you attempt it (you would then have a 26% chance). If you then Master Craft another of similar design, your Master Craft skill would, again, increase from 26% to 27% chance.

Once you reach a 98% chance to Master Craft, you will have obtained full 1<sup>st</sup> Mastery. You will then start over with a 25% chance to 2<sup>nd</sup> Master Craft an item (during its creation process). If successful, you will again gain +1 to your 2<sup>nd</sup> Master Craft skill to make a 2<sup>nd</sup> Master Crafted item. When you reach 98% chance to 2<sup>nd</sup> Master Craft, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to 3<sup>rd</sup> Master Craft an item. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Craft).

Remember, each time you successfully Master Craft an item, its quality will increase, which can create quite a valuable item.

Master Craft maximum success chance:                      98% will be the best chance to Master Craft an item within all Mastery levels.