

Leather Worker

This skill will enable one to tan leather, and to create leather items from leather.

Only one who has studied and passed the art of Leather Worker can successfully craft a desired object, whether it be armor, a flask, or anything else constructed of leather.

Modification-point cost: 6

Training Time: 26 weeks (182 days).

Training note: This is an averaged time to complete the full training for Leather Worker. 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 91 days to train).

For every point of Awareness below 18, the training time will be increased by one day.

Training Cost: 9 white-gold per day of training + the cost of all leather and tools used.

Your Awareness will be the % chance to successfully tan a hide, or create a leather object of specific design.

Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at crafting leather.

For each successful piece you tan, or craft, the % chance to craft another of the same, or similar design, successfully will increase by +1.

Example:

If you have a 30 Awareness, and successfully tan a hide, or create a specific leather item, you will gain +1 added to your current 30% chance the next time you attempt to do something similar to what you have just done (you would then have a 31% chance). If you tan or craft another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 99%

MASTER CRAFT

Once you reach the "Maximum success chance" (99%), you can then Master Craft the same item in an attempt to "Master Craft" it. If you have the knowledge and ability to Master Craft an item, yet you have not crafted it, you can still attempt to Master Craft it (but you must be able to Master Craft such an item).

Master Crafting an item is a way to double the value of an already crafted object. Also, Master Crafting leather will double its strength. Example: If you Master Craft a set of light-leather armor, if successful, it will become heavy-leather quality armor in all aspects. If you fail to Master Craft an leather item, it will be ruined.

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

Example:

If you have a 25% chance to Master Craft leather armor, and successfully do so, you will gain +1 added to your current 25% chance to Master Craft leather armor the next time you attempt it (you would then have a 26% chance).

If you then Master Craft another set of leather armor successfully, your Master Craft skill would, again, increase from 26% to 27% chance.

Once you reach a 99% chance to Master Craft, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Craft an existing 1st Master Crafted item. If successful, you will again gain +1 to your 2nd Master Craft skill to craft a 1st Master Crafted leather item. When you reach 99% chance to 2nd Master Craft, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Craft a 2nd Master Crafted leather. 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 the same leather item, its strength will double, which can create quite a valuable item.

Master Craft maximum success chance:	99% will be the best chance to Master Craft a leather item within all Mastery levels.
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