

Artist

Modification-point cost: 2

Note: This cost is merely for the basic study of Art. After purchasing Art, each style will also cost modification-points, and will be listed in each art style.

There are a variety of art forms. One can pick the form of art he or she wishes to become accomplished in.

The successful completion of a piece of art will be determined within each style of art undertaken.

Note:

Failing at creating a piece of art does not necessarily mean it is not valuable. If you fail at creating a piece of non-mastery art, roll on the following chart to see how much the art piece will be worth:

% Roll: Failure re-check roll for value and condition of art:

01-67: RUINED (no value).

68-75: VERY POOR condition (project is still worth 1-D10 % of the normal value).

76-82: POOR condition (project is still worth 1-D10 +10 % of the normal value).

83-88: FAIR condition (project is still worth 1-D10 +20 % of the normal value).

89-93: AVERAGE condition (project is still worth 1-D10 +30 % of the normal value).

94-97: GOOD condition (project is still worth 1-D10 +40 % of the normal value).

98-00: VERY GOOD condition (project is still worth 1-D10 +50 % of the normal value).

Carving (Crystal)

This art style will enable one to carve crystal into any form the artist wishes.

Only an Artist who has studied and passed the art of Carving crystal can successfully carve a desired object. The initial value of an item will be strictly up to the discretion of the G.M.

Modification-point cost: 12

Training Time: 32 weeks (224 days).

Training note: This is an averaged time to complete the full training for the carving of a crystal object. However, the training time can vary according to the student's Awareness as follows:

For every point of Awareness above 30, the training time will be reduced by one day (minimum 84 days to train).

For every point of Awareness below 22, the training time will be increased by one day.

Training Cost: 40 white-gold per day of training + the cost of all crystal used.

Your AWARENESS will be the % chance to successfully create a crystal carving of your own design. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at a crystal carving.

For each successful piece you carve, the % chance to create another carving successfully will increase by +1.

Example:

If you have a 30 Awareness, and successfully create a crystal carving of a dragon, you will gain +1 added to your current 30% chance the next time you attempt another crystal carving (you would have a 31% chance). If you created another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 91%

MASTER CARVING

Once you reach the "Maximum success chance" (91%), you can then re-carve an already created piece in an attempt to "Master Carve" it.

Master Carving is a way to double the value of an already carved object. If you fail to Master Carve a crystal carving, it will be ruined. If you are successful, it will double in value.

You will start out with a 25% chance to Master Carve a successfully created crystal carving. For each successful crystal carving you Master Carve, the % chance to Master Carve will increase by +1.

Example:

If you have a 25% chance to Master Carve a crystal statue of a griffon, and successfully Master Carve it, you will gain +1 added to your current 25% chance to Master Carve the next time you attempt to Master Carve another crystal carving (you would have a 26% chance). If you Master Carved another successfully, your skill would increase from 26% to 27% chance.

Once you reach a 91% chance to Master Carve, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Carve an existing 1st Master Carved crystal carving. If successful, you will again gain +1 to your 2nd Master Carve skill to carve a 1st Master Carved piece. When you reach 91% chance to 2nd Master Carve, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Carve a 2nd Master Carved item. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Carving).

Remember, each time you successfully Master Carve the same carving, its value will double, which can create quite a valuable carving.

Master Carving maximum success chance:	91% will be the best chance to Master Carve a crystal item within all Mastery levels.
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Carving (Gem)

This art style will enable one to carve gem into any form the artist wishes.

Only an Artist who has studied and passed the art of Carving gem can successfully carve a desired object. The initial value of an item will be strictly up to the discretion of the G.M.

Modification-point cost: 16

Training Time: 64 weeks (448 days).

Training note: This is an averaged time to complete the full training for the carving of a gem object. However, the training time can vary according to the student's Awareness as follows:

For every point of Awareness above 32, the training time will be reduced by one day (minimum 168 days to train).

For every point of Awareness below 24, the training time will be increased by one day.

Training Cost: 80 white-gold per day of training + the cost of all gems used.

Your AWARENESS will be the % chance to successfully create a gem carving of your own design. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at a gem carving.

For each successful piece you carve, the % chance to create another carving successfully will increase by +1.

Example:

If you have a 30 Awareness, and successfully create a gem carving of a person, you will gain +1 added to your current 30% chance the next time you attempt another gem carving (you would have a 31% chance). If you created another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 91%

MASTER CARVING

Once you reach the "Maximum success chance" (91%), you can then re-carve an already created piece in an attempt to "Master Carve" it.

Master Carving is a way to double the value of an already carved object. If you fail to Master Carve a gem carving, it will be ruined. If you are successful, it will double in value.

You will start out with a 25% chance to Master Carve a successfully created gem carving. For each successful gem carving you Master Carve, the % chance to Master Carve will increase by +1.

Example:

If you have a 25% chance to Master Carve a gem statue of a jahtha, and successfully Master Carve it, you will gain +1 added to your current 25% chance to Master Carve the next time you attempt to Master Carve another gem carving (you would have a 26% chance). If you Master Carved another successfully, your skill would increase from 26% to 27% chance.

Once you reach a 91% chance to Master Carve, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Carve an existing 1st Master Carved gem carving. If successful, you will again gain +1 to your 2nd Master Carve skill to carve a 1st Master Carved piece. When you reach 91% chance to 2nd Master Carve, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Carve a 2nd Master Carved item. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Carving).

Remember, each time you successfully Master Carve the same carving, its value will double, which can create quite a valuable carving.

Master Carving maximum success chance:	91% will be the best chance to Master Carve a gem item within all Mastery levels.
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Carving (Special gem)

This art style will enable one to carve special gem into any form the artist wishes.

Only an Artist who has studied and passed the art of Carving special gem can successfully carve a desired object.

The initial value of an item will be strictly up to the discretion of the G.M.

Modification-point cost: 20

Training Time: 128 weeks (896 days).

Training note: This is an averaged time to complete the full training for the carving of a special gem object. However, the training time can vary according to the student's Awareness as follows:

For every point of Awareness above 34, the training time will be reduced by one day (minimum 168 days to train).

For every point of Awareness below 26, the training time will be increased by one day.

Training Cost: 80 white-gold per day of training + the cost of all special gems used.

Your AWARENESS will be the % chance to successfully create a special gem carving of your own design.

Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at a special gem carving.

For each successful piece you carve, the % chance to create another carving successfully will increase by +1.

Example:

If you have a 30 Awareness, and successfully create a special gem carving of a scepter, you will gain +1 added to your current 30% chance the next time you attempt another special gem carving (you would have a 31% chance). If you created another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 91%

MASTER CARVING

Once you reach the "Maximum success chance" (91%), you can then re-carve an already created piece in an attempt to "Master Carve" it.

Master Carving is a way to double the value of an already carved object. If you fail to Master Carve a special gem carving, it will be ruined. If you are successful, it will double in value.

You will start out with a 25% chance to Master Carve a successfully created special gem carving. For each successful special gem carving you Master Carve, the % chance to Master Carve will increase by +1.

Example:

If you have a 25% chance to Master Carve a special gem statue of a crown, and successfully Master Carve it, you will gain +1 added to your current 25% chance to Master Carve the next time you attempt to Master Carve another special gem carving (you would have a 26% chance). If you Master Carved another successfully, your skill would increase from 26% to 27% chance.

Once you reach a 91% chance to Master Carve, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Carve an existing 1st Master Carved special gem carving. If successful, you will again gain +1 to your 2nd Master Carve skill to carve a 1st Master Carved piece. When you reach 91% chance to 2nd Master Carve, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Carve a 2nd Master Carved item. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Carving).

Remember, each time you successfully Master Carve the same carving, its value will double, which can create quite a valuable carving.

Master Carving maximum success chance:	91% will be the best chance to Master Carve a special gem item within all Mastery levels.
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Carving (Stone)

This art style will enable one to carve stone into any form the artist wishes.

Only an Artist who has studied and passed the art of Carving stone can successfully carve a desired object. The initial value of an item will be strictly up to the discretion of the G.M.

Modification-point cost: 8

Training Time: 16 weeks (112 days).

Training note: This is an averaged time to complete the full training for the carving of a stone object. However, the training time can vary according to the student's Awareness as follows:

For every point of Awareness above 28, the training time will be reduced by one day (minimum 42 days to train).

For every point of Awareness below 20, the training time will be increased by one day.

Training Cost: 20 white-gold per day of training + the cost of all stone used.

Your AWARENESS will be the % chance to successfully create a stone carving of your own design. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at a stone carving.

For each successful piece you carve, the % chance to create another carving successfully will increase by +1.

Example:

If you have a 30 Awareness, and successfully create a stone carving of a dog, you will gain +1 added to your current 30% chance the next time you attempt another stone carving (you would have a 31% chance). If you created another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 91%

MASTER CARVING

Once you reach the "Maximum success chance" (91%), you can then re-carve an already created piece in an attempt to "Master Carve" it.

Master Carving is a way to double the value of an already carved object. If you fail to Master Carve a stone carving, it will be ruined. If you are successful, it will double in value.

You will start out with a 25% chance to Master Carve a successfully created stone carving. For each successful stone carving you Master Carve, the % chance to Master Carve will increase by +1.

Example:

If you have a 25% chance to Master Carve a stone statue of a cat, and successfully Master Carve it, you will gain +1 added to your current 25% chance to Master Carve the next time you attempt to Master Carve another stone carving (you would have a 26% chance). If you Master Carved another successfully, your skill would increase from 26% to 27% chance.

Once you reach a 91% chance to Master Carve, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Carve an existing 1st Master Carved stone carving. If successful, you will again gain +1 to your 2nd Master Carve skill to carve a 1st Master Carved piece. When you reach 91% chance to 2nd Master Carve, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Carve a 2nd Master Carved item. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Carving).

Remember, each time you successfully Master Carve the same carving, its value will double, which can create quite a valuable carving.

Master Carving maximum success chance:	91% will be the best chance to Master Carve a stone item within all Mastery levels.
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Carving (Wood)

This art style will enable one to carve wood into any form the artist wishes.

Only an Artist who has studied and passed the art of Carving wood can successfully carve a desired object. The initial value of an item will be strictly up to the discretion of the G.M.

Modification-point cost: 2

Training Time: 8 weeks (56 days).

Training note: This is an averaged time to complete the full training for the carving of a wooden object. However, the training time can vary according to the student's Awareness as follows:

For every point of Awareness above 26, the training time will be reduced by one day (minimum 21 days to train).

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

Training Cost: 10 white-gold per day of training + the cost of all wood used.

Your AWARENESS will be the % chance to successfully create a wood carving of your own design. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at a wood carving.

For each successful piece you carve, the % chance to create another carving successfully will increase by +1.

Example:

If you have a 30 Awareness, and successfully create a wood carving of a dog, you will gain +1 added to your current 30% chance the next time you attempt another wood carving (you would have a 31% chance). If you created another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 91%

MASTER CARVING

Once you reach the "Maximum success chance" (91%), you can then re-carve an already created piece in an attempt to "Master Carve" it.

Master Carving is a way to double the value of an already carved object. If you fail to Master Carve a wood carving, it will be ruined. If you are successful, it will double in value.

You will start out with a 25% chance to Master Carve a successfully created wood carving. For each successful wood carving you Master Carve, the % chance to Master Carve will increase by +1.

Example:

If you have a 25% chance to Master Carve a wooden statue of a cat, and successfully Master Carve it, you will gain +1 added to your current 25% chance to Master Carve the next time you attempt to Master Carve another wood carving (you would have a 26% chance). If you Master Carved another successfully, your skill would increase from 26% to 27% chance.

Once you reach a 91% chance to Master Carve, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Carve an existing 1st Master Carved wooden carving. If successful, you will again gain +1 to your 2nd Master Carve skill to carve a 1st Master Carved piece. When you reach 91% chance to 2nd Master Carve, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Carve a 2nd Master Carved item. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Carving).

Remember, each time you successfully Master Carve the same carving, its value will double, which can create quite a valuable carving.

Master Carving maximum success chance:	91% will be the best chance to Master Carve a wooden item within all Mastery levels.
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Painting

This art style will enable one to paint a picture of anything the artist wishes on paper or canvas.

Only an Artist who has studied and passed the art of Painting can successfully paint a desired image. The initial value of a painting will be strictly up to the discretion of the G.M.

Painting a non-flat surfaced item is also included in painting skills.

Modification-point cost: 3

Training Time: 36 weeks (252 days).

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

For every point of Awareness above 20, the training time will be reduced by one day (minimum 126 days to train).

For every point of Awareness below 12, the training time will be increased by one day.

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

Your AWARENESS will be the % chance to successfully paint an image. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at painting a picture.

For each successful painting you create, the % chance to create another painting successfully will increase by +1.

Example:

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

Maximum success chance: 98%

MASTER PAINTING

Once you reach the "Maximum success chance" (98%), you can then touch up an already created piece in an attempt to "Master Paint" it.

Master Painting is a way to double the value of an already existing painting. If you fail to Master Paint a picture, it will be ruined. If you are successful, it will double in value.

You will start out with a 25% chance to Master Paint an existing painting. For each successful painting you Master Paint, the % chance to Master Paint will increase by +1.

Example:

If you have a 25% chance to Master Paint a painting, and successfully Master Paint it, you will gain +1 added to your current 25% chance to Master Paint the next time you attempt to Master Paint another piece (you would have a 26% chance). If you Master Painted a piece of art successfully, your skill would increase from 26% to 27% chance.

Once you reach a 98% chance to Master Paint, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Paint an existing 1st Master Painted piece of art. If successful, you will again gain +1 to your 2nd Master Painting skill to paint a 1st Master Painted piece. When you reach 98% chance to 2nd Master Paint, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Paint a 2nd Master Painted piece of art. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Painting).

Remember, each time you successfully Master Paint the same painting, its value will double, which can create quite a valuable piece of art.

Master Carving maximum success chance: 98% will be the best chance to Master Paint a picture within all Mastery levels.

Sculpting (Clay)

This art style will enable one to sculpt a model of anything the artist wishes out of clay.

Only an Artist who has studied and passed the art of Sculpting can successfully sculpt a desired image. The initial value of a sculpted model will be strictly up to the discretion of the G.M.

Modification-point cost: 4

Training Time: 24 weeks (168 days).

Training note: This is an averaged time to complete the full training for sculpting. 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 84 days to train).

For every point of Awareness below 12, the training time will be increased by one day.

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

Your AWARENESS will be the % chance to successfully sculpt an image. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at sculpting a model.

For each successfully sculpted model you create, the % chance to create another successfully will increase by +1.

Example:

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

Maximum success chance: 97%

MASTER Sculpting

Once you reach the "Maximum success chance" (97%), you can then touch up an already created sculpted model in an attempt to "Master Sculpt" it. But it cannot be dry, or fired by heat (it must still be pliable).

Master Sculpting is a way to double the value of an already existing sculpture. If you fail to Master Sculpt a model, it will be ruined, and you will have to start over, reusing the same clay by adding water to it and re-kneading it. If you are successful, it will double in value.

You will start out with a 25% chance to Master Sculpt an existing sculpture. For each successful sculpture you Master Sculpt, the % chance to Master Sculpt will increase by +1.

Example:

If you have a 25% chance to Master Sculpt a sculpture, and successfully Master Sculpt it, you will gain +1 added to your current 25% chance to Master Sculpt the next time you attempt to Master Sculpt another model (you would have a 26% chance). If you Master Sculpted a model successfully, your skill would increase from 26% to 27% chance.

Once you reach a 97% chance to Master Sculpt, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Sculpt an existing 1st Master Sculpted model. If successful, you will again gain +1 to your 2nd Master Sculpting skill to sculpt a 1st Master Sculpted piece. When you reach 97% chance to 2nd Master Sculpt, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Sculpt a 2nd Master Sculpted model. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Sculpting).

Remember, each time you successfully Master Sculpt the same model, its value will double, which can create quite a valuable piece.

Master Sculpting maximum success chance: 97% will be the best chance to Master Sculpt a model within all Mastery levels.

Sketching (drawing with charcoal)

This art style will enable one to sketch a picture of anything imaginable.

Only an Artist who has studied and passed the art of Sketching can successfully sketch a picture. The initial value of a sketched picture will be strictly up to the discretion of the G.M.

Modification-point cost: 4

Training Time: 24 weeks (168 days).

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

For every point of Awareness above 28, the training time will be reduced by one day (minimum 84 days to train).

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

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

Your AWARENESS will be the % chance to successfully sketch an image. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at Sketching a picture.

For each successfully sketched picture you create, the % chance to create another successfully will increase by +1.

Example:

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

Maximum success chance: 96%

MASTER Sketching

Once you reach the "Maximum success chance" (96%), you can then touch up an already created sketched picture in an attempt to "Master Sketch" it.

Master Sketching is a way to double the value of an already existing sketch. If you fail to Master Sketch a picture, it will be ruined, and you will have to start over. If you are successful, it will double in value.

You will start out with a 25% chance to Master Sketch an existing drawing. For each successful drawing you Master Sketch, the % chance to Master Sketch will increase by +1.

Example:

If you have a 25% chance to Master Sketch a drawing, and successfully Master Sketch it, you will gain +1 added to your current 25% chance to Master Sketch the next time you attempt to Master Sketch another drawing (you would have a 26% chance). If you Master Sketched a drawing successfully, your skill would increase from 26% to 27% chance.

Once you reach a 96% chance to Master Sketch, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Sketch an existing 1st Master Sketched drawing. If successful, you will again gain +1 to your 2nd Master Sketching skill to sketch a 1st Master Sketched piece. When you reach 96% chance to 2nd Master Sketch, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Sketch a 2nd Master Sketched drawing. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Sketching).

Remember, each time you successfully Master Sketch the same drawing, its value will double, which can create quite a valuable drawing.

Master Sketching maximum success chance:

96% will be the best chance to Master Sketch a drawing within all Mastery levels.