

Herbalist

This trade-skill will enable one to locate, identify, grow and apply the practical application of herbs.

Only one who has studied and passed the test of the Herbalist can successfully locate, identify, grow and apply herbs as an Herbalist.

Note: There is no mastery for this trade-skill.

Prerequisite: Farmer, or follow the path of the Druid.

Modification-point cost: 10

Training Time: 24 weeks (168 days).

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

For every point of Wisdom above 26, the training time will be reduced by one day (minimum 84 days to train).

For every point of Wisdom below 18, the training time will be increased by two days.

Training Cost: 16 white-gold per day of training + the cost of all tools and supplies used.

Your Wisdom will be the % chance to successfully locate, identify, use or grow an herb. Example: If you have a 30 Wisdom, you will have a starting 30% chance to locate, identify, use or grow an herb.

For each successfully located, identified, used or grown herb, the % chance to successfully locate, identify, use or grow the exact same herb again will increase by +1. Remember that if you locate an herb, ONLY your skill in locating the same herb again will increase by +1. You must keep a list of all the herbs you wish to study and then keep the four categories on each and every herb in a log. I would do it like this:

Ahkra

Grow: 79%
Identify: 67%
Locate: 36%
Use: 45%

Chagrith

Grow: 87%
Identify: 30%
Locate: 32%
Use: 77%

Silvesh

Grow: 42%
Identify: 63%
Locate: 89%
Use: 55%

Each time I am successful in any of the four areas with these herbs, I would add +1 to the % chance for success the next time I attempt the same. As you can see, Herbalist is a long and painstaking study . . . but well worth it. The growing knowledge of herbs can be an extremely lucrative and a self gratifying venture in and of itself.

Maximum success chance: 99% The herbalist will always have two chances to succeed (with the exception of growing an herb). If you have been trained in the trade-skill of Farmer, you can attempt to Master Cultivate an herb. See: "Farmer" for ruling on this.