Jobs

any adventurers want to hack their way through dragons and beholders to get to their vast amounts of loot, but sometimes, it's more exciting and powerful to make it yourself. You find yourself wondering how the professionals do it, so you dive in firsthand into their shoes.

General Rules of "Jobs"

Some of the "Jobs" that you take up have specific rules for how experience is rewarded into that "Job", but all "Jobs" have the same general rules.

- All "Jobs" start at Level 0.
- All "Jobs" reward experience by taking the level of the material that the player works with and multiplying that by a specific multiplier if they achieve the goal for the multiplier. (For example, if you roll a natural 20 in blacksmithing, you automatically get the highest multiplier and a success of the highest quality output)
- If the player wishes to invent something new, it's strongly suggested that the player show some sort of image so the Dungeon Master can correctly gauge around what the DC should be.
- If the material is a higher level than the player's "Job" level, +5 to all DCs.
- If the player's "Job" level is higher than the material, -5 to all DCs.

Any trained trade skills have a +1 modifier to their rolls on "Job" skill checks per "Job" level and any persuasion checks when selling the items that they have created.

Level Charts

To get to Level	You need this much experience
1	50 XP
2	250 XP
3	1000 XP
4	5000 XP
5	20000 XP
6	50000 XP

Add half proficiency to any "Job" checks at 4 and full proficiency at level 6

Blacksmithing

Use ores and materials that you find in your adventures and trades to forge weapons and armor.

Blacksmithing XP
- x.5 - sharpening weapons (Free +1 to attack, DC of 5*material level is optional)
- x2 - dull weapons
- x3 - normal weapons
- x4 - fine weapons
- x5 - natural 20 rolls on any check involving blacksmithing

Skill Check
DCs for **Weapon Forging** checks are as follows:

If the levels match, d20 roll plus level

If the levels do not match, d20 with no additions

(see General Rules for DC modifiers)

- 5 for **dull** (no attack bonus)
- 10 for **normal** (normal attack bonus)
- 15 for **fine** (+level of ore to damage)
- 20 for **+1** (+1 to normal attack bonus and +level of ore to damage with a normal damage die)

Armor Forging is a D20 roll with a DC of 10

NAT 20 is +1 to AC

If you wish to INVENT something, message the Dungeon Master a drawing of a blueprint or idea for the object. Level of item will be determined in game.

Blacksmithing XP tables
The following are several examples of different ores that one could find while adventuring,

Material	Level
Copper	0
Iron	1
Steel	1
Gold	2
Titanium	2
Platinum	2
Mithril	3
Adamante	3.5
Orichalcum	4
Arementite	5

Harvesting

Obtain materials from your surroundings for use in your other "Jobs" or to sell. This job does not require any formal training, but if the player wishes to obtain training, double the XP charts.

Harvesting XP
- x 1 - Harvesting things that are equal to your level or lower.
- x 2 - Harvesting things that are above your level or Natural 20 on a roll.

Skill Check
Harvest checks depend on four things: What you are harvesting; the condition that it is in; how you harvest it; and the level difference between you and the materials.

Tinkering

Use various knick-knacks and materials to build and engineer new inventions in the world.

Tinkering Checks

Depending on what you request to make and what materials and tools you use to accomplish that, the DC that you need to roll for will vary based on the DM's judgement.

Examples

Object	Level	Materials
Locking Mechanism	1	Screws, Pins, Lock Mold (2 iron bars)
Clock	2	Cogs, Hands, Springs, Screws, Wood, Counting Mechanism (3 Metal bars, 2 logs)
Lightning Gauntlet	3	Conductor, Battery, Iron Gauntlet (5 Metal bars, 1 vial of acid per battery)
Musket-like Firearm	4	Barrel, Trigger, Hammer, Handle, (4 Metal bars, 2 logs)
Dragon-size trap	5	Bear trap style would be 300 bars of iron and 250 feet of rope total

Tinkering XP

- x1 - Small projects (modified arrows, Locks, etc)
- x3 - Medium projects (hidden passageways, inventions, etc)
- x5 - Large projects (Applied use of newly discovered technology and applied science)
- x7 - Giant projects (Dragon trap)

^Getting a natural 20 on tinkering checks does not guarantee that you finish your project, or get x7 bonus to experience. You also ONLY get experience upon completing a project.

Alchemy

Mix different ingredients to make elixirs and potions of varying strengths.

Alchemy XP

- x1 Brewing potions that are equal to your level or lower.
- x2 Brewing potions that are above your level or natural 20 rolls.

Skill check
To brew potions, roll a d20 plus (Alchemy level*2) ^^

- 5-9 is half materials wasted
- 10-14 is normal waste (10% to 25%)
- 15+ is maximizing all of the ingredients (0% waste)

^^ If you haven't done the potion 3 times before, all DCs increases by potion level * 3 in addition to the normal DC rules (see General Rules).

If you give the Dungeon Master an actual blueprint or image before the game starts, they can gauge what it would be like to make and how long it would be.

Project Crafting Time

Things that you haven't done before will take longer and require more materials as you are unfamiliar with the concept, unless you roll a NAT 20, so you would take a normal amount of time in that one sitting. The time it takes to complete a project is dictated by the Dungeon Master's judgement. Players can attempt to create things all in one sitting, or spread it all out over different periods of time.

NOTE : Must obtain recipes before attempting to do mix ingredients together. (Recipes and material guide coming soon.)

Leatherworking

Obtain and work creature hides to turn its leather into armor or accessories.

Leatherworking XP

- x1 - skinning/working light hide (Example : cow hide)
- x2 - skinning/working heavy hide (Example : wolf hide)
- x3 - skinning/working rough hide (Example : dragon hide)

Skill check
To make leather armor, do a d20 roll + Leatherworking Level

- 10+ Armor success
- NAT 20 is +1 to AC

(See General Rules for normal DC modifiers)

Skinning
When skinning, you need to be using some sort of carving knife. (Some daggers will suffice depending on the style) If the player character has no training in skinning that type of material, the DC for the roll increases by 2 for light hide, 4 for heavy hide, and 7 for rough hide. The normal skin checks are:

- 5 - patches or parts of the hide, not full (Scales if a dragon)
- 10 - half of the hide
- 15 - three-quarters of the hide
- 20 - full hide
- NAT 20 - full hide and double xp for that kind of hide