
TRADES OF THE OLD WORLD

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PART 1 – The Tradesman’s Life

Introduction

Todd Brunner packed the last of his threadbare breeches into the leather pack that perched atop his rumpled bed, all the while striving manfully to keep his elation inside his body. His small, wiry frame positively thrummed with suppressed tension. Master Mathias had chosen him! Of the five adolescent boys who had helped the old Coppersmith over the baking summer months, the thick-fingered smith had asked to take Todd on as his apprentice.

It was something that Todd’s father had barely thought possible; that a son of the lowly Brunner family could aspire to a trade! His father had seemed to notice him for the first time that Todd could remember, pride shining in his eyes. It had made Todd want to burst.

Smiling softly, he finally finished packing. He bade a silent farewell to his scant belongings; the roughly hewn wooden bear that sat beside his straw pillow, a silent friend to the youngster during his younger days, the purple stone that he had found by the banks of the river and the twisted stick that his sister had given him before the very same river had taken her away.

He wouldn’t need them any more. Master Mathias had been very specific about it. Just bring any clothes that were serviceable.

Todd dallied quietly for a moment, memories stirring within him, turning him melancholy, before he girded himself and walked purposely from the house.

He was strong, he walked away from his home and his remaining family without a backward glance as his mother and father had requested of him.

He nearly didn’t cry.

Within this unofficial supplement for Warhammer Fantasy Role Play, you will find all the information that you will need to know in order to play a Tradesman character.

From the genesis of the Tradesman’s career, like Todd’s above, to the lofty heights of the Master Artisan, who supplies the high and mighty with things of beauty with which to furnish their demesne, you will find guidelines for the aspiring Tradesman.

A new concept, the Crafting Unit, will be introduced, that has a bearing on most of the guidelines contained within this document, from how long it takes to learn a Trade, to how costly raw materials are, to the length of time required to fashion items and even how much capital is needed to set up a business.

There will be details on the benefits of Trade Guild membership and costs that a Tradesman may incur.

There will be a ‘one size fits all’ manufacturing table, that along with the innovative Crafting Unit mechanism should allow a player or Games Master (hereafter referred to as

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GM) to manufacture any item, know exactly how long it takes and how much it costs the Tradesman to do so.

Along with 'Trade Chains', that show the typical journey raw materials have to travel on before a Tradesman gets his grubby hands on them and the GM has the tools at his fingertips to create a living, breathing world of trade.

Finally, there is a comprehensive list of trades that are practiced in the Old World, along with associated trading terms and skills that Tradesmen may pick up whilst carrying out their trade.

The Grease That Oils The Wheel

Without the development of the myriad trades carried out in the Old World, the trappings of civilised society would not exist. It's that simple.

Without the Stonemason, there would be no roads, nor manor houses. Without the Carpenter, there would be no furniture or ships. Without the metal smiths, there would be no steel weapons, no fancy decorative items and indeed, in some cases, no tools to carry out a trade in the first place.

The Tradesman and his crafts are what keep the wheels of the Old World turning. Without the Tradesman, civilised society would be brought to its knees.

Yet often, the humble Tradesman's importance is overlooked by the high and low alike. When an institution has been in place for many generations, it is easy to take it for granted.

This document is meant to redress that balance and put the Tradesman centre stage. As the Marienburg merchant Kurt Schilling once said, "Money makes the world go round and without the humble Tradesman, there would be no money." He was shortly thereafter prosecuted for fraudulent betting practices during the Snotball final between The Suddock Friars and the Boxtown Redsocks.

So you can see that the Tradesman is a very important part of the Old World. Take him away and the institutions no longer work.

The Tradesman's Place In Society

Despite the indifference sometimes shown to the Tradesman in everyday life, he still occupies a social niche above that of the common folk of the Empire. Peasants the world over would gladly kill for the chance to become involved in a trade and normally, when it becomes known that an Artisan is looking for an Apprentice, that Artisan can expect to be flooded with applicants, even in the basest of villages.

The common trades such as Baker, Grocer and Butcher can usually be found in most communities. These Tradesmen often struggle against poverty their whole lives, yet are

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proud of their trade and, without them, their respective communities would be the poorer for it. Yet these Trades offer the Tradesman little in the way of social standing.

As you move into larger communities and into trades that are more specialised such as Blacksmith, Cooper and Tailor, the standing of these Tradesmen increases. This is in part because such trades require more advanced knowledge, but equally because these Tradesmen find their work being commissioned by people who are higher up in society and so gain some social recognition through association.

Finally, there are Tradesmen whose work only the rich can afford and whose trade secrets are difficult to learn. Goldsmiths, Gem Cutters and Glaziers fall into this category. These Tradesmen cater to those who have money to spare for the luxuries that they offer and as such are often counted highly in the social structure of their communities.

Workmen who are employed by Tradesmen often enjoy a modicum of their masters standing also. In the case of Apprentices, this is normally significantly greater. If you accost the Apprentice of a well known Artisan with ties to a Guild, then you can expect heated words at best and a visit from henchmen at worst. For this reason, Apprentices are normally afforded the treatment that their masters' social standing demands. This does not mean that the Artisan treats his Apprentices well, however. Some receive such bad treatment that they run away from their masters. This is something that is not tolerated by either Trade Guilds or the common communities. Run-away Apprentices can expect to be returned to their master (probably for swift and painful punishment) if they are caught.

A concept will be introduced later in this document that is central to the Tradesman and his craft. This is the Crafting Unit. This mechanism covers many aspects of the Tradesman's profession and Social Standing is one of them. For information on this, see [Introducing Crafting Units](#) in Part 2 of this document.

Sidebar-The Service Industry

The information contained in this document pertains to those Trades who *produce* things for a living. The mechanisms contained herein are expressly for that purpose.

However, there are careers available to players that can be considered as trades, which do not produce goods. Such as Entertainers, Barber Surgeons, Coachmen, Ferryman and a dozen others.

If you wish to determine how much money these people can make by pursuing their careers, you can easily give them a Crafting Unit rating for the purposes of earning money only (see [Introducing Crafting Units](#) in Part 2 and [Manufacturing Master Tables](#) in Part 4). This then gives you a mechanism to determine their weekly earnings when they are pursuing their chosen career.

Adventuring Tradesmen

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There are a number of factors that can come into play when a player character is pursuing a Trade career. It is worth taking a moment to explore the life of a Tradesman and how also being an adventurer impacts upon this.

The Tradesman's life normally begins when he is indentured as an Apprentice to an established Tradesman (normally an Artisan). The age of starting Apprentices is normally in the range of 10-17 years of age. Apprenticeship is often for a set number of years and may not constitute enough time for the student to learn his master's craft, if the tutor is not rigorous with his training. During his Apprenticeship, the student does not gain a wage, but is normally given room and board and new working clothes when they are needed. Some generous masters give their student's bonuses or 'pocket money', but such masters are rare.

It is assumed that characters starting play with a trade skill have already served their Apprenticeships.

Once the Apprentice has served his time, he is known as a Journeyman (much like wizards) and is let loose upon the world to pursue or abandon his craft. Players starting with a trade skill or beginning as a Tradesman are assumed to be Journeymen. At this point in their careers, the person has a choice: pursue his trade or do something else. As an established Tradesman can normally expect to have a higher social profile than the common populace, most Journeymen do indeed try to carry on their trade. It is during this time that he acquires his trade tools.

The adventuring Tradesman normally pursues other matters, however, and has few opportunities to carry out his trade.

As the Tradesman gains experience, he can eventually aspire to the title of Artisan. Once a Tradesman has reached this level of expertise, he has finished his Journeyman stage of development and can set about starting up his own place of business, taking an Apprentice of his own and gaining membership of a Trade Guild.

Truly superb Artisans can eventually progress to the pinnacle of any Tradesman's profession and become a Master Artisan (see Sidebar [New Advanced Career – Master Artisan](#) in Part 3) or, if he is of a more political mind, he can put himself forward for the role of Guild Master.

In game terms, it is recommended that any starting character that has a Trade skill as a starting skill, but is not following the Tradesman career, has served his Apprenticeship and abandoned his trade. To continue upon the Tradesman route, he must become a Tradesman, then Artisan and so on.

Such a character may still manufacture items, but to do so, he normally has to negotiate with a practicing Artisan, to use his facilities (see [Employment](#) and [Guilds](#) in Part 3). This normally entails a cut of the profits for the tradesman whose facilities you are using.

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The player character may choose to spend time practicing his trade in this manner and can use the Crafting Unit of his profession to determine the amount of money he makes (see [Crafting Units](#), Part 3).

Under no circumstances will a Tradesman allow someone else to use his own trade tools.

Guilds often have basic tools and equipment available for their members to use, but non-guild members will not have access to them.

The Tradesman career has two starting trade skills. In Parts 2 & 5, this is explored in more detail, but it is recommended that the player chooses a primary trade and then selects a secondary trade, skill or talent based on those associated with his primary one (as detailed in Part 5, [List of Trades](#)).

Furthermore, learning a trade during play is not something to take lightly. This takes a great deal of time and possibly degradation, as the character must serve under an Artisan for the period of time necessary to learn the trade. Learning new trades is tackled in Part 2.

After all of his trials and tribulations, the player character Tradesman may finally have served both his Apprenticeship and his Journeyman stages of development and risen to the heights of Artisan, Master Artisan or even Guild Master. Here the player may find himself hip deep in politics and trade wars.

Sidebar-Caveat: The Merchant has not been included in this document as a trade in itself. The trades listed as Suppliers in the [Trade Listings](#) and the Journeyman Tradesmen have supplanted the Merchants role. However, information found in the Old World Armoury that may allow the sale of bulk materials will probably not match the information found in this document. It is up to individual GM's which system they choose to use.

Part 2 – The Tradesman

Todd Brunner placed the last of his woollen garments into the leather satchel that sat on his sleeping mat. A small smile played at the corners of his mouth. Yesterday had been the last day of his Apprenticeship. Five hard years spent with Master Mathias had come to a close. Five years during which time he had worked day and night to learn the secrets of the Coppersmith's craft.

The first couple of years had been hard toil and little else. Todd remembered harbouring ideas of running away and returning home. He had relented, however, mostly from fear, and had been rewarded for his patience.

Master Mathias had given him all of the knowledge that he had been able to contain: hot forging, cold working, soldering, raising and drawing. Todd glanced at the index finger on his right hand ruefully; he remembered the first lesson of drawing only too well, the tip of his finger had been neatly severed whilst he had been feeding the copper through the drawing aperture. When the aperture had pinched closed to cut the wire that had been formed, Todd had been too slow and had lost the tip of his finger, nail and all.

But today signalled a change in Todd's life. Today he became a Tradesman in his own right. Today he could start down the long road of the Journeyman and seek out his own set of tools. From today, he mattered.

If his father still lived, he would have been proud of him.

The Tradesman's Career Scheme

As has been noted elsewhere, a player character Tradesman is presumed to have completed his Apprenticeship and is now considered to be a Journeyman. In this section of the document, we will be taking a closer look at the career profile of the Tradesman as found on page 57 of the core rulebook.

The amount of trades available to the Tradesman means that he may be called upon to use a wide variety of skills. Because of this, a number of statistics from his profile may be useful to the budding Tradesman. Different trades use different skills, after all.

For this reason, Tradesmen develop across a wide range of statistics, as can be seen from their profile. Artists depend on their Agility and Blacksmiths depend on their Strength. It is for the GM and his player to decide which statistic should be used as the basis of any Trade skill tests associated with a players trade.

A Tradesman must also develop mercantile skills, if he is to be successful, so he normally becomes a good Dealmaker or hones his intellect.

There are many skills that are useful to the Tradesman, his trade skills being the most important. As will be seen in Part 5, Trade Listings, his chosen trade often constitutes a wide range of skills in order for him to carry out his trade properly.

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It is important for the Journeyman to keep his ear to the ground in order to look out for new work, so he learns how to ask the right questions and Gossip accordingly. If he is travelling widely and has the funds to support him, then Drive and Animal Care are vital.

As will be seen in Manufacturing Items in Part 4, gaining a good price for his raw materials and in selling his finished goods are vital to the Tradesman, so he develops a keen eye for a good deal and can Haggle well.

It is also important for the Tradesman to keep an eye on his competitors work and so he quickly learns how to determine the worthiness of crafted items in his field of work (it is recommended that Evaluate is largely used for items that are at least connected to his own Trade).

Coupled with a keen attention to detail, the ability to follow written instructions and a smattering of the secret language that distinguishes the trade guilds from each other and the Tradesman has a formidable array of skills.

However, it is the Tradesman's most pressing quest whilst he is walking the Journeyman's route, to gain his trade tools. They cost the Tradesman the equivalent of his Crafting Unit in gold crowns to buy and may cost more or less dependant on their quality (see Tools of the Trade, Part 4). He cannot effectively carry out his trade without them.

As will be discussed below in Multiple Trades? One change to the Tradesman's career profile is recommended. This is the possibility of starting play with multiple trades.

It is also recommended, for the purposes of the trading rules that follow, that any character that starts with a Trade skill but does not start in the Tradesman career, cannot gain skill mastery for his trade if he then chooses to become a Tradesman. He may only choose skill mastery if he moves on to Artisan (this also holds true for Tradesmen who leave the Trade career progression to begin another career that offers a trade). This is inherently for game balance, as the rules explained later will make clear.

Once the Tradesman has progressed through his Journeyman stage, he may strive to join the ranks of the Artisans and try to gain Guild membership. Many fall by the wayside before reaching this lofty position and it is for the Tradesman's player to decide whether he continues on the path to trading excellence or if he starts to tread a different path.

Introducing Crafting Units

In order for a Tradesman player character to successfully carry out his chosen trade, there are a number of factors that need to be addressed that aren't currently covered by the core rulebook.

In this document, those factors are addressed by a single mechanism: The Crafting Unit. The Crafting Unit covers all of the areas that need to be covered in order for the Tradesman to be viable as a playable career.

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The Crafting Unit has a bearing on seven areas of play. These are listed below, along with the sections that contain the specific information about their usages.

- 1) Determines how long it takes to learn a trade from scratch (Part 2, Learning a Trade)
- 2) Determines the initial cost of setting up a place of business (Part 3, Places of Business)
- 3) Determines Social Standing (Part 3, Guilds)
- 4) Determines the cost of the tools a Tradesman requires (Part 4, Tools of the Trade)
- 5) Determines the cost of raw materials (Part 4, Manufacturing Items)
- 6) Determines how long it takes to make individual items (Part 4, Manufacturing Items)
- 7) Determines the amount of profit that the Tradesman makes (Part 4, Manufacturing Items)

The form that the Crafting Unit takes for the purposes of this document can be found in the Trade Listings that appears in Part 5.

Each trade found in that section has a Crafting Unit entry in its profile that determines the factors mentioned above.

This entry takes the form of one of six numbers.

Crafting Unit	5	10	20	40	80	160
Example Tradesman	Forester	Sawyer	Carpenter	Coppersmith	Glazier	Gunsmith

To find out how these numbers interact with the activities mentioned above, consult the relevant sections.

Sidebar

Note: The Crafting Unit has its basis in the weekly wages of Tradesmen as found on page 104 of the core rulebook and takes into account the prestige of the various trades. Therefore you will find that a Forester will have a Crafting Unit of 5, whilst a Gunsmith will have a Crafting Unit of 160.

Learning A Trade

Learning a trade takes a long time to achieve. Even the simplest of them have trade secrets that are not apparent to the uninitiated. This is why Apprenticeships take so long to finish.

However, such long periods of time are not desirable in a roleplaying sense, so a middle ground is presented here for those players who want their characters to learn a trade in play.

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In order to start learning a trade, the character must seek out someone who is proficient enough to teach him. That is normally an Artisan.

For the Artisan to teach him and to neglect his trade activities during this time, it is important for the character to reimburse the Artisan for his troubles. Even then, it may be necessary to make a successful Fellowship test in order to persuade him.

Once he has been accepted, the character must spend a number of weeks equal to the Crafting Unit of his chosen trade in order to learn the techniques necessary to carry out his chosen trade.

Normally, the acceptable amount of money that needs to be offered to the Artisan for this training will be equal to the amount of weeks of training multiplied by the Crafting Unit of the craft in Silver shillings.

Example: Jim's character wants to learn the trade of Forestry. He approaches an established Forester and is accepted as a pupil.

It takes Jim's character 5 weeks to learn the trade and he offers the Forester 25 silver shillings for this training (Forester Crafting Unit = 5, therefore it takes five weeks to train and 5×5 equals 25).

As can be seen from this mechanism, it is far easier and less expensive to learn simple trades during play than it is to learn the more advanced and prestigious ones.

Multiple Trades?

As a starting Tradesman, the career profile in the core book states that you may start with two trades. Considering the huge amount of work and training required to learn a single trade, this document proposes an alternative to this.

Each trade listed in Part 5 of this document has in its profile a section called *Associated Skills & Trades*. The skills, talents or trades listed in this part of the profile are meant to be options for Tradesmen to choose from instead of taking a second trade.

The options listed are ones that have a bearing on the particular trade it is listed under.

Example: The Forester trade has Orientation, Outdoor Survival, Scale Sheer Surface and Sawyer listed under Associated Skills & Trades. The player character choosing Forester as his primary trade may choose any one of these as his 'secondary' trade option. If this includes another Trade (Sawyer in this example), then he has no need to follow the Learning A Trade guidelines given previously in this document as he has already learnt the techniques in his apprenticeship.

Once the character becomes an Artisan, which will be explored in Part 3, the character may buy another skill or trade from the Associated Skills & Trades section of his Trade profile at the cost of 100xps.

Sidebar-Makers Marks

Once a Tradesman has served his Apprenticeship, it is time for him to decide whether he will use a design on his items, which will identify them as his work. These designs may be as simple as the Tradesman's initials, or as complex as a stamp depicting a scene or picture. The more prestigious the Trade is that the Tradesman is pursuing, the smaller the Makers Mark normally is. True Tradesmen do not need to be ostentatious in their Makers Marks: their craft normally speaks for itself.

The advantage of using a Makers Mark is that eventually your work may begin to be recognised when encountered far from your place of business. It is a very effective way of advertising your goods remotely.

Not all Tradesmen will use Makers Marks, however, especially when the goods that they have manufactured are to be used in less than honest endeavours.

If an item comes into the possession of a party and that item sports a Makers Mark, they may seek out a Tradesman in order to identify it. If the Tradesman practices a trade that would be used in the fashioning of the item, then a successful Evaluate skill test will allow him to identify the maker. At the GM's option, the Social Standing modifier (see Part 3, Guilds) of the maker of the item can be used as a modifier to the Evaluators skill test.

Talents

The Associated Skills & Trades section in the Trade Listings (Part 5), include some Talents that are available to Tradesmen of that type. These Talents may only be taken when the Tradesman is choosing his 'secondary' trade option or may be bought when he advances to Artisan and takes his 'tertiary' trade option.

However, there are a few of Talents that Tradesmen of all stripes may purchase during their careers. These are detailed below.

Master Craftsman

This Talent can only be taken once the character has started the career of Artisan. The Artisan is so proficient with the techniques of his trade that he gains a +10% to all Trade Skill tests for his chosen trade and gains a +10% to all Evaluate tests. At the GM's option, Tradesmen may take this Talent as well.

Fast Learner

If the Tradesman decides to learn a trade not listed under his Associated Trades, his familiarity with trade in general shortens the time needed to learn it. When calculating the time needed in order to be taught, half the Crafting Unit of the trade being learnt.

Guild Membership

Once an Artisan has succeeded in his efforts to become a member of a Trade Guild then he needs to buy this Talent in order to benefit from that Guild's activities (see [Part 3, Guilds](#)). This represents the Tradesman's investment of time and resources in the political entity of the Guild.

Good Tutor

Once an Artisan has taken on skilled help, his good tutoring techniques mean that his trade business may run more smoothly than those of Artisans who are not so erudite.

Instead of being able to craft double their Crafting Unit of goods in silver shillings per four skilled helpers per week; these Artisans may craft double their Crafting Unit of goods in silver shillings per week for every two skilled persons employed.

Part 3 – The Artisan

Todd Brunner scratched absently at his greying beard, eyeing the detail on the organ pipes that he had been fashioning for the last six weeks. Each individual pipe had its own dimension carefully measured so that the resultant notes that were played through it would make a harmonious whole once the organ had been fully assembled. The alloy work had been easy for the experienced Coppersmith that Todd had become over the last fifteen years. Even so, this had been a tricky assignment and one that he would be well paid for.

“Frederick, come here!” he called to a gangly looking youth lounging by the drawing aperture. The look of fright on the young man’s face gave Todd a brief moment of reverie, as he remembered his own Apprentice days. It seemed that Frederick had an unhealthy preoccupation with the drawing machine, just as he had done at the young mans age.

“Yes master!” Frederick gulped as he slid to a stop beside Todd.

“Fetch the tuning fork, would you? I want one final test before I put my stamp on these.”

“Of course Master Brunner.” The young lad scampered to the back room, returning shortly with the fork that Todd had borrowed from the theatre’s instrument maker.

“Right lad, listen carefully. When I blow the bellows, strike the fork on the anvil.”

“Yes sir, Master Brunner.”

Todd smiled grimly. He wasn’t that frightening was he? He could remember the day twenty years ago when he had stood in such terror of old Master Mathias, yet once he had left his Apprentice days behind him, all he had seen was a shrivelled old man with too many worry lines on his face.

Well, that was growing up, he supposed. It changed your perspective.

“Right... now!” he called as he pumped the bellows.

A pure note rang out that matched the pitch of the tuning fork perfectly.

Only fifteen more to go, Todd thought with satisfaction.

The Artisan is an established Tradesman, who has risen through the ranks of his craft to stand amongst the pre-eminent practitioners of his profession. He has, more often than not, spent many years practicing his Trade and at this point in his life can look forward to setting up a business of his own and passing on the benefits of his knowledge to an Apprentice.

The Artisan can also put himself forward for membership of a Trade Guild, the benefits of which are detailed below.

During the time spent practicing his Trade, he picks up additional skills, such as foreign languages and Etiquette. These skills help him to deal with the higher echelons of society, as by this time, his talents are likely to be in high demand.

He may start to mix with the important people of his hometown, as well as being on town councils and the like as a trusted member of the community.

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Very rare individuals may rise to the status of Master Artisan (see below) or compete for the role of Guild Master of his particular Guild.

Sidebar–New Advanced Career – Master Artisan

The Master Artisan is exemplary in his trade. He has risen to levels of achievement that are rarely reached. In any given generation, there may only be a handful of such individuals in each trade, such are the standards of excellence required to gain such status.

Master Artisans can name their own prices and are courted by the rich and famous. The Nobles of the region may give them patronage or thrust great projects upon them.

Angelo da Leonardo, the Master Painter and Sculptor spent twenty years decorating the interior of the Sigmarite chapel of Altdorf, a feat that nearly drove him to his grave.

The Master Artisan can gain great influence over the high and mighty and may give his Guild Master a troublesome time if Nobles pass him by to engage the Master Artisan directly. For this reason, there is sometimes great animosity between the established Tradesmen of a Guild and the maestros that are the Master Artisans.

WS	BS	S	T	AG	INT	WP	FEL
+5%	+5%	+10%	+10%	+25%	+20%	+15%	+25%

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	-	-	-

Skills: Evaluate, Command, Gossip, Haggle, Perception, Secret Language (Guild Tongue), Speak Language (any two) and Trade (any three).

Talents: Public Speaking or Super Numerate.

Trappings: Best Clothes, Best Trade Tools, Business, 250 GCs, d10 Hangers on.

Career Entries: Artisan, Engineer (Gunsmith).

Career Exits: Courtier, Demagogue, Guild Master, and Politician.

Employment

An Artisan, who has yet to set up his own business or a travelling Tradesman, can pursue their Trades by using another Tradesman's facilities (see Part 1, Adventuring Tradesmen) or by seeking employment in an established business.

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When seeking employment, it must be determined whether a business of the sort that the Tradesman wishes to pursue is present in a community.

There is a simple way of determining whether a given community can support a business. This is presented below and is based on Crafting Units.

Crafting Unit	5	10	20	40	80	160
Community Size (Persons)	<50	<100	<500	<1000	<2500	>2500

There are exceptions to this, such as certain carriage way stations and inns having facilities for a Cartwright, Weaponsmith or Armourer.

Please note that these figures are only there for locating established businesses or for when an Artisan wishes to start a business. These figures don't necessarily mean that a Tradesman cannot pursue his Trade for a short period of time in a small community.

For example, a Blacksmith may spend two days repairing pots and shoeing horses in a village he passes through, but he will not have enough repeat custom to sustain a business there.

When seeking employment with an established business, generally the Tradesman can expect a weekly wage of $\frac{1}{2}$ of his Crafting Unit in silver shillings. For more details, see the Weekly Trade Progress table of Manufacturing Items in Part 4, but halve the result.

Places Of Business

There are a number of factors that an Artisan wishing to set up his own place of business must consider, before he commits to this course of action.

Firstly, he must be sure that his chosen location can support the type of business that he wishes to pursue (see table above).

Secondly, if his chosen location has a practicing Trade Guild for his particular Trade, then it is likely that he will have to apply to that Guild for permission to start his business. This will entail joining that Guild or facing sanctions and sometimes worse (see Guilds, below).

Finally he should look into things such as land rent charges, local tax rates and other local businesses. Close competition is never a good thing.

Once he has determined these factors and is happy that he can proceed, the Artisan needs to get together the funds to set up his place of business and buy the sundries (other than his trade tools) that he will need in order to carry out his Trade.

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The funds required to do this are based on the Crafting Unit mechanism. The initial set up cost equals the Crafting Unit of his Trade multiplied by five, in Gold Crowns.

Crafting Units 5	10	20	40	80	160
Business Cost 25	50	100	200	400	800

Example: Todd Brunner when he became an Artisan decided to set up a place of business. Having moved to Altdorf with the funds he had saved during his professional life, the Crafting Unit of 40 for a Coppersmith is not a problem as far as his business being supported by the community (Altdorf is a city of more than 2500 persons). He approaches the local Coppersmith Guild who has a headquarters in the city and asks for permission to set up his business. After gaining permission (and taking the Guild Membership Talent, see Talents in Part 2) he spends 200 Gold Crowns to set up his business.

Protecting Your Business

Once the Artisan has set up his business, there are a number of things that it is recommended that he do, in order to keep it running well and safely.

If he has set up his business in spite of Guild refusal or without consulting a Guild, then he can expect certain measures to be taken against him (see Guilds, below). If this is the case then the Artisan may wish to hire guards or security staff of some kind to protect the business premises and any staff that he has employed.

These measures can also be taken to protect his business if there is a local thieves guild or racket operating in his location. Add to that bars for the windows and good quality locks for the doors and he may sleep better at night.

However, there may come a time when he is targeted as a 'client' in a protection racket. Here he has two sensible options; he can either pay the protection money or he can try to deal with the situation on his own or with some hired help. Guilds vehemently suggest the former and indeed in some cases pay Racketeers protection money for any businesses in a rackets area to guarantee protection for their members (although this may involve a larger donation to the Guild in question by the Artisans in question).

One of the reasons for this deference to the criminal elements is the fact that Guilds often hire the same people to ruin competing businesses or to remove 'problems' in government or Tax officials.

Even so, many Artisans find that due to one problem or another, their businesses fail to give them the livelihood that they expected. Such Artisans may decide to pack up and leave the area or to change careers entirely. Such is the risk of the profession.

Taking An Apprentice

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Once an Artisan has established his place of business, it is desirable for him to take on staff to help him make more money, his highest priority being the taking of an Apprentice, although he may also take on other skilled staff.

Not only does this improve the size of his coffers, but this also makes sure that he can pass on his Trades secrets to a new generation and thus give continuity to his craft.

It is normal practice when seeking an Apprentice to screen several applicants over the period of a couple of months. When an Artisan announces he is searching for an Apprentice, however, he is normally flooded with potentials and he must be canny in his final choice, for his reputation may depend on it.

Apprenticeships, as noted elsewhere (see Part 1 – **The Tradesman's Life**) are normally for a fixed period of time, ranging from 2 or 3 years for the lesser trades to 6, 7 or 8 years for the more involved ones. During this time, the Artisan strives to pass on his knowledge to his Apprentice, and in return he gains an extra pair of skilled hands essentially for free.

When an Artisan has taken on an Apprentice, he may add 50% to the value of the Crafting Unit of his particular Trade for all purposes other than determining the size of community that can support a business and teaching others (see Part 2, Learning a Trade).

The Artisan can also take on other skilled help, the bellows boys and slag scrapers of this world. Whilst the term can seem somewhat misleading, these staff still have to know their way around the Artisans place of business. For every four skilled staff employed, the Crafting Unit of the Artisans trade can be doubled for the purposes of making items only. It should be noted at this point that the Apprentices modifier should always be added before any modification due to skilled staff.

Example: As shown in the story above, Todd has taken on Frederick as his Apprentice. As the Crafting Unit of a Coppersmith is 40, Frederick's assistance means that for all purposes other than the location of a business and teaching the craft to others, Todd's Crafting Unit for his craft is now considered to be 60. If Todd also had four skilled staff assisting him as well then his Crafting Unit would be 120 for manufacturing items only.

These factors take into account that Apprentices do not get paid and that skilled staffs get paid very little and so the Artisans player does not have to worry about keeping track of paying wages, the mechanism already takes that into account. The GM may alter this if he wishes, although he may find that the Artisans income begins to greatly outstrip that suggested in both the Old World Armoury and the core rulebook. As it is, this mechanism allows a greater income than that suggested in those books. However, this is important when it comes time to actually manufacture items, as will become clear later.

The Artisan may have many Apprentices during his working life and often a distinctive style of crafting can be found in the Apprentices of a single Artisan, creating 'schools' or

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‘movements’ whose style of work may eventually be recognised by the common and noble alike, thus leaving a legacy for the Artisan who started it all.

Guilds

Guilds have two primary functions in the Old World; to keep the numbers of Artisans practising their craft in a certain town or city to manageable levels so that demand for goods remain high and prices can be maintained and to act as a political mouthpiece for Tradesmen who make up its numbers.

Guilds keep a careful eye on numbers of practising Artisans so that they can keep the prices that they set at a maintainable high level, thus ensuring continued security. For example, in the city of Nuln, the Honourable Guild Of Gunsmiths only has five members, whilst the Chandlers Guild has forty-seven. It is all about supply and demand. If you couple to this a Guild’s ability to withdraw its member’s services when the local tax authorities or Noble start making trouble and you have a powerful political entity.

Guilds situated in large towns or cities can expect attention from not only the local authorities, but also from criminal elements. A Guild’s response to criminal activity that impinges on its members is normally appeasing in nature. Time is money, after all. Many Guilds have standing arrangements with protection Racketeers and criminal organisations, whereby, they give them a sum of money to leave the businesses of their members alone.

This rapport comes in handy when an Artisan who has not received permission to set up a business has encroached upon a Guild’s territory. Some Guilds may pay these criminal organisations to harass these people. Typical actions include unexpected visits from ‘tax collectors’; corrupt militia and various unsavoury groups. If this does not force the offender to reconsider his rash decision, then acts of vandalism, arson and theft may follow. Seldom is murder sanctioned in these matters, but it is not unknown. If all of this has no effect, then a large Guild can afford to temporarily lower its prices by a huge amount, so pricing the unsanctioned Artisan out of business.

Such largess is normally explained as a holiday special offer or the using up of obsolete stock, so that once the offender has gone out of business, the Guild members can resume their high prices. This can make Guilds using this tactic highly popular for short periods of time.

A Guild’s stance on travelling Tradesmen (Journeymen) is normally fairly benevolent (after all, the standard of their goods cannot compete with a Guilds members), but it is expected that he should report to a local Guild if he expects to carry out his Trade in a Guild town. He will normally be given dispensation to carry out his trade for a week, during which time he must adhere to the Guilds pricing policy. He must gain permission to carry on after this time on a week-by-week basis. If he does not follow any of these dictates, then he can expect the same treatment as an unsanctioned Artisan.

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The advantages that Guild membership offers the Artisan are legion. Not only can he be assured of sustainable high prices for his goods, but also he can expect at some time during his membership to be given a contract by his Guild. This is typically an arrangement mediated by the Guild leaders with a local Noble, Burgher or military body that gives long term and high profile work. Typically the length of these contracts can be anywhere between six months and five years. It is often the case, however, that such contracts are never negotiated with the Guild leaders and are instead given to Master Artisans directly from the party involved, leading to tension between the Master Artisan and the Guild.

The Guild can also place Apprentices with Artisans, often doing the hard work of locating them by keeping in contact with other chapters of their Guild around the Old World and, if necessary, arranging transport for the aspiring Apprentice.

Membership of a Trade Guild also offers some prestige to the Artisan, who may expect to receive a badge or broach signifying his membership and the permission to use the Guilds motto or coat of arms on his goods or above his place of business.

If the Guild maintains a Guild house, then the Artisan will be expected to attend meetings to discuss business and to attend social events that occur at least twice a year. Highly placed local personages may also be invited to these events, wining and dining often smoothing the way to agreeing contracts.

The Guild member can also expect to gain protection from unsanctioned Artisans, Racketeers and from other Trade Guilds whose activities impinge on his trade. Rivalry between different trade Guilds can be intense, sometimes leading to trade wars or violence.

For all of these advantages, Guild members are expected to pay a tithe of 10% of their profits to the Guild leaders, normally payable weekly. This funds the organisation and often puts a reasonable amount of money into the Guild Master's pockets.

More often than not, the Guild has a headquarters or Guild house. This may run the gamut from the back room of the local inn, to a multi storey building that house the businesses and families of all of its members. Such buildings are normally imposing structures designed to display the Guild's power and wealth.

Where a Guild house contains all of its members businesses within its walls, there is often a central store of trade tools that are made available to any Apprentices serving within the building. Often, the masters of these Apprentices are held liable for any damage or breakages to these tools and can expect to be charged for them. This doesn't really improve the relationship between Artisan and Apprentice.

The leaders of a Guild can often move in heady circles, mixing on a daily basis with the local hierarchy and celebrities, although the prestige of the Trade he represents can certainly have a bearing on this. For example, the Guild Master of a Chandlers Guild will

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almost never come into contact with his local Noble whilst the Guild Master of the Gunsmiths Guild may very well see such a personage on a weekly basis.

Personages so highly placed can expect to get involved in political matters and become experienced in the field of espionage. Many Guild Masters and leading Artisans of a Guild are incorrigible schemers.

A mechanism is presented here to represent the prestige of Guild membership to the Artisans who make up that membership. It may be incorporated in a larger social standing mechanism of the GM's choosing or ignored by his discretion.

Fellowship Modifiers

Crafting Unit

Of Trade	5	10	20	40	80	160
Commoners	-	+5%	+5%	+10%	+10%	+15%
Peers	-	-	-	+5%	+5%	+10%
Nobility	-	-	-	-	-	+5%

The above chart lists suggested Fellowship skill test modifiers for tests that rely on social standing, such as impressing ones demands upon the peasantry or a clash of wills between Artisans of different trades or getting an audience with a local Noble or highly placed citizen.

Note: This document and the mechanisms that it contains assume that a Guilds pricing policy is that its members charge prices for their goods that are twice the cost of any raw materials used. The GM may adjust this, but doing so to a large degree may throw the mechanisms contained here out of kilter somewhat.

Taxes And Tariffs

This document doesn't go into any depth on the taxes and tariffs that the Tradesman can expect to encounter during his career. However, he can probably expect to gain more attention of this type as his prestige rises and asking for 10% of a Tradesmen's takings to cover these costs is reasonable.

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Part 4 (Manufacturing Items)

Todd Brunner stroked his luxuriant silver beard with his liver spotted hand, jewelled rings winking on three fingers. His latest and longest commission had seen him working with the Dwarves of Nuln for the best part of four years, forging and working the mighty copper vats that would eventually form the basis of the huge new smelting factory that they had been building. The craft of the Dwarves had amazed Todd when he had first arrived and he had to deal with some hostility from them before he had won their grudging respect for his own skills. They were good payers, he had to admit, and he had almost doubled his coffers since he had taken up the contract.

His only regret was that he had no one to whom to leave his legacy and his estate once time eventually caught up with him and he breathed his last. He supposed his business and his wealth would go to the Guild. There were worst places for it to go, he surmised. Still, he had two more years on his contract and he was determined not to die until he had fulfilled it.

“We’re ready for the pressure test now Brunner.” the doughty Dwarven Master Smith rumbled.

Todd nodded perfunctorily. “Pump in the water then and lets see if any cracks in the soldering appear.”

“Pump!” yelled the Dwarf.

Tools of the Trade

As mentioned in Part 2, The Tradesman Career Scheme, one of the journeyman’s first tasks is to acquire his own set of trade tools. The basic cost in Gold Crowns is equal to his Crafting Unit in Gold Crowns. However, this can be altered by the quality of the tools involved.

Crafting Unit Cost	Availability	Encumbrance
5	Plentiful	25
10	Common	50
20	Average	100
40	Scarce	200
80	Rare	400
160	Very Rare	800

Craftsmanship	Cost Multiplier	Availability	Effect
Best	x10	Drop 2 steps	+5% to Trade rolls and reduce Encumbrance by 10%
Good	x3	Drop 1 step	Reduce Encumbrance by 10%
Common	x1	—	—
Poor	x½	Increase 1 step	-5% to Trade rolls

If, for whatever reason, part of a set of trade tools is of lower quality craftsmanship, the tools all count as if they were of that lower quality craftsmanship.

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Manufacturing Items

The mechanism used to determine how long it takes for a Tradesman to make a particular item and how much money he makes from the finished article is very simple.

Once the Tradesman has decided what he wants to make (restricted by the trades that he knows), then a sale price must be assigned to the item. This is the price listed in the core rulebook and those listed in the Old World Armoury. In the case of an item not listed in those sources, it is for the GM and his player to decide on a reasonable price for the item, dependent on the particular trade and the materials used.

Next, the Tradesman must buy the raw materials necessary to complete the manufacture of the item. This is equal to half of the sale price of the item he is making, in silver shillings.

To determine how long it requires the Tradesman to make the item, he may craft his Crafting Unit (adjusted by Apprentice and skilled staff as discussed in Part 3, Taking An Apprentice) in silver shillings per week. The job continues until he has used up all of the raw materials necessary to craft the item. This determines how long it takes to make the item.

The Tradesman may then make his Trade roll with any modifiers for the difficulty of the work and materials used (see Part 5, Trade Listings) and consult Table 1 Manufacturing An Item, implementing any results.

Example: Todd Brunner has been asked to make a copper Tinderbox for a client. The price in the rulebook for a tinderbox is 30 Silver Shillings and as the GM decides that this is a fair price for the use of copper in the manufacture, Todd must buy 15 silver shillings of raw materials (half the price of the finished item). Todd's Coppersmith Crafting Unit is 40 and so it takes him about three days to make the item (15 is below half of the amount of material he can craft in a week, and the GM decides that the working week for Tradesmen is seven days a week). If Todd's Apprentice, Frederick had helped him, his Crafting Unit would have been 60 and the item would have taken a small amount less than two days to make.

Todd then rolls against his Trade skill and consults the Manufacturing An Item table to determine how well he has crafted his item. The GM has decided that this is a Routine test for Todd, so he gains a +10% to his Trade skill test.

He gains 4 degrees of success and has crafted a Good Tinderbox, allowing him to sell the item for 37.5 silver shillings. More than he had been expecting (see key to Manufacturing An Item table). He is happy with his work.

Manufacturing Master Tables

This document has so far detailed the Tradesman's life, from Apprentice to Master Artisan and the trials and tribulations that he may encounter along the way.

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This part of the document is dedicated to the heart of the Tradesman's life: making goods.

As in other parts of this document, it is the Crafting Unit that dictates how he accomplishes this.

Presented below are two manufacturing tables. The first is designed for use when the Tradesman is making a particular item and the second is designed to reflect a weeks worth of general business when the Tradesman is not making a particular item. This second table is essentially used as a tracking mechanism for the Tradesman's business whilst he is away (and has an Apprentice) or when he is doing general duties.

Types of work that each trade can attempt and the modifiers that they entail are detailed in Part 5, [Trade Listings](#).

Manufacturing an Item

Before using this table, determine how long it takes the Tradesman to craft the item (see Manufacturing Items) and then pay the cost in raw materials that this entails.

Then determine the difficulty of the trade roll required to make the item (which can be found in Part 5, [Trade Listings](#)), including the use of Poor, Superior, Good and Best raw materials (see below), if you are utilising them, and then consult the table for a result once all of the modifications have been calculated and the Trade roll has been made.

Degrees of Success/Failure	Result
-6	Materials Ruined
-5	Materials Ruined
-4	Materials Ruined
-3	Tool Broken
-2	Very Poor
-1	Poor
Down to -1	Poor
0 Up to +1	-
+1	-
+2	-
+3	Superior
+4	Superior
+5	Good
+6	Best

Key

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Materials Ruined: All of the raw materials used in the construction are ruined, if relevant, and the Tradesman must start again with new raw materials. This occurs at the end of the crafting period.

Tool Broken: In the construction of his item, the Tradesman breaks one or more of his trade tools. It costs the Tradesman an amount equal to 10% of the total cost of his trade tools to replace them (see Tools of the Trade above). The resultant item is Very Poor in quality. This occurs at the end of the crafting period.

Very Poor: The resultant item is of very poor quality. Any activity that the item is used in suffers a –10% penalty, if applicable, or is heavier than normal. The item looks shoddy and will likely break at any prolonged usage. The Tradesman can only sell very poor items at ¼ of their standard worth.

Poor: The resultant item is of poor quality. Any activity that the item is used in suffers a –5% penalty, if applicable, or is heavier than normal. The item looks aesthetically displeasing and may be weaker than normal. The Tradesman can only sell poor items at ½ of their standard worth.

Superior: The resultant item is of superior quality. Any activity that the item is used in gives a bonus of +5%, if applicable, or is lighter than normal. The item looks aesthetically pleasing and may be stronger than normal. The Tradesman may sell superior items at up to 1½ times their standard worth.

Good: The resultant item is of superb quality. Any activity that the item is used in gives a bonus of +10%, if applicable, or is significantly lighter than normal and such items are also incredibly unlikely to break. The item looks like the best of its type, often melding utility and artistry. The Tradesman may sell good items at anywhere up to 3 times of their standard worth.

Best: Such items are unsurpassed in quality. They are pieces of art or innovation in their field and can be sold for astronomical amounts of money. Only the very best of Tradesmen can achieve such a masterful piece of work. Items that can be used in an activity can give a bonus of +10% if applicable, or can be a fraction of their normal weight. Such items generally do not break unless they are subject to remarkable abuse. The Tradesman can sell best items at anywhere up to 10 times of their standard worth.

For weapons and armour, use the quality definitions found in the core rules on p107 (for weapons) or p113 (for armour), rather than the ones presented above.

The results from this table do not give the same modifications to cost that are presented in the core rulebook for Poor, Good or Best items. Instead, it presents a more variable system that may be used to determine the resultant item.

It presumes that the quality of the resultant item is dependent on the craftsmanship, not the materials used. If you wish to use a system that is dependent on the quality of the raw

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materials, then it is suggested that you use raw materials of the qualities mentioned in the table and use the following modifiers to the Trade roll (in addition to the difficulty of the task) to determine success.

Material Quality	Cost Multiplier	Trade Roll Modifier
Very Poor	x $\frac{1}{4}$	-20%
Poor	x $\frac{1}{2}$	-10%
Normal	x1	No Modifier
Superior	x $1\frac{1}{2}$	+10%
Good	x3	+20%
Best	x10	+30%

Some of the items found in the core rulebook and The Old World Armoury have listed prices that are artificially high in order to make players gaining them difficult. These prices in no way match the Tradesman's typical wage as presented in those books. Therefore, if these prices are to be upheld whilst using this document, the manufacturing time for these items will be very long.

Individual GM's may wish to lower the price of these items for both manufacturing and purchasing purposes, however, this will mean that more of these items will be available for purchase. An alternative is to alter the Crafting Units themselves (as these are based on the Tradesman's typical wage), but that may require a fair amount of work.

Weekly Trade Progress

To use this table, the Tradesman simply needs to make one Trade roll a week to determine the success of his business during that week. Once the Trade roll has been made, he consults the table below and implements its results.

Degree of Success/Failure	Result (in silver shillings)
-6	loss of 2 x TU
-5	loss of 1.75 x TU
-4	loss of 1.5 x TU
-3	loss of 1.25 x TU
-2	loss of 1 x TU
-1	loss of 0.5 x TU
Down to -1	loss of 0.25 x TU
0 Up to +1	gain of 0.25 x TU
+1	gain of 0.5 x TU
+2	gain of 1 x TU
+3	gain of 1.25 x TU
+4	gain of 1.5 x TU
+5	gain of 1.75 x TU
+6	gain of 2 x TU

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Example: Todd Brunner decides to do general trade duties for a week. He rolls on the above table and achieves three degrees of success. That means that he makes 50 silver shillings that week ($1.25 \times 40 = 50$).

On another week, when he had supply problems, he got three degrees of failure, resulting in a loss of 50 silver shillings.

Taking the example further, it has been noted before that Todd has an Apprentice, Frederick. Having an Apprentice adds 50% to the Artisans Crafting Unit. Therefore, if Frederick had been involved in the above example and had worked during those two weeks, Todd's Crafting Unit would be considered to be 60 and therefore he would have made or lost 75 silver shillings (1.25×60),

There will be examples of making more complex items, such as those with many constituent parts that are needed from different trades, such as a Telescope (Coppersmith and Glassblower), in **Appendix 2**, together with a few other items to give the reader a more thorough grounding in the guidelines presented in this document.

Trade Chains

In this part of the document, tips will be given to create a living breathing world of trade that ticks along without the player characters and that can be dipped into at will.

Very few trades exist in isolation of others. Many trades rely on raw materials that are supplied from Tradesmen of other stripes. A Carpenter couldn't carry out his trade without the Sawyer supplying him with dressed and prepared lengths of different woods and the Sawyer couldn't dress and prepare those items without the steady stream of tree trunks bought from the Forester. Therefore, many trades are reliant on others for their livelihoods and these links form chains of commerce along which raw materials flow.

The more refined the trade, the more pairs of hands that the raw materials have to pass through and the more mark-ups that accrue. Therefore you will find that in the Trade Listings contained later in this document, the more prestigious trades often cost more to carry out and thus the Crafting Units are higher. This takes into account the factors considered above.

There are exceptions to this, such as experimental trades (Gunsmith), but the rule works so well because that is the reality of trade.

These interlinking chains of trade make the Tradesmen's life more interesting, as anything that impacts upon a trade within his Trade Chain, will impact on his own. Wars, Guild squabbles and paucity of raw materials can all interrupt this flow of goods.

Listed below are some example Trade Chains for use in your game that may influence a chosen Tradesman's trade.

Others are possible and can be made up by individual GM's to suit their games.

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Armourer

Miner/Prospector > Assayer > Smelter > Armourer

Bowyer

Forester/Farmer > Sawyer/Tanner > Bowyer

Clothier

Farmer/Dye Maker > Weaver > Tailor > Clothier

Cook

Farmer/Hunter > Butcher/Grocer > Cook

Jeweller

Miner/Prospector > Assayer > Smelter > Goldsmith/Gem Cutter > Jeweller

Shipwright

Forester > Sawyer > Carpenter > Shipwright
Miner > Assayer > Smelter > Metalworker > Shipwright
Farmer > Weaver > Rope maker > Shipwright

Added to this there may be those Tradesmen brought in for artistic flourishes, such as Embossers, Engravers, Embroiderers, Enamellers and the like.

Knowledge of these chains of trade will prepare the Tradesman for possible difficulties that may crop up in the future. Therefore, it is beneficial for him to keep abreast of world affairs and conditions in far off places. He never knows whether this may affect his own trade, even though he may be hundreds of miles away from the source of the problem.

Summary Of The Crafting Unit

If you wish to learn a Trade during play, its Crafting Unit determines how long it takes to learn and how much it costs.

Choose which Trade you wish to pursue from the Trade Listings section of this document and write down its Crafting Unit.

This Crafting Unit determines your social standing.

It tells you how much money you must spend on trade tools and their encumbrance.

It also tells you how much money you are required to spend in order to set up a place of business once you have become an Artisan and what size of community can support that business.

This Crafting Unit can be increased by 50% if you employ an Apprentice once you have become an Artisan and set up a business.

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That Crafting Unit can then be doubled for every four skilled workers employed for manufacturing purposes only.

It determines how many silver shillings worth of raw materials you can craft per week of work and therefore how long it takes to manufacture an item and the profit level made per week.