

Trade Listings

Part 5 - Trade Listings

Key To Trade Listings

The lists of Trades that can be found below follow the same format. Each entry type is explained.

Trade Name (Type of Trade e.g. Metalworking)

Crafting Unit: Crafting Unit Number

Associated Skills & Trades: Skills & Trades that a Tradesman may choose for his second Trade option and that an Artisan may buy for his third Trade option.

Trades with a Crafting Unit of 5 or 10 have 2 skills, 1 Talent and 1 Trade to choose from.

Trades with a Crafting Unit of 20 or 40 have 1 skill, 1 Talent and 2 Trades to choose from.

Trades with a Crafting Unit of 80 or 160 have 1 skill and 3 Trades to choose from.

Items: Examples of items that a Tradesman carrying out this Trade may make and the difficulty of his Trade skill test roll, where possible, of making them. This can never hold even a significant portion of what is possible, but may act as a guide when a Tradesman wishes to manufacture an item not listed.

Materials: Notes of any special materials that may be of use in this particular Trade and the modifier to the skill test roll when using this material (if the GM is using the optional materials modifiers).

Description: A brief description of the Trade.

Artistic Trades

Draughtsman (Artistic)

Crafting Unit: 80

Associated Skills & Trades: Read & Write, Engineer, Painter, and Artillerist.

Items: Engineering Drawings (0 to -30), Simple Diagrams (+30%), Building Design Drawings (-10 to -30), Furniture Dimension Drawings (+10%).

Materials: Slate -20, Cloth -10

Description: A Draughtsman is employed to make technical drawings of objects or projects. Normally, he utilises paper or parchment to achieve this.

He must be able to follow verbal and written instructions and understand units of measurement. He is normally only employed on the largest and most prestigious projects, as he can command a high price for his work.

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Embosser (Artistic)

Crafting Unit: 20

Associated Skills & Trades: Read & Write, Artistic, Dye-Maker, and Coucher.

Items: Parchment Basic (+30 to 0), Parchment Intricate (-10 to -30), Paper Basic (+20 to 0), Paper Intricate (-10 to -30).

Materials: Rawhide -10, Linen & Cotton -20.

Description: An Embosser is someone who makes raised patterns or marks on paper or parchment using special inks and powders. When heat is applied to these inks and powders, a raised pattern forms. His skills are in demand for illuminated works and sometimes for trade documents in lieu of a watermark. Rough and ready designs can be applied to rigid rawhide items and linens, but these patterns tend not to be of the quality of paper designs.

Embroiderer (Artistic)

Crafting Unit: 20

Associated Skills & Trades: Perception, Etiquette, Weaver, and Upholsterer.

Items: Basic Designs (+30 to 0), Intricate Designs (-10 to -30), Cameos (-20), Heraldic designs (-10),

Materials: Stiff Fabrics' +10, Thickly woven fabrics such as chair padding -10, Brocade +20

Description: An Embroiderer is hired to give decorative flourishes to woven items and clothing, as well as upholstered furniture. The needlework involved is largely the preserve of the upper classes and many Embroiderers are also women. Rough embroidery is practiced the Old World over, but this refers to the higher end of the market.

Engraver (Artistic)

Crafting Unit: 20

Associated Skills & Trades: Evaluate, Excellent Vision, Enameller, Sculptor.

Items: Intricate Designs (0 to -30), Basic Designs (0 to +30), Cameos (-20), Scrollwork (-10), Large Design (-20).

Materials: Soft Metals +10, Hard Metals -10, Wood +20, Ivory or Bone +10

Description: Engravers are Tradesmen who are employed to etch and engrave decorative designs into metalwork, sculpture and other crafting materials. They have an excellent eye for detail and can find gainful employment in most population centres. Some Jewellers keep an Engraver on staff.

Illuminator/Limner (Artistic)

Crafting Unit: 160

Associated Skills & Trades: Read & Write, Embosser, Book Binder, and Painter.

Items: Illuminated Book (0 to -30), Illuminated Pamphlet (0), Intricate Design (0 to -30), Basic Designs & Letterheads (+20).

Materials: Parchment -10, Paper +10

Description: The Illuminator is employed to illustrate books and written material. An illustrated book is a work of art and sells for large amounts of money. Only the rich are

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able to afford the Illuminators best work as he works gold leaf and silver leaf into his designs to complement the designs drawn using the best of inks.

Instrument Maker (Artistic)

Crafting Unit: 20

Associated Skills & Trades: Performer (Musician), Acute Hearing, Musician, and Carpenter.

Items: Wind Instruments (-10 to +20), Stringed Instruments (0 to -30), Percussion (+20), Lacquering (-10), Veneering (-20), Intricate Decoration (-20), Harpsichords & Organs (-30)

Materials: Hardwood -10, Softwood +10, Brass -20

Description: The Instrument Maker makes the musical instruments of the Old World, crafting lyres, flutes, drums, violins and many others. He often has a keen eye for music and can be a musician himself. In poorer areas he may make primitive instruments, but in the cities, he can be called upon to make church organs or instruments that are works of art.

Musician (Artistic)

Crafting Unit: 40

Associated Skills & Trades: Performer (Musician), Acute Hearing, Instrument Maker, and Painter.

Items: None but his sweet music, Basic Songs (0 to +30), Demanding Songs (0 to -30), Composing (any), Epics (-10 to -30), Drinking Songs (+10 to +30)

Materials: Hard Audience -10 or -20, Easy Audience +10 or +20,

Description: Musicians come in many types, but what remains a constant is their general popularity. Most communities will have at least a simple Musician, but to make money from ones craft, you really need to set up in a large community where you can play at a different inn or street corner every day.

Painter (Artistic)

Crafting Unit: 40

Associated Skills & Trades: Perception, Artistic, Sculptor, and Carpenter

Items: Friezes and Murals (+10 basic to -30 complex), Cameos (-20), Paintings (any dependant on subject and ambition), Store Signs (+10 to -10)

Materials: Watercolours -10, Oils +10, Pastels -10

Description: Painters are great artists who gain a living by painting shop signs or portraits of the rich. They may be employed to create great vistas, such as chapel decorations or manor house murals. The Artist does not tend to get hung up on class and he will work for anyone who can pay for his work.

Potter (Artistic)

Crafting Unit: 10

Associated Skills & Trades: Sleight Of Hand, Evaluate, Ambidextrous, and Sculptor

Items: Utility Items (+10 to +30), Complex Items (0 to -30), Sprigging (-10 to -30), Firing (+10), Accurately Measured Volumes (-20 to -30), 'Graffito' (-10)

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Materials: Mud Ware -10, Earthenware 0, Stoneware +10, Porcelain +20

Description: Potters are those who make ceramic items that are used for many purposes. They are often contained in the same building as the metal working trades simply in order to use the forges and ovens for firing. Fine china, porcelain plates and cups can be sold at premiums to rich patrons and vases decorate many homes.

Printer/Compositor (Artistic)

Crafting Unit: 160

Associated Skills & Trades: Read & Write (any one), Coucher, Book Binder, and Embosser

Items: Pamphlets (+10), Engineering or Technical Manuals (0 to -20), Books (0), Coloured Inks (-10), Foreign Language Book (-20)

Materials: Paper +10, Parchment -10

Description: At the cutting edge of Old World society, the Printer holds a tenuous place in that society. Distrusted by those in power due to the power of the written word and held in awe by the commoners for their strange skills. The Printer may spread knowledge due to his skills or spread hearsay and terror if he spreads innuendo and social commentary pamphlets.

Schrimpschonger (Artistic)

Crafting Unit: 20

Associated Skills & Trades: Perception, Artistic, Sculptor and Hunter

Items: Cameos (-20), Needles (-10), Buttons (0), Statuary (0 to -30), Necklaces and Broach Pins (+10 to -10), Stamps (+10 to -20)

Materials: Bone -10, Ivory +10,

Description: The Schrimpschonger works in bone or ivory, otherwise known as Scrimshaw. He carves small pieces of art for his more discerning clients or needles and buttons for more necessary purposes. He is usually a well thought of member of society, if somewhat eccentric.

Sculptor (Artistic)

Crafting Unit: 40

Associated Skills & Trades: Evaluate, Artistic, Potter and Painter

Items: Statuettes (+10 to -30), Statues (0 to -30), Lintels and Reliefs (+20 to -30), Columns (-10 to -30), Cameos (0 to -30), Fascia Work (+20 to -10)

Materials: Sand/Limestone +10, Marble 0, Granite -20, Porphyry -10, Alabaster +10

Description: Sculptors are great workers of stone that give the artistic flourishes to the Stonemason's labour or who create works of art for the rich. They are often great thinkers and introduce allegory into their sculptures. They can often be of high status.

Leatherworking Trades

Cobbler (Leatherworking)

Crafting Unit: 20

Associated Skills & Trades: Gossip, Fleet Footed, Leatherworker, and Tailor

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Items: Simple Shoes (+10 to +30), Decorated Shoes (0 to -10), Simple Boots (0 to +20), Decorated Boots (-10 to -20)

Materials: Rawhide -10, Tanned Leather 0, Buckskin +10

Description: Cobblers manufacture footwear for the masses. His goods may be as simple as rigid rawhide foot covers to the softest of buckskin boots that are popular among young nobles.

Leatherworker (Leatherworking)

Crafting Unit: 20

Associated Skills & Trades: Evaluate, Specialist Weapon Group Entangling or Sling, Tanner, Embosser

Items: Entangling Weapons (-10), Sling Weapons (+10), Leather Armour (0), Decorative Leather Armour (-10 to -20), Containers (+10 to -10), Cord (0), Clothing (+20 to -10), Small Decorative Items (0 to -20), Large Decorative Items (-10 to -30), Sheaths (0), Gloves (0 to -10), Embossing (+10 to -10), Dyeing (0 to -10)

Materials: Rawhide -10, Tanned Leather 0, Buckskin +10

Description: The Leatherworker makes a variety of goods from leather bought from a Tanner. He may be a highly skilled artist or a mass producer of leather containers and windcheaters. A respected craftsman, he does not reach the heights of other crafts due to the comparative cheapness of the raw materials he works in.

Saddler (Leatherworking)

Crafting Unit: 40

Associated Skills & Trades: Ride, Etiquette, Leatherworker, and Embosser

Items: Plain Saddles (+10 to -10), Decorative Saddles (0 to -20), Embossing (+10 to -10), Dyeing (0 to -10)

Materials: Rawhide -10, Tanned Leather 0, Buckskin +10

Description: The Saddler performs a prestigious craft normally only carried out for the rich or the cavalry arm of the Old Worlds armies. As such, the Saddler often learns how to behave in higher circles than most Tradesmen. He stays clear of Tanneries at all costs.

Luxury Trades

Apothecary (Luxury)

See Herbalism & Pharmacy Document for very advanced details on this particular trade.

Artillerist (Luxury)

Crafting Unit: 160

Associated Skills & Trades: Academic Knowledge (Ballistics), Draughtsman, Carpenter, and Blacksmith

Items: Catapults (0 to -10), Trebuchets & Ballista (-10), Bombards & Canon (-10 to -30), Testing & Range Calculation (+10), Shot & Ammunition Manufacture (+20 to -10)

Materials: Wood 0, Iron -10, Bronze +10

Description: The Artillerist, sometimes referred to as Siege Engineer, makes, tests and uses in the field a range of artillery weapons. His art is at the cutting edge of Old World

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military progress as he has come to learn the arcane art of ballistics. Often he is attached to an arm of the military and accompanies the army in the field.

Bookbinder (Luxury)

Crafting Unit: 20

Associated Skills & Trades: Read & Write, Linguistics, Leatherworker, and Embosser

Items: Simple Binding (+10), Intricate Binding (0 to -20), Gilt Binding (-30),

Materials: Leather +10, Cloth -10, Slate or Metal -20

Description: Bookbinders carry out a niche trade, which bind the books created by the Illuminators and Printers of this world, so that these books may stand the test of time without falling apart. Their trade is insular and normally is only supported by the trades mentioned above.

Cartographer (Luxury)

Crafting Unit: 160

Associated Skills & Trades: Navigation, Illuminator, Painter, and Bookbinder

Items: Rough Local Maps (+10), Accurately Measured Local Maps (-10 to -30), Large Rough Maps (0), Large Accurate Maps (-30), Surveying Drawings of Local Area (+10), Sea Charts (-10 to -30),

Materials: Cloth -10, Clay Tablets -10

Description: Cartographers are mapmakers. They survey land and sea areas and attempt to create accurate representations for the users of their maps to follow. Accurate measurement being what it is in the Old World, however, coupled with the fact that many Cartographers are not very conscientious, results in some notoriously inaccurate maps being sold. The Cartographer is still in demand for military and exploration projects, however.

Coucher (Luxury)

Crafting Unit: 80

Associated Skills & Trades: Swim, Embosser, Printer and Sawyer

Items: Parchment (+10), Paper (-10), Fine Paper (-10 to -30), Gelatine Making (0), Coloured Paper (-20), Tapa Cloth (+20)

Materials: Clean Cottons & Fine Bark 0, Old Discoloured Cottons & Coarse Bark -10

Description: Couchers make paper and parchment. They require a mill and a power source to run the presses that compress the pulp from the rendering vats. They are normally powered by water mills. The Coucher is not in high demand, but his trade is a prestigious one and great money can be made from this trade.

Embalmer (Luxury)

Crafting Unit: 80

Associated Skills & Trades: Academic Knowledge (Anatomy), Apothecary, Tanner, and Brewer

Items: Small Organs & Medical Samples (0 to +30), Corpses (0 to -20), Taxidermy (+10 to -10), Manufacturing Preserving Fluids (+30 to -20), Corpse Preparation (+10)

Materials: Undamaged Body 0, Water-damaged or Mutilated Body -10 to -30

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Description: Embalmers are a macabre lot. They are the ones who prepare the high and mighty for state burial or do the same for the idle rich. They even preserve treasured pets and some of these can look terribly lifelike. Because of the unique nature of this trade, the Embalmer can often expect to be paid well, but irregularly. He is often disliked for the strangeness of his trade and can be accused of Necromancy at particularly harrowing times.

Fawkner (Luxury)

Crafting Unit: 160

Associated Skills & Trades: Animal Training, Hunter, Bee Keeper, and Schrimpschonger

Items: Training Hawks (0), Training Eagles (-20), Training Falcons (+10), Training Griffins (-30 to -60)

Materials: none

Description: The Fawkner is a part of rich noble estates. He raises and trains the birds of prey that the Noble takes out hunting and often begins to look like his charges. There is a persistent rumour that the Emperor has a Fawkner dedicated to his griffin. The truth of this matter has not been verified.

Glassblower/Glazier (Luxury)

Crafting Unit: 80

Associated Skills & Trades: Evaluate, Potter, Dye Maker, Lead Smith

Items: Simple Shapes (0 to +30), Core Forming (-10), Accurate Volumes (-30), Panes (0), Stained Glass Items (0 to -30), Lenses (-30), Decorative Pieces (0 to -30), Rods (+10)

Materials: Cameo Glass +10, Crown Glass +10, and Faience -20

Description: Glassblowers make the few glass items that are in circulation in the Old World, ranging from vials to lenses for telescopes and stained glass windows for churches and the like. They are often located near to either Potters or Smiths, as they need to use forges to follow their craft.

Goldsmith (Luxury)

Crafting Unit: 160

Associated Skills & Trades: Mintner, Enameller, Engraver

Items: Gold Bars (+20), Simple Rings and Decorative Items (-10 to +20), Complex Items and Small Intricate Items (0 to -30), Gold Leaf (-20)

Materials: Gold 0

Description: Goldsmiths are those metalworkers whose goods are the most valuable. Although soft and easy to work, intricate work is difficult to carry out because of that softness. The rich often boast items crafted by the Goldsmith as a sign of their wealth.

Gunsmith (Luxury)

Crafting Unit: 160

Associated Skills & Trades: Perception, Artillerist, Blacksmith, Carpenter

Items: Shot & Ammunition (+20), Blunderbuss (+10), Pistol (0), Firearm (-10), Hochland Long Rifle & Repeater Pistol (-20), Repeater Firearm (-30)

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Materials: None

Description: The Gunsmith is a rare beast. Courted by the rich and famous as the custodians of the most cutting-edge of weapons. The more advanced firearms are still largely experimental and so the buyer may have to beware. Due to the rarity of these Tradesmen, firearms remain rare in the Old World.

Gem Cutter (Luxury)

Crafting Unit: 80

Associated Skills & Trades: Evaluate, Jeweller, Miner/Prospector, Smelter

Items: Polished Stones (+10 to -10), Soft Gemstones (0), Hard Gemstones (-10 to -30), Small Gemstones (-20), Large Gemstones (-10)

Materials: Diamond +30, Ruby & Sapphire +20, Topaz & Beryl +10, Garnet 0, Feldspar & Turquoise -10, Jasper & Olivine -20

Description: Gem Cutters are among the most skilled craftsmen in the Old World, their works often being of great beauty. Frequently, they are found as an adjunct to a Goldsmith or Jeweller as their work is often used in the same items of jewellery. When wanting to buy gemstones, only the rich need to apply.

Jeweller (Luxury)

Crafting Unit: 160

Associated Skills & Trades: Evaluate, Goldsmith, Gem Cutter, Silversmith

Items: Gold Bars (+20), Simple Rings and Decorative Items (-10 to +20), Complex Items and Small Intricate Items (0 to -30), Gold Leaf (-20), Gem-Mounted Items such as a Jewelled Brooch Pin (0 to -30), or Other Items.

Materials: Gold 0, Diamond +30, Ruby & Sapphire +20, Topaz & Beryl +10, Garnet 0, Feldspar & Turquoise -10, Jasper & Olivine -20

Description: Jewellers are storeowners who sell the items that Goldsmiths and Gem Cutters make. Essentially another cog in the wheel of trade in these items, they do not make things themselves unless they have taken another trade from their associated skills & trades section.

Perfumer (Luxury)

Crafting Unit: 80

Associated Skills & Trades: Gossip, Brewer, Clothier, and Tailor

Items: Coarse Scents (0 to +30), Subtle Scents (0 to -30), Making up new Perfumes (-20), Extracting Musk or Nectar (-10)

Materials: Wildflowers + 10, Animal Musk +10,

Description: Perfumers are the consummate socialites of the Old Worlds cities, fitting out the upper class ladies and gentlemen with scents with which to mark themselves and often acting as a fashion centre for new clothes as well.

Vintner (Luxury)

Crafting Unit: 80

Associated Skills & Trades: Consume Alcohol, Brewer, Innkeeper (career exit), and Farmer

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Items: Rough or Young Wines (+10), Old Wines (-10), Aged Vintages (-20), Fortified Wines (0)

Materials: Bretonnian Grapes +10, Tilean Grapes +10, Late Harvest -10, Albion Grapes -20

Description: The Vintner makes and sells wine for a living, whether fine vintages that must age within cool cellars for several years to rough red-eye that moves from fermentation to the glass in a few days. The Vintner can only be supported in a business in large communities where rich clientele can afford his best ware.

Metal Working Trades

Armourer (Metal Working)

Crafting Unit: 80

Associated Skills & Trades: Intimidate, Engraver, Leatherworker, Smelter

Items: Mail Armour (0), Decorative Mail Armour (-10), Plate Armour (-10), Decorative Plate (-20), Mail Barding (-10), Plate Barding (-30), Fitting (+30), Armour Plating for Siege Engines or Flat Steel Plates (+10 to -20)

Materials: Alloy-Steel 0

Description: Armourers clad the warriors of the Empire in steel so that they may defend it against the minions of Chaos. As such, they are vital cogs in the wheel of the Empire and are treated accordingly, although some let it go to their heads.

Assayer (Metal Working)

Crafting Unit: 10

Associated Skills & Trades: Evaluate, Perception, Savvy and Mintner

Items: Ore Determination (+10), Gemstone Identifying (0), Ore Proportions (-10), Gemstone Proportions (-20), Purity Determination (0 to -20)

Materials: Precision Scales +10

Description: Assayers are those people who can determine the nature of mineral deposits and the composition of mined material. With a pack full of powerful reagents and acids & alkalis, coupled with some precision brass scales, they are invaluable to the miner in finding out the purity and quantity of any mined ores.

Blacksmith (Metal Working)

Crafting Unit: 40

Associated Skills & Trades: Haggle, Sturdy, Smelter, and Glassblower

Items: Nails, Bolts, Pins (+20), Thick Chains (+10), Fine Chains (0), Pots & Pans (+10), Horse Shoes (0), Simple Tools (0), Complex Tools (0 to -20), Keys and Locks (0 to -20), Door Plates and Flat Materials (0 to +30), Anvils and Large Forgings (-10), Mould Making (+30 to -30), Precision Engineering or Mechanical Parts like Cogs (-10 to -30), Drawing Wire (0 to -20)

Materials: Iron 0

Description: The Blacksmith is everyone's friend. He crafts a multitude of items that are of use to the high and low alike. He is often a trusted member of the community and is sometimes protected from potential harm. Because of his hot forges, he sometimes shares

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his place of business with Glassblowers and some Blacksmiths even pick up this craft themselves.

Coppersmith (Metal Working)

Crafting Unit: 40

Associated Skills & Trades: Evaluate, Very Strong, Enameller, Smelter

Items: Pots & Pans (+10), Simple Tools (0), Complex Tools (0 to -20), Large Vats (0), Items Made to Withstand Pressure of Steam or Water (0 to -20), Hollow Tubes (-10), Precision Engineering (-10 to -30), Decorative Pieces (0 to -20), Flat Plates or Bowls (0 to +30), Mould Making (+30 to -30), Drawing Wire (+10 to -20)

Materials: Copper 0, Alloy-Brass +10, Alloy-Bronze +20

Description: Coppersmiths are experts in working copper. This field is not in such demand as ironworkers, but copper vats are increasingly used as pressure vats for steam works or hot water works. As such, the coppersmith may rise quite highly in society.

Cutler (Metal Working)

Crafting Unit: 40

Associated Skills & Trades: Gossip, Etiquette, Smelter, and Cook

Items: Basic Cutlery (+10), Fine Cutlery (0 to -20), Serving Implements (0), Condiment Containers (-10)

Materials: Wood -20, Copper or Iron -10, Silver +10

Description: The Cutler is a maker of knives, forks and spoons. His craft is in demand from the middle to upper classes for the fine silver cutlery he can produce. Coupled to that are the silver dinner services he makes. Because of his culinary slant, he is also sometimes a good cook.

Enameller (Metal Working)

Crafting Unit: 20

Associated Skills & Trades: Evaluate, Excellent Vision, Glass Blower, Potter

Items: Small Decorative Pieces (-10), Large Decorative Pieces (0), Coloured or Decorative Enamel Work (-20)

Materials: Coloured Powders +10, Vitreous Plating 0

Description: Enamellers decorate various materials with a coloured vitreous material that is bonded to the work piece via heat. Highly decorative pieces containing many colours can be sought after. Because they share the same environment as Glassblowers and Potters and utilise materials of a glassy nature, they often moonlight in one of those trades.

Lead Smith (Metal Working)

Crafting Unit: 40

Associated Skills & Trades: Consume Alcohol, Resistance To Poison, Smelter, Glazier

Items: Lead Shot & Ammunition (+10 to +30), Paint Additives (0 to -10), Strips for Leaded Windows (0), Pastes for Make Up (-10), Simple Shapes (0 to +30), Complex Shapes (-20 to -30)

Materials: Lead 0, Alloy-Pewter +10

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Description: Lead Smiths work with this heavy yet malleable metal for a variety of purposes. They can often be a slightly strange crew as working with this poisonous material can give them tolerance to its poison or brooding habits. They tend to be unheralded craftsmen.

Mintner (Metal Working)

Crafting Unit: 40

Associated Skills & Trades: Evaluate, Cool Headed, Assayer, Gold/Silver or Copper Smith

Items: Small Decorative Coins (-10), Large Decorative Coins (0), Plain Coins (+10 to +30), Die Manufacture (+30 to -10)

Materials: Copper -10, Silver 0, Gold +10

Description: Mintners are Tradesmen who are trusted to mint and produce the coinage of the Old World. As such, they often face crime or attempts at bribery and forgery. For this reason, only the most trusted people are installed in these positions, as corruption is a constant risk. The GM may not wish his player to become a Mintner and his permission should be granted before a player takes this trade.

Silver Smith (Metal Working)

Crafting Unit: 80

Associated Skills & Trades: Evaluate, Engraver, Enameller, Mintner

Items: Silver Bars (+20), Simple Rings & Decorative Items (-10 to +20), Complex Items & Small Intricate Items (0 to -30), Silver Leaf (-20)

Materials: Silver 0

Description: The Silver Smith is the slightly poorer cousin of the Goldsmith, but is held in almost as high regard. He is often found in large Guilds where he fights to improve his standing against that of the Goldsmith, a losing battle for sure.

Tinsmith (Metal Working)

Crafting Unit: 40

Associated Skills & Trades: Haggle, Very Strong, Smelter, Copper Smith

Items: Pots & Pans (+10), Tankards (0), Plating for Wooden Beams (+20), Tin Foil (-20), Containers (+20 to -20), Tools of Bronze (-30 to +10)

Materials: Tin 0, Alloy-Pewter +10, Alloy-Bronze +20

Description: Tinsmiths are often considered as the tinkers of the metal working trade and get little attention for their labours. However their goods are still needed and even though all bar the Lead Smith looks them down upon, they continue to earn a decent living.

Weaponsmith (Metal Working)

Crafting Unit: 80

Associated Skills & Trades: Intimidate, Armourer, Smelter, Engraver

Items: Ordinary (+10), Two Handed (0), Cavalry or Parrying (-10), Flails (-20), Fencing (-30)

Materials: Steel 0, Iron or Bronze -10, Stone or Bone -20

Description: The Weaponsmith stands alongside the Armourer in importance to many Old Worlders, a status that can quickly lead to an inflated ego. But a good weapon is

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always a work of art and master weapon makers are treated with kid gloves, in case they withdraw their services.

Natural Trades

Beekeeper (Natural)

Crafting Unit: 5

Associated Skills & Trades: Animal Care (Bees), Perception, Resistance To Poison, Chandler

Items: Beeswax (+10 to -10), Honey (0), Wax Mould Making (+30 to -30), Pacifying Fume Manufacture (-10)

Materials: None

Description: Beekeepers are normally rural in nature as their hives can take up a fair amount of room and city dwellers tend to get tetchy if constantly stung by bees. However much the fruits of their labours are overlooked, though, they have several important functions. They produce honey, give materials for making candles and produce wax moulds, which are packed in sand and used by metal smiths for the rough casting of materials (the wax melts when the molten metal is poured into the mould, leaving the metal to cool inside the packed sand).

Dye Maker (Natural)

Crafting Unit: 10

Associated Skills & Trades: Perception, Evaluate, Excellent Vision, and Painter

Items: Paint Dyes (+20 to -20), Textile Dyes (0 to -10), Glass Dyes and Enamels (0 to -30), Embossing Inks & Powders (+20 to -20), Inks (+10 to -10)

Materials: Organic Material 0, Mineral Extracts +10, Cobalt +20

Description: The Dye Maker extracts colours from animal or plant matter for use in a wide variety of trades. The colours that he produces make the Old World a slightly cheerier place and the rare appearance of Cobalt paint will send Painters into a swoon.

Herbalist (Natural)

See Herbalism & Pharmacy Document for very advanced details on this particular trade.

Necessity Trades

Baker (Necessity)

Crafting Unit: 10

Associated Skills & Trades: Gossip, Drive, Ambidextrous, and Cook

Items: Bread (0), Buns & Cakes (0), Pastries (0 to -10)

Materials: Wheat 0

Description: The Baker's loaves are a staple foodstuff that is consumed by most of the Old Worlds citizens. As such, the Baker can be the fulcrum of his community around which the folk of that community turn. The Baker can often be found near to a mill.

Brewer (Necessity)

Crafting Unit: 10

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Associated Skills & Trades: Consume Alcohol, Gamble, Luck, Cook

Items: Ale (+10 to -10), Spirits (+10 to -10), Inventing Own Brews (-10), Brewing Other Trades Solutions such as Tanning Fluids (+10 to -30), Lantern Oil (-20)

Materials: Hops 0, Potatoes -10, Whale or Animal Fat 0

Description: The Brewer is more important to many Old Worlders than all other trades. Not only does he produce alcoholic beverages to numb the senses to life's inequalities, but he also supplies one of the only safe fluids to drink as most water sources contain diseases, which unless boiled, can lead to illness.

Butcher (Necessity)

Crafting Unit: 10

Associated Skills & Trades: Gossip, Drive, Resistance To Disease, Cook

Items: Cuts of Meat (0), Salted Meat (0)

Materials: Lamb 0, Beef 0, Chicken +10, Pork 0, Meat -10

Description: The Butcher prepares cuts of meat that Old Worlders may buy. Some of the poorest people still cannot afford his wares, but he is often just as important as the Brewer.

Chandler (Necessity)

Crafting Unit: 10

Associated Skills & Trades: Perception, Gossip, Excellent Vision, and Beekeeper

Items: Simple Candles (+20 to 0), Sculpted Candles (0 to -10), Scented or Coloured Candles (0), Time-Graduated Candles (-10 to -20), Wax Mould Making (+30 to -30)

Materials: Tallow -10, Beeswax 0

Description: The Chandler produces candles, the most common source of light for the Old Worlders. They may come in many shape, sizes and scents and are a common sight in all homes or places of business.

Grocer (Necessity)

Crafting Unit: 10

Associated Skills & Trades: Gossip, Drive, Fleet Footed, Cook

Items: Common Fruit & Vegetables (+10), Scarce Fruit & Vegetables (0), Imported Fruit & Vegetables (-10)

Materials: Fruit & Vegetables 0

Description: The Grocer can be found weaving between the stalls of most communities markets, shouting out his wares for anyone who can hear him. He often sees and hears things that others do not and can be very gregarious.

Service Trades

Barber (Service)

Crafting Unit: 10

Associated Skills & Trades: Gossip, Common Knowledge (empire), Acute Hearing, Barber Surgeon (career exit) or Upholsterer

Items: Basic Cuts (+20 to 0), Fashionable Cuts (+ 10 to -10), Dyeing (0), Delousing (0)

Materials: None

Trade Listings

Description: The Barber is everyone's friend, or at least he thinks he is. Patrons come to his place of business to chew the fat and maybe get a decent hair cut. But woe betides any Barber who shows ambitions of a surgical nature.

Clothier (Service)

Crafting Unit: 80

Associated Skills & Trades: Evaluate, Tailor, Perfumer, Dye Maker

Items: Basic Clothing (0 to +30), Decorative Clothing (+10 to -20), Hats (+10 to -10), Woven Gloves (0), Bedclothes (0), Stockings (0), Measuring (+20), Cloaks and Robes (+10 to -10), Waxed Overcoats (-10), Making Templates (+10), Fashionable Designs (-10)

Materials: Silk +20, Furs +20, Sackcloth -20, Cotton 0, Wool 0, Linen 0, Velvet +30, Brocade +20, Ermine +30, Horsehair -20

Description: The Clothier is the clothes salesman to those with money. He normally owns a store where the rich can come to order the most exotic of clothes and buy accessories for their lady friends. Clothiers are not always the makers of the goods he sells, but to cut down on overheads, he sometimes makes items himself.

Cook (Service)

Crafting Unit: 20

Associated Skills & Trades: Prepare Poison, Etiquette, Butcher, Grocer

Items: Simple Meals (+10), Good Meals (0), Grand Meals (-10), Banquets (-20),

Materials: Spices and Rare Foodstuffs +10, Chicken +10, Other Meats 0, Old Stock -10

Description: The Cook can work in inns, restaurants or as a member of the private staff of a large household. They pride themselves on their work and can sometimes be insufferable. Ramsey Ap Gordon from Albion is renowned for being particularly volatile.

Stone Working Trades

Plasterer (Stone Working)

Crafting Unit: 10

Associated Skills & Trades: Blather, Gamble, Schemer, and Sculptor

Items: Coloured Plaster (-10), Basic Plastering (0), Relief Work (0 to -20), Mortaring (0), Preparation (+10), Waterproofing (-10)

Materials: Wattle & Daub -10, Lime +10, Mortar 0

Description: The Plasterer is an important part of the building trade and knows it. He does not get paid the amounts of money he may expect to in more technologically advanced times. He is normally quite surly and adverse to work. He works closely with Stonemasons.

Slater (Stone Working)

Crafting Unit: 10

Associated Skills & Trades: Scale Sheer Surface, Evaluate, Cool Headed, and Stonemason

Trade Listings

Items: Shallow Pitch Roofs (+10 to 0), Steeply Pitched Roofs (0 to -10), Complex Shaped Roofs (-10 to -30), Waterproofing (-10), Cutting of Materials to Size (+10 to -10)

Materials: Earthenware Tiles 0, Slate Tiles +10, Thatch +10

Description: The Slater scampers on the roofs of buildings making them watertight so that the dwellers within the building don't get a cold shower when it rains. Working at great heights at times gives the Slater nerves of steel.

Stonemason (Stone Working)

Crafting Unit: 40

Associated Skills & Trades: Command, Very Strong, Sculptor, Plasterer

Items: Following Building Drawings (-10 to -30), Dressing Building Blocks (+10 to -10), Carving Curving Structures (-10), Columns (-10), Mosaics (-10 to -30), Simple Building Maintenance (0 to +10), Paving Stones or Cobbles (+10), Designing (0 to -30)

Materials: Granite +10, Marble +20, Sandstone/Limestone 0, Shale -10, Obsidian +30 (but incredibly difficult to quarry and work, add at least one degree of difficulty when working it)

Description: The Stonemason is the master builder of the Old World who builds and sometimes designs buildings. For decorative work, he often either employs a Sculptor or performs that trade himself, as well. The materials he works with have different qualities when performing those two roles (see Sculptor).

Suppliers

Farmer (Supplier)

Crafting Unit: 5

Associated Skills & Trades: Animal Care, Drive, Hardy, and Hunter

Items: Common Crops (+10), Difficult Crops (-10), Grapes & Hops (-10), Livestock (0), Dairy Products (0)

Materials: Good Soil +10, Bad Soil -10, Drought -20, Too Wet -10, Foot & Mouth -20, Good Conditions +10

Description: The Farmer grows the crop that feeds him and, if he is lucky, he has some surplus to sell at market. He can raise livestock and produce dairy products. Farmers tend to be a slightly ignorant lot tending towards superstition.

Forester (Supplier)

Crafting Unit: 5

Associated Skills & Trades: Orientation, Outdoor Survival, Scale Sheer Surface, Sawyer

Items: Willow Wands (+10), Logs (0), Trunks (-10), Hazel for Hurdling (0), Coppicing (0)

Materials: Willow 0, Oak +10, Beech 0, Yew +10, Mahogany +20, Alder -10, the Larch 0

Description: The Forester is a hardy type who cuts down trees for a living, selling them to Sawyers to prepare and saw. Sometimes the Forester cuts out this middleman and becomes a Sawyer as well.

Trade Listings

Hunter (Supplier)

Crafting Unit: 5

Associated Skills & Trades: Concealment, Follow Trail, Marksman, and Tanner

Items: Birds (-10), Deer (-10), Wild Pigs (0), Fish (+10), Bear (-20), Mink/Stoat/Weasel (-10), Mice (0)

Materials: Furs +20, Skins 0, Foodstuffs 0

Description: The Hunter lives by his wits. Shooting game and trapping for a living. He hopes to make some decent money by bagging some fur to sell at decent profit. However, normally, it is all but a subsistent living.

Miller (Supplier)

Crafting Unit: 5

Associated Skills & Trades: Drive, Swim, Very Resilient, Baker

Items: Flour (0)

Materials: Wheat 0

Description: The Miller harnesses the power of wind or water to grind wheat into flour that is then uses for making bread. He quite often makes this himself.

Miner/Prospector (Supplier)

Crafting Unit: 5

Associated Skills & Trades: Evaluate, Consume Alcohol, Night Vision, Assayer

Items: Prospecting (+10 to -30), Panning (0), Quarrying Soft Stone (+10), Quarrying Hard Stone (0 to -20), Quarrying Precious Minerals (0 to -30)

Materials: Iron Ore 0, Gold Ore +10, Granite & Marble -10, Cabochons +10, Lead +10

Description: The Miner works in the earth, quarrying metal ores, stone and precious stones, where he can find them. This rough material goes to the Assayer to evaluate (unless the Miner can carry out that trade himself) and then to the various metal workers. Because of the rough form of the materials retrieved, the Miner often gets paid very little when compared to the fine items that are eventually crafted from them.

Smelter (Supplier)

Crafting Unit: 20

Associated Skills & Trades: Evaluate, Very Strong, Assayer, Blacksmith

Items: Smelting (+10 to -20), Slag Removal (0), Ingot Making (0)

Materials: Iron 0, Copper -10, Silver & Tin 0, Lead -10, Gold +10

Description: Smelters work in intensely hot and dangerous conditions. They refine the ore bought from Miners and make ingots of refined metals so that the various metal workers can carry out their craft.

Tanner (Supplier)

Crafting Unit: 10

Associated Skills & Trades: Swim, Consume Alcohol, Street Fighting, Leatherworker

Items: Vegetable Tanning (+10), Smoke Tanning (-10), Tawing (0), Hide Glue Manufacture (-10), Sinew Curing (-10), Rawhide Manufacture (0)

Materials: Rawhide -10, Tanned Leather 0, Buckskin +10

Trade Listings

Description: Tanners do not have an enviable job. They work at curing leather hides supplied by Hunters, so that they can be worked into useful items. Tanning yards stink and are normally required to be located out of towns and villages. Tanners are a rough lot who are not highly thought of and often end up in bar fights. It helps them face work the next day, anyway.

Textile Trades

Rope Maker (Textiles)

Crafting Unit: 20

Associated Skills & Trades: Gossip, Linguistics, Hunter, and Weaver

Items: Rope (-10 to +20), Fishing Nets (+10 to -10), String (0)

Materials: Hemp -10, Flax 0, Silk +20, Unrefined Plant Matter -10, Cotton (0)

Description: Rope Makers are skilled workers of coarse plant fibres who create a strong tethering or restraining material. Due to making fishing nets, many Rope Makers are quite well versed in rumour and tales of foreign lands. Shipwrights often employ them.

Tailor (Textiles)

Crafting Unit: 40

Associated Skills & Trades: Gossip, Etiquette, Clothier, and Embroiderer

Items: Basic Clothing (0 to +30), Decorative Clothing (+10 to -20), Hats (+10 to -10), Woven Gloves (0), Bedclothes (0), Stockings (0), Measuring (+20), Cloaks and Robes (+10 to -10), Waxed Overcoats (-10), Making Templates (+10), Fashionable Designs (-10)

Materials: Silk +20, Furs +20, Sackcloth -20, Cotton 0, Wool 0, Linen 0, Velvet +30, Brocade +20, Ermine +30, Horsehair -20

Description: Tailors cut cloth and make clothes from them, some to a high standard. There are a bewildering variety of clothing materials to the uninitiated, but the Tailor makes it his business to know the latest cloths and styles so that he may sell his wares to the wealthy. Some go one step further and become Clothiers.

Upholsterer (Textiles)

Crafting Unit: 40

Associated Skills & Trades: Gossip, Etiquette, Carpenter, and Weaver

Items: Cushions (+10), Simple Chair Upholstery (+10), Intricately Patterned Chair Upholstery (0 to -20), Mattresses (+10), Measuring and Cutting Material (+20)

Materials: Velvet Covering +30, Cotton Covering 0, Linen Covering 0, Silk Covering +20, Brocade Covering +20, Sackcloth Covering -20

Description: The Upholsterer makes cloth cushions and chair coverings for the rich. The best-crafted wooden chairs that benefit from a velvet seat cushion are bound to catch the eye and keep the dog from jumping on the furniture. The fillings of these cushions range from goose feathers to hair from a barbershop floor or horsehair. The Upholsterer often overhears things he shouldn't when in the houses of the rich.

Weaver (Textiles)

Crafting Unit: 20

Trade Listings

Associated Skills & Trades: Perception, Excellent Vision, Dye Maker, Tailor

Items: Bolts of Cloth (-10 to +10), Simple Rugs (+20 to 0), Complex Rugs (+10 to -20), Small Simple Tapestries (+10), Small Complex Tapestries (0 to -10), Large Simple Tapestries (0), Large Complex Tapestries (-10 to -30), Bed Coverings (0), Spinning (0)

Materials: Wool 0, Cotton 0, Brocade +20, Silk +20, Sackcloth -20, Linen 0, Velvet +30

Description: The Weaver is an important member of Old World society. He takes the raw plant material of the Farmer and spins it into cloth, weaving the material on his loom, to give saleable quality textiles. Bold Weavers also make a living by making decorative rugs and wall hangings.

Woodworking Trades

Bowyer/Fletcher (Wood Working)

Crafting Unit: 20

Associated Skills & Trades: Perception, Specialist Weapon Group Longbow or Crossbow, Carpenter, Forester

Items: Bowstring (0), High-Tension Crossbow Strings (-10), Short Bow & Bow (+10), Longbow & Crossbow (0), Crossbow Pistol (-10), Elf Bow (-20), Repeater Crossbow (-30), Arrows (+10)

Materials: Willow 0, Yew +10, Beech -10, Oak +10

Description: The Fletcher makes bows and arrows for the armies of the Old World. His craft is respected but not as prestigious as other martial trades. Elf bows can normally only be made by elven fletchers.

Carpenter (Wood Working)

Crafting Unit: 20

Associated Skills & Trades: Evaluate, Artistic, Sawyer, Draughtsman

Items: Simple Lathe Work (+10 to 0), Intricate Turning (0 to -20), Tool Handles +20, Shelves (+30), Small Basic Furniture (+20 to 0), Small Intricate Furniture (0 to -10), Large Basic Furniture (+10 to -10), Large Intricate Furniture (-10 to -30), Steaming (-10), Relief Carving (0 to -30), Veneering (-20), Lacquering (-10), Marquetry (-30), Structural Supports (0 to -10), Following Drawings (0 to -10)

Materials: Oak +10, Yew +10, Beech -10, Willow 0, Mahogany +20, Alder -10, the Larch 0

Description: Carpenters are found all over the Old World practicing one of the oldest trades (some say the second oldest). His work can be seen everywhere and he is normally a well thought of member of society, if not as rich as some other Tradesmen.

Cartwright (Wood Working)

Crafting Unit: 40

Associated Skills & Trades: Ride, Seasoned Traveller, Wheelwright, and Carpenter

Items: Handcart (+10 to 0), Wagons (-10), Carts (0), Sleds (+10), Coach (0 to -20)

Materials: Oak +10, Yew +10, Willow -10

Description: The Cartwright makes the wagons, carts and coaches that can be found on the roads of the Old World. Their craft is a well respected one and they can sometimes be found practicing their craft at roadside inns and toll stations.

Trade Listings

Cooper (Wood Working)

Crafting Unit: 20

Associated Skills & Trades: Haggle, Sturdy, Carpenter, and Blacksmith

Items: Small Barrels (-10), Large Barrels (0), Watertight Barrels (-10),

Materials: Oak 0, Beech 0, Willow +10, Yew +10

Description: Coopers make barrels and containers of wood. A fairly restricted trade, the Cooper nevertheless normally has other skills to make up for it.

Plough Wright (Wood Working)

Crafting Unit: 20

Associated Skills & Trades: Gossip, Hardy, Blacksmith and Carpenter

Items: Plough Heads (+10), Handles (+20), Repairs (-10 to +10), Oxen Pulled Ploughshare (-10)

Materials: Oak +10, Beech -10, Yew +10

Description: Plough Wrights make the ploughs and the mechanisms that oxen pull, in order for the farmer to till his soil at planting time. They are often an adjunct in extended farming communities and in such insular company, they can rise to be a very important member of society.

Sawyer (Wood Working)

Crafting Unit: 10

Associated Skills & Trades: Drive, Evaluate, Very Strong, Carpenter

Items: Planed Long Planks (0), Planed Short Planks (+10), De-Barked Wood Cylinders (+10), Preserved Timber (0 to -10), Wood Chips (0), Cross Grain Sections (-10 to -20),

Materials: Hardwood +10, Softwood -10, Green Wood -10

Description: The Sawyer cuts up the trees brought to him by the Forester, so that wood workers can work more easily in their chosen medium. It can be backbreaking work and so Sawyers are normally physically strong. The trade has little to no prestige involved.

Shipwright (Wood Working)

Crafting Unit: 160

Associated Skills & Trades: Command, Carpenter, Blacksmith, and Rope maker

Items: Canoes (+10), Rowing Boats (0), River Boats (-10), Ships (-30), Bulkheads (0 to -30), Rudder Mechanism (0 to -30), Helm (0 to -20), Masts (+10 to -10), Keel (-10 to -30), Hull Boards (0 to -30), Ribs (0 to -30), Following Drawings (0), Figureheads Simple (+10 to -10), Decking (+10 to -10), Rigging (+10 to -20), Rails and Footboards (+10 to -10), Interior Cabin Work (0 to -30), Designing Own Ship (-10 to -30), Caulking and Waterproofing (+10 to 0), Simple Repairs (0 to -10), Complex Repairs (-10 to -30)

Materials: Oak +10, Pine +10, Beech +10, Birch -10 but Bark +20 for Canoes, Cherry wood 0

Description: Shipwrights are great tradesmen who put together anything from canoes to great, ocean going vessels. They normally command teams of workers in the construction and to cut down on time use the skills needed to get the ships made or otherwise risk delays by employing Carpenters and Rope Makers. The guidelines above are split into

Trade Listings

two parts, should you wish but one roll to determine success or failure or whether you want to split the manufacture into its constituent parts.

Wheelwright (Wood Working)

Crafting Unit: 20

Associated Skills & Trades: Drive, Acute Hearing, Blacksmith, and Carpenter

Items: Spokes (+10 to 0), Steaming (-10), Attaching Collars (-10), Simple Repairs (+10 to 0), Complex Repairs (0 to -10)

Materials: Oak +10, Yew +10, Beech -10

Description: The Wheelwright makes his living by making the wheels that grace carts, wagons and coaches. As such, he can be found as part of a Cartwright's team or at roadside inns and toll stations.

Appendix 1: Glossary Of Terms

This glossary explains some terms used in the trade listings of this document and also some that are not, for player or GM interest.

Annealing: This technique is used in both metal working and glass blowing and refers to the careful heating and cooling of the material to overcome brittleness as the material is worked.

Bisque Firing: Initial firing of ceramic materials prior to the glazing firing.

Blowing: The method by which a glass blower makes hollow vessels

Cameo Glass: The name for decorative glass pieces that are made by placing layers of differently coloured glass over each other and etching through the layers to make a multicoloured pattern.

Coil Building: Making clay items by coiling a piece of clay around and around until you have the build up of material wanted, then working may continue as desired. Normally used for jugs and the like.

Cold Working: The working of metals at lower temperatures than needed for some work. Tends to make the metal brittle.

Chasing & Repousse: Describes the ornamental work produced by punching holes through sheet metal with hammers & punches.

Crown Glass: Is a flat pane of glass formed by blowing until one end has opened out and then spinning rapidly, until a disc is formed. This can then be cut to the desired shape.

Drawing: The method by which metal wires are made.

Earthenware: Porous clay work fired at low temperatures used in roofing and flooring tiles.

Faience: Early glass making technique where glassy powders are added to a ceramic body and fired. During firing, the powder migrates to the surface. This is not a true glass.

Gilding: The application of thin strips of Gold leaf for decorative purposes.

'Graffito' The technique whereby differently coloured layers of clay are made into an item and the Potter etches through the layers to produce a colour pattern. It is then glazed.

Green ware: Finished items of pottery prior to firing.

Green Wood: Describes unseasoned wood.

Hardwood: These are more durable types of wood such as oak.

Hide Glue: Glue used to stick leather and wooden items together. Derived from rawhide scraps that have putrefied.

Joinery: The method of crafting joints in wood working, such as tongue and groove, dovetail and mortise and tenon.

Lacquering: The use of thin lacquers repeatedly applied to the surface of wooden items to give a glossy finish and to protect against water.

Marquetry: The art of creating patterns or scenes by piecing together many small shapes cut from exotic or coloured woods.

Mosaic: Creating a scene or pattern in mortar, where differently coloured stones are placed.

Moulding: A method in glass blowing where the shape is formed by pressing the molten glass into a mould.

Trade Listings

Mud Ware: Barely fired pottery designed to be of impermanent nature.

'Niello': A decorative metal working technique where shapes cut into sheet metal are filled with a black material derived from copper, lead and sulphur.

Oil Tanning: Also known as 'Chamoising'. The Tanner hangs his skins over a smoking fire for several days. He then works fat into the leather. This produces yellowish leather called Buckskin, which is both soft and durable.

Patination: The finishing of a metal item. If a coloured finish is required, the metal smith heats and adds chemicals to the item until the required patina is achieved.

Raising & Shaping: The shaping of hollow vessels using a small metal anvil called a stake, so that any solder joints are not visible.

Rawhide: A cleaned and prepared skin that when wet can be moulded to any shape and when dry, becomes very hard and stiff. Can be worked to an opaque or a translucent finish (for really thin skins).

Relief Carving: Designs carved into the face of a piece of wood, very decorative in nature.

Rolling: The basic method of glasswork, which creates a glass rod, or stem.

Sizing: The method by which paper is made impervious to ink (prevents running & bleeding). The paper is dipped into a solution of Gelatin.

Slip: Coloured fluid used in pottery. Many colours are available.

Soft Paste Porcelain: Very fine clay that requires a very hot firing, which results in a pure white piece that can be almost translucent.

Softwood: Softwoods are less durable. Trees such as cedar and fir are softwoods.

Sprigging: Sprigging is the applying of small decorative pieces of clay to the surface of an item. If that is another piece of pottery, then it must be fired and glazed anew.

Stained Glass: The coloured glass that can be used in designs or in the production of stained glass windows.

Steaming: The method by which wood can be gradually bent into a shape, generally a curve for such things as ships ribs and, in the north, skis.

Stoneware: Hard, dense pottery that is waterproof and requires a high firing temperature.

Surfacing: The method of giving paper a shiny surface, normally accomplished by burnishing each sheet with an agate or other glossy stone.

Tawing (Mineral Tanning): The method of tanning that involves salts and alum. The resultant leather is soft and white but susceptible to water. Good for gloves and bookbinding.

Tempering: The method by which a metal item is given the hardness desired by the smith (judged on colour) by slow heating. When the desired colour has been achieved, the item is plunged into a trough of water, tempering the item.

Turning/Lathe Work: Method by which wood is shaped into cylindrical shapes. A foot pedal is normally attached to a spindle that spins the wood placed onto the lathes spike. The Carpenter can then use his chisels on the turning wood to whittle it into the desired shape.

Vegetable Tanning: The most common type of tanning and the smelliest. It involves putrefying skins in solutions of tannins derived from oak bark, dung and urine. The tanner moves the skins from one vat to another, making the solutions stronger each time and manipulating the skins between each dunking to give it pliability. Finally, he applies fat to the skins to give water resistance and it is ready for sale.

Trade Listings

Veneering: Thin sheets of exotic or rare woods lacquered and glued onto place atop more common woods.

Watermark: The stamp on a Couchers press that leaves a mark on the paper once it has dried. Each Coucher tends to have his own watermark and uses this as his makers mark.

Wheel Throwing: The method of making pottery that involves a spinning wheel, normally operated by a foot-pedal. This leaves both hands free to form smooth shapes.

Appendix 2: Trade In Practise; Examples Of Manufacturing Items

Trade Chain Example

In-Depth Example

Forester > Sawyer > Carpenter

Hans the Carpenter (TU 20) with skill 35%
Gunther the Sawyer (TU 10) with skill 35%
Walther the Forester (TU 5) with skill 35%

Hans the Carpenter wants to make a large wooden chest. Looking it up, that's valued at 5 Gold Crowns (or 100 Silver Shillings). Hans must spend 50 silver shillings on planks from Gunther the Sawyer. In turn, Gunther must spend 25 silver shillings on wood from Walther. Walther will spend 12½ silver shillings on acquiring that wood and cutting it down.

Walther sets to work finding the right trees, felling them and preparing them to be passed to Gunther. It takes him 5 weeks to do so (TU 5 means 5 silver-worth per week for the 25 silver that Gunther will pay him).

Walther's Trade roll is modified as follows:

Items: Logs (0)

Materials: Oak (+10)

TOTAL: +10

Therefore, his effective skill is 45%. He rolls and gets 1 degree of success, a normal success. Gunther pays him the 25 silver for the wood.

Gunther takes the wood and proceeds to make planks out of them so that he can sell them to Hans. It takes him 5 weeks to do so (TU 10 means 10 silver-worth per week for the 50 silver that Hans will pay him).

Gunther's Trade roll is modified as follows:

Items: planed short planks (+10)

Materials: hardwood (+10)

TOTAL: +20

Therefore, his effective skill is 55%. He rolls and gets 3 degrees of success, a superior success. Hans, impressed with the quality of the piece, pays him 75 silver shillings for the planks (superior items and materials can be sold for 1½ x the normal value).

Trade Listings

Hans takes the superior quality planed short planks and sets to work. It takes him 5 weeks to do so (TU 20 means 20 silver-worth per week for the 100 silver that a large chest is worth).

Hans's Trade roll is modified as follows:

Items: large basic furniture (+10)

Materials: oak (+10), superior materials (+10)

TOTAL: +30

Therefore, his effective skill is 65%. He rolls and gets 5 degrees of success, a good success. The quality of the finished chest is good, and he should be able to sell it for up to 3 times the normal value: 300 silver shillings, or 15 gold crowns!

Note: It should be noted that this example is to demonstrate the inter-reliance of trades upon the work of other trades. It is not expected (or even desirable) that such detail be entered into when a tradesman makes an item. This is of course, unless the GM and his players actually want this level of detail.

TRADE TRACKING PLAYER HANDOUT

Player Character Trade Summary

Notes

TRADE NUMBER ONE

Name Of Trade:

Crafting Unit:

Place Of Business:

Apprentice Name:

Number Of Skilled Staff Employed:

Quality Of Trade Tools:

Name Of Guild Joined:

Relevant Talents:

Funds:

TRADE NUMBER TWO

Notes

Name Of Trade:

Crafting Unit:

Place Of Business:

Apprentice Name:

Number Of Skilled Staff:

Quality Of Trade Tools:

Name Of Guild Joined:

Relevant Talents:

Funds:

Trade Listings

SUMMARY OF TABLES

LEARNING A TRADE

Number of weeks to learn: Equal to TU of Trade in weeks

Cost To Learn: TU times the number of weeks in Silver Shillings

Modifiers: Fast Learner Talent (½ number of weeks to learn a new trade)

FELLOWSHIP MODIFIERS

Crafting Unit	5	10	20	40	80	160
Commoners	-	+5%	+5%	+10%	+10%	+15%
Peers	-	-	-	+5%	+5%	+10%
Nobility	-	-	-	-	-	+5%

TOOLS OF THE TRADE

Crafting Unit	Cost	Availability	Encumbrance
5	5	Plentiful	25
10	10	Common	50
20	20	Average	100
40	40	Scarce	200
80	80	Rare	400
160	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, parts of the trade tools are of a lower quality craftsmanship, the tools all count as if they were that lower quality craftsmanship.

SETTING UP A BUSINESS

Crafting Unit	5	10	20	40	80	160
Community Size (Persons)	<50	<100	<500	<1000	<2500	>2500
Business Cost (in GC)	25	50	100	200	400	800

APPRENTICES & SKILLED STAFF

Apprentice: +50% TU for everything bar determining the community size that can support his business and teaching others.

Skilled Staff: x2 TU, but only for manufacturing, per 4 skilled staff.

Trade Listings

Modifiers: Good Tutor Talent (x2 TU, but only for manufacturing, per 2 skilled staff).

MANUFACTURING ITEMS

Time Needed To Make Item: Equals the cost of making the item in Silver Shillings, divided by the makers TU (modified by Apprentice & skilled staff) in weeks.

Material cost: ½ cost of item, modified by material quality.

Modifiers: see Trade Listings.

Degrees of Success/Failure	Result	Sale Price	Effect on Item
-6	Materials Ruined	N/A	N/A
-5	Materials Ruined	N/A	N/A
-4	Materials Ruined	N/A	N/A
-3	Tool Broken	¼ x	-10% when using item, likely to break
-2	Very Poor	¼ x	-10% when using item, likely to break
-1	Poor	½ x	-5% when using item
Down to -1	Poor	½ x	-5% when using item
0 Up to +1	-	1 x	None
+1	-	1 x	None
+2	-	1 x	None
+3	Superior	1½ x	+5% when using item
+4	Superior	1½ x	+5% when using item
+5	Good	3 x	+10% when using item
+6	Best	10 x	+10% when using item, unlikely to break

MATERIAL QUALITY

Material Quality	Cost Multiplier	Trade Roll Modifier
Very Poor	x¼	-20%
Poor	x½	-10%
Normal	x1	No Modifier
Superior	x1½	+10%
Good	x3	+20%
Best	x10	+30%

WEEKLY TRADE PROGRESS

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