

Bower/Fletcher

This skill will enable one to create bows and arrows from materials bought and from nature's resources. Only one who has studied and passed the art of Bower/Fletcher can successfully craft a bow or arrow. The initial value of an item will be strictly up to the discretion of the G.M.

Modification-point cost: 7

Training Time: 36 weeks (252 days).

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

For every point of Dexterity above 25, the training time will be reduced by one day (minimum 126 days to train).

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

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

Your DEXTERITY will be the % chance to successfully create a bow or an arrow of specific design. Example: If you have a 30 Dexterity, you will have a starting 30% chance to succeed at Bower/Fletcher.

For each successful bow or arrow you make, the % chance to make another of exactly the same design will increase by +1. Keep a list of each type of bow you make. Keep a list of each type of arrow you make.

Example:

If you have a 30 Dexterity, and successfully make a recurve bow, you will gain +1 added to your current 30% chance the next time you attempt to make another recurve bow (you would then have a 31% chance). If you make another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 97%

MASTER FLETCH

Once you reach the "Maximum success chance" (97%), you can then Master Fletch the same item in an attempt to "Master Fletch" it. This must be done during the creating process of the bow or arrow. Once a bow or arrow is finished, it cannot be Master Fletched.

Master Fletching an item is a way to double the potential value of a bow or arrow, you are about to make. This will not turn a pine-wood bow into a higher wood-quality bow, but it will double the value and the poundage of the bow (one time only). Example: If you successfully Master Fletch a pine-wood bow, its value and poundage will double (it will yet remain a pine-wood bow). If you fail to Master Fletch a bow or arrow, it will be ruined.

You will start out with a 25% chance to Master Fletch a bow or arrow. For each successful bow or arrow you Master Fletch, the % chance to Master Fletch will increase by +1.

Example:

If you have a 25% chance to Master Fletch a longbow, and successfully do so, you will gain +1 added to your current 25% chance to Master Fletch a long bow the next time you attempt it (you would then have a 26% chance). If you then Master Fletch another long bow successfully, your Master Fletch skill would, again, increase from 26% to 27% chance.

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

Remember, each time you successfully Master Fletch a bow or arrow, its quality will increase, which can create quite a valuable item.

Master Fletch maximum success chance: 97% will be the best chance to Master Fletch a bow or arrow within all Mastery levels.