

# Jeweler

This skill will enable one to create bracelets, amulets, rings and many other items of value, fixing gems within the item created. Only one who has studied and passed the art of Jeweler can successfully craft a metal or mineral into a desired object, and set a precious gem into it.

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**Modification-point cost:** 10

**Training Time:** 52 weeks (364 days).

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

For every point of Intelligence above 26, the training time will be reduced by two days (minimum 132 days to train).

For every point of Intelligence below 14, the training time will be increased by two days.

**Training Cost:** 35 white-gold per day of training + the cost of all gems and materials used.

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Your Intelligence will be the % chance to successfully do the following:

## Jewel Craft Design:

**Forge:** Creating a item of jewelry to either house gems within, or not. Example: Creating a mold for a ring and creating that ring, creating a braided chain-link necklace from freshly refined silver or gold. Taking that gold or silver and creating strands to weave into links for a woven, linked, necklace or amulet, etc.

**Gem Cutting:** With special tools, cutting a gem to exact measurements (without ruining the gem).

**Fashioning:** Fixing gems and precious stones into a ring, neckless, earrings, etc.

Example: If you have a 30 Intelligence, you will have a starting 30% chance to succeed at Jewel Crafting.

For each successful Forge, Gem Cutting, or Fashioning, the % chance to do the same, or similar design, successfully will increase by +1. You must keep a log of the three Jewel Crafting techniques successfully completed (i.e., Forge, Gem Cutting and Fashioning).

Remember: Only when you succeed at a specific Jewel Craft Design (Forge, Gem Cutting, or Fashioning), will that area of expertise increase by +1. You must keep a Jewel Craft Design log. I would simply do it like this:

Forge: 45%

Gem Cutting: 44%

Fashioning: 56%

## Example:

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

**Maximum success chance:** 96%

## MASTER CRAFT

Master Craft is the full completion of a piece of jewelry. Even though there are three Jewel Craft Designs, when you Master Craft, it is for the entire piece from beginning to end.

Once you reach the "Maximum success chance" (96%), you can then Master Craft the same item in an attempt to create a piece that is exquisite. If you have the knowledge and ability to Master Craft an item (gem or jewelry piece), yet you are not the creator, you can still attempt to Master Craft it (but you must be able to Master Craft such an item).

Master Crafting an piece of jewelry, or a gem, is a way to double the value of an already Crafted piece. Example: If you Master Craft a ring you have found, if successful, it will become double in value. If you fail to Master Crafting, it will be ruined.

You will start out with a 25% chance to Master Craft a piece or jewelry, or a gem. For each successful piece you Master Craft, the % chance to Master Craft will increase by +1.

### Example:

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

Once you reach a 96% chance to Master Craft, you will have obtained full 1<sup>st</sup> Mastery. You will then start over with a 25% chance to 2<sup>nd</sup> Master Craft an existing 1<sup>st</sup> Master Crafted item. If successful, you will again gain +1 to your 2<sup>nd</sup> Master Craft skill to craft a 1<sup>st</sup> Master Crafted item. When you reach 96% chance to 2<sup>nd</sup> Master Craft, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to Master Craft a 2<sup>nd</sup> Master Crafted item. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Craft).

Remember, each time you successfully Master Craft the same item, its value will double, which can create quite a valuable piece.

**Master Carving maximum success chance:** 96% will be the best chance to Master Craft a piece of jewelry or gem within all Mastery levels.