

# Farmer

This trade-skill will enable one to grow many varieties of foods from the earth.

Only a Farmer who has studied and passed the test of the Farmer can successfully grow the desired results. The initial value of a food item will be strictly up to the discretion of the G.M.

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Modification-point cost: 2

Training Time: 12 weeks (84 days).

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

For every point of Wisdom above 20, the training time will be reduced by one day (minimum 42 days to train).

For every point of Wisdom below 12, the training time will be increased by one day.

Training Cost: 3 white-gold per day of training + the cost of all farming supplies used.

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Your Wisdom will be the % chance to successfully grow a crop, no matter how small or large it is. Example: If you have a 30 Wisdom, you will have a starting 30% chance to succeed at growing a crop. A crop will consist of at least one full row of naturally grown food.

For each successfully grown crop you create, the % chance to successfully create another of the same recipe will increase by +1.

**Example:**

If you have a 30 Intelligence, and successfully grow food, you will gain +1 added to your current 30% chance the next time you attempt to grow the same food again (you would have a 31% chance). If you grew another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 96%

## MASTER CULTIVATE

Once you reach the "Maximum success chance" (96%), you can then attempt to Master Cultivate a planted crop, adding special nutrients and fertilizers into the soil in an attempt to "Master Cultivate" it.

Master Cultivate will increase the size and yield of a crop, not to mention the value of items harvested. If you fail to Master Cultivate a crop, the normal crop will yield a normal harvest.

You will start out with a 25% chance to Master Cultivate a crop. For each successful crop Master Cultivate, your % chance to Master Cultivate will increase by +1.

### Example:

If you have a 25% chance to Master Cultivate a crop, and successfully Master Cultivate it, you will gain +1 added to your current 25% chance to Master Cultivate the next time you attempt it (you would then have a 26% chance). If you Master Cultivate a food successfully, your skill would increase from 26% to 27% chance.

Once you reach a 96% chance to Master Cultivate, 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 Cultivate a crop. If successful, you will again gain +1 to your 2<sup>nd</sup> Master Cultivate skill to yield an even more extraordinary crop. When you reach 96% chance to 2<sup>nd</sup> Master Cultivate, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to Master Cultivate a 2<sup>nd</sup> Master Cultivated food. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Cultivate).

Remember, each time you successfully Master Cultivate the same type of fruit, vegetable, spice, herb, etc., its value will double, which can create quite a valuable crop.

**Master Cultivate maximum success chance:** 96% will be the best chance to Master Cultivate a food item within all Mastery levels.