

Brewer

This trade-skill will enable one to make many varieties of drinks, both hot and cold.

Only a Brewer who has studied and passed the test of the Brewer can successfully Brew a desired drink. The initial value of a Brewed drink will be strictly up to the discretion of the G.M.

Modification-point cost: 3

Training Time: 12 weeks (84 days).

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

For every point of Awareness above 24, the training time will be reduced by two days (minimum 44 days to train).

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

Training Cost: 5 white-gold per day of training + the cost of all Brewing supplies used.

Your AWARENESS will be the % chance to successfully Brew a drink. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at Brewing.

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

Example:

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

Maximum success chance: 99%

MASTER BREW

Once you reach the "Maximum success chance" (99%), you can then add another ingredient into a recipe in an attempt to "Master Brew" it. You can even add another ingredient to an already Brewed drink to enhance the taste.

Master Brew will increase the taste and desirability, not to mention the value, of an already existing drink, or one you wish to create. If you fail to Master Brew a drink, it will be ruined (it may yet be tasty, but will not be what you wanted), and you will have to start over from scratch.

You will start out with a 25% chance to Master Brew a drink. For each successful drink item you Master Brew, your % chance to Master Brew will increase by +1.

Example:

If you have a 25% chance to Master Brew a drink, and are successful, you will gain +1 added to your current 25% chance to Master Brew the next time you attempt the same (you would then have a 26% chance). If you Master Brew a drink successfully, your skill would increase from 26% to 27% chance.

Once you reach a 99% chance to Master Brew, you will have obtained full 1st Mastery. You will then start over with a 25% chance to 2nd Master Brew a drink. If successful, you will again gain +1 to your 2nd Master Brew skill to prepare or enhance a drink you have just succeeded with a 1st Master Brew. When you reach 99% chance to 2nd Master Brew, you can then begin working on your 3rd Mastery, starting out at 25%, in which you can attempt to Master Brew a 2nd Master Brewed drink. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Brew).

Remember, each time you successfully Master Brew the same drink, its taste and value will increase (double), which can create a more tasty and valuable drink.

Master Brew maximum success chance: 99% will be the best chance to Master Brew a drink within all Mastery levels.