Carpentry

This skill will enable one to create homes, shacks, walkways, boats, ships, and many other types of structures and useful items. Only one who has studied and passed the art of Carpentry can successfully build such things. The initial value of something created will be strictly up to the discretion of the G.M.

Modification-point cost: 8

Training Time: 52 weeks (364 days).

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

For every point of Intelligence above 24, the training time will be reduced by two days (minimum 182 days to train).

For every point of Intelligence below 15, the training time will be increased by one day.

Training Cost: 14 white-gold per day of training + the cost of all materials used.

Your INTELLIGENCE will be the % chance to successfully create something. Example: If you have a 30 Intelligence, you will have a starting 30% chance to succeed at Carpentry.

For each successful project you finish, the % chance to make another of similar design will increase by +1. Keep a list of everything you make.

Example:

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

Maximum success chance: 99%

MASTER CONSTRUCT

Once you reach the "Maximum success chance" (99%), you can then Master Construct the same item in an attempt to create something with a higher quality than usual. Once a structure is finished, it can be remodeled and Master Constructed, but it is easier to do it while it is being built.

Master Constructing an item is a way to double its potential value and physical quality. This will not turn a pine-wood home into a higher wood-quality home, but it will double the value and the sturdiness of the structure (one time only). Example: If you successfully Master Construct a log home, its value and structure stability will double (it will yet remain a pine-wood home). If you fail to Master Construct a home, it will be ruined.

You will start out with a 25% chance to Master Construct a project. For each successful thing you Master Construct, the % chance to Master Construct will increase by +1.

Example:

If you have a 25% chance to Master Construct a shed, and successfully do so, you will gain +1 added to your current 25% chance to Master Construct a shed, or a structure similar to it, the next time you attempt it (you would then have a 26% chance). If you then Master Construct another structure of this type successfully, your Master Construct skill would, again, increase from 26% to 27% chance.

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

Remember, each time you successfully Master Construct a project, its quality will increase, which can create quite a valuable item.

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