

# Sewing

This skill will enable one to created items from cloth.

Only one who has studied and passed the art of Sewing can successfully craft a desired object from cloth.

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Modification-point cost: 3

Training Time: 16 weeks (112 days).

**Training note:** This is an averaged time to complete the full training for Sewing. 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 one day (minimum 66 days to train).

For every point of Awareness below 16, the training time will be increased by one day.

**Training Cost:** 2 white-gold per day of training + the cost of supplies used.

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Your Awareness will be the % chance to successfully sew an item, or create a cloth object of specific design.

Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at sewing cloth.

For each successful piece you sew, or craft, the % chance to craft another of the same, or similar design, successfully will increase by +1.

**Example:**

If you have a 30 Awareness, and successfully sew cloth, or create a specific cloth item, you will gain +1 added to your current 30% chance the next time you attempt to do something similar to what you have just done (you would then have a 31% chance). If you sew another successfully, your skill would increase from 31% chance to 32%.

**Maximum success chance:** 99%

## MASTER SEW

Once you reach the "Maximum success chance" (99%), you can then Master Sew the same item in an attempt to "Master Sew" it. If you have the knowledge and ability to Master Sew an item, yet you have not sewed it, you can still attempt to Master Sew it (but you must be able to Master Sew such an item).

Master Sewing an item is a way to double the value of an already sewn object. Also, Master Sewing cloth will double its strength and durability.

You will start out with a 25% chance to Master Sew a cloth item. For each successful item you Master Sew, the % chance to Master Sew will increase by +1.

### Example:

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

Once you reach a 99% chance to Master Sew, 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 Sew an existing 1<sup>st</sup> Master Sewn item. If successful, you will again gain +1 to your 2<sup>nd</sup> Master Sew skill to sew a 1<sup>st</sup> Master Sewn cloth item. When you reach 99% chance to 2<sup>nd</sup> Master Sew, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to Master Sew a 2<sup>nd</sup> Master Sewn cloth. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Sew).

Remember, each time you successfully Master Sew the same cloth item, its strength will double, which can create quite a valuable item.

Master Sew maximum success chance:	99% will be the best chance to Master Sew a cloth item within all Mastery levels.
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