

# **BARKEEP**

# **TRADE MANUAL**

**THIS MANUAL BELONGS TO:**

**VERSION - 1.1 - 5 EXP**

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### **== Trade Description ==**

The barkeep skill allows you to run an establishment and allow patrons to rest and recover in it. A barkeep can also use their knowledge and services to make additional coin.

This tradeskill is more based on providing a service and a setting. The illusion of some sort of tavern or bar establishment must be provided for this trade skill to work.

### **== Equipment Required ==**

- Chairs, stools, or sitting areas
- Tables
- Tent or awning to shelter patrons
- Decorum pieces to set the scene for a tavern
- Tavern sign or name displayed
- Sand Timer and die counters
- Effect Card

### **== Time & Actions ==**

#### **Generate Tips**

**Time:** N/A

**Action:** Flip a coin at check-in; a Barkeep gains an additional silver if the result is heads, representing their ability to make a little extra currency. If the player takes Profession: Barkeep, they gain a +1 bonus when calculating how

much money they earn during downtime.

#### **Rest and Recover**

**Time:** 10 minutes

**Action:** Spending 10 minutes in an establishment allows a traveler to rest and recover from the aches of the day. After spending 10 minutes of time sitting (not standing) in an establishment telling stories, talking, or playing tavern games the patron can recover 1 hit point and 2 mana points. The barkeep must inform the patron that they have recovered hit and mana and must be nearby to have this effect take place (ie, must be working in the tavern). The recovery does not take place until after the Barkeep informs the patron of the effect.

#### **Good Food, Cold Drinks**

**Time:** N/A

**Action:** Purchase and consume a food or drink item at the tavern/bar area. Once consumed, the patron can recover 1 hit point and 2 mana points. They must take the time to eat or drink in the tavern; they cannot simply buy it and walk away. The barkeep must inform the patron that they have recovered the hit and mana..