

INSTRUCTOR TRADE MANUAL

THIS MANUAL BELONGS TO:

VERSION - 1.0 - 10 EXP

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=== Trade Description ===

Those who can, do. Those who can do really well, teach. Whether a drill instructor at a Military Academy, a tutor of the arcane, a master craftsmen seeking to pass on his trade, or a priest shepherding the minds and souls of their pupils, this trade allows you to facilitate the learning process. By spending time training other players in game, you make it easier for them to learn the skills you teach them. When you take this trade, select three skills you have. Those are the skills you know well enough to train.

Pre-Requisites: 3 Skills chosen for this Trade

=== Equipment Required ===

- Appropriate In-Game Training Props based on the skills being taught. Training weapons and armor,

=== Time & Actions ===

Teach Others

Time: Minimum 1 Hour per skill

Action: An Instructor can set up a program to teach others about certain skills, to make it easier to learn them or be more proficient at it. The Instructor must setup an area to teach the skills of their choice and check in with a

Herald prior to beginning the class. The instructor may teach up to 4 people at a time (or themselves and 3 others) and those involved must be present and participating during the entire class.

Upon completion of the class and if adequate, those involved gain back 1 experience point for the cost of the skill they were taught. If the pupil does not currently have the skill being taught, they will earn a 1 experience point discount on that skill if taken within the next month.

Steady Income

Time: N/A

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