

LABORER TRADE MANUAL

THIS MANUAL BELONGS TO:

VERSION - 1.0 - 5 EXP

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=== Trade Description ===

A laborer is someone who is able to use brawn and elbow grease to gather items or harvest reagents that can be useful to those who know how to use them.

To use this trade skill, you must have a working electronic pedometer that will be discreetly checked by a Herald. This will be placed in a leather or cloth container and attached to the tool you wish to use.

=== Equipment Required ===

- Tools for the trade (Pickaxe/shovel, axe, hoe)
- Sand timer or time keeping device
- Journal/Paper for tracking work projects
- Electronic pedometer (Placed in a leather or cloth container)

=== Time & Actions ===

Dig for Ore

Time: Minimum 10 minutes

Action: Find a suitable location to dig a hole (Ask a herald if real digging is allowed) using a shovel/pickaxe or appropriate tool prop. At the end of the time required, you have a chance to harvest Crude Ore reagents, based on the reading of the pedometer.

Cut Lumber

Time: Minimum 10 minutes

Action: Find a suitable location to chop wood or cut lumber (Ask a herald if real chopping is allowed) using an axe or appropriate tool prop. At the end of the time required, you have a chance to harvest Wood Plank reagents, based on the reading of the pedometer.

Till Fields

Time: Minimum 10 minutes

Action: Find a suitable location to till a field or tend to crops (Ask a herald if real tilling is allowed) using a hoe or appropriate tool prop. At the end of the time required, you have a chance to harvest Crop reagents, based on the reading of the pedometer. These can be turned in to influence a Faction's Harvest roll.

Always Work To Be Done

Time: N/A

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