

Barkeep
Trade Manual

Version 1.3

Owner:

Barkeep
Trade Manual

Version 1.3

Owner:

=== 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 of some sort
- 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 ===

Good Tips and Loose Lips

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. Also, if the player takes Profession: Barkeep, they gain a +1 bonus when calculating how much money they earn during downtime. If lore cards are present at event check-in, the player may instead forgo this bonus and the Steady Income perk to instead read a randomly determined lore card. This represents the barkeep being able to hear conversations from patrons, but never knowing what bits of information they will hear or if it will be useful.

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, resting, talking, or playing tavern games the patron can recover 1 hit point and 1 mana point. 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. If this rest is interrupted, a player may coordinate with the Barkeep to pick up where they left off.

Good Food, Cold Drinks

Time: 10 minutes

Action: Purchase and consume a food and/or drink item at the tavern/bar area. The food and drink cannot be alchemical in nature, for example potions or infused pickles. Once consumed over the required period of time, the patron can recover 1 hit point and 1 mana point (or 2 each if both Food & Drink). They must take the time to eat and/or drink in the tavern; they cannot simply buy it and walk away. This effect can stack with Rest and Recovery, allowing the character to recover up to 3 hit points and 3 mana points if the character purchases and eats both food and drink when resting. The barkeep must inform the patron that they have recovered the hit point(s) and mana. If this time period is interrupted, a player may coordinate with the Barkeep to pick up where they left off.