

Instructor Trade Manual

Version 1.1

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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 craftsman 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.

=== Equipment Required ===

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

=== Time & Actions ===

Steady Income

Time: N/A

Action: Flip a coin at check-in; the 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.

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 set up 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. When choosing a skill you teach, the instructor may choose any class-skill that they own. 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.

Careful Wording

Time: N/A

Action: Your skill at teaching others comes useful when explaining discoveries and passing along information. When the Instructor reads a lore card, they may choose up to two additional nearby characters, briefly explain what the lore entails, and then allow the two other characters to read the lore card from next to the Instructor or over their shoulder. This represents the Instructor being more skilled at making sure information is not lost or misunderstood when providing their knowledge. This skill can only be used once for each lore card, after which the Instructor and two chosen characters must rely on their ability to note or remember the information. If this action is not used while reading the lore card then it may be returned to later to use this action. This action usage cannot be split, meaning that if only one additional character was chosen while reading the card then it cannot be done a second time for a second character. This ability cannot be used on lore cards that are present at event check-in.