

**Laborer
Trade Manual**

Version 2.0

Owner:

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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.

=== Equipment Required ===

- Tools for the trade (Pickaxe/shovel, axe, hoe)
- Sand timer or time keeping device
- Journal/Paper for tracking work projects
- Pieces of wood, metal, crops, and bait
- A ten-sided die (D10)

=== Time & Actions ===

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.

Dig for Ore

Time: Minimum 30 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. Mineable land may not always be available and depends on the world location of the event; for example, mining is not available inside the city of Newhope. Check with a herald for if the region has ore to be mined. At the end of the 30 minutes work required, you will harvest a variable number of Crude Ore reagents based on the roll table located later in this manual.

Cut Lumber

Time: Minimum 30 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. Harvestable trees may not always be available and depend on the world location of the event; for example, tree felling is not available in prairies that have few or no trees. The availability of trees is visible to players, but check with a herald for if the region has enough wood to be chopped in locations with few trees. At the end of the 30 minutes work required, you will harvest a variable number of Wooden Plank reagents based on the roll table located later in this manual.

Till Fields

Time: Minimum 30 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. Tillable land may not always be available and depends on the world location of the event; for example, tilling is not available in the Dirge Swamp. Check with a herald for if the region has tillable land to be used. At the end of the 30 minutes work required, you will harvest a variable number of Crop reagents based on the roll table located later in this manual.

Crop reagents expire after the end of the event, but can be turned in at event check-out for coin. Individual Crop reagents can be turned in for 1 silver. Three Crop reagents may be grouped together into a small bundle which can be turned in for a total of 6 silver. Five Crop reagents may be grouped together to create a large bundle which can be turned in for a total of 12 silver. These bundles may be formed by multiple laborers working together.

Results Roll Table:

Roll	Result
1-3	1 Reagent
4-8	2 Reagents
9-10	3 Reagents

Rare Materials

Time: N/A

Action: If the Laborer takes Lore: Materials then they gain knowledge on less common and unique harvestable materials. By luck or circumstance, rare and valuable material reagents may be found and harvested. These materials will be marked by brightly colored rope and are most often found around trees or rocks in areas that are less traveled. Harvesting these rare materials generally takes longer or requires more delicate interaction, and the know-how will be available to Laborers with the skill Lore: Materials on rule sheets attached to the colored rope. These materials may carry unique effects or be sold for higher coin value. Appearances of these materials may be rare and should not be expected to be consistently appearing or found.