

Tradeskill Update Log – August 2021

Alchemist:

- Added – A Ten-Sided Die (d10) to Required Equipment.
- Added – Lore: Alchemist or Lore: Herbalist now allows reroll when potion creation results in a failure under the “Brew Potion” action.
- Added – Lore: Alchemist or Lore: Herbalist now reduces failure chance to 10% when creating a potion using the “Barter Supplies” action.

Bard:

- Removed – Effect card from Required Equipment.
- Changed – Wording clarifications for “Inspire Others” action

Barkeep:

- Changed – “Generate Tips” action is now named “Good Tips and Loose Lips”
- Added – Alternate ability choice for “Good Tips and Loose Lips”, allowing Barkeeps to forgo Stead Income perk to instead read a randomly determined Lore Card at check-in.
- Changed – Wording in “Good Food, Cold Drinks” action, clarifying ability stacking with “Rest and Recover” action.
- Added – Clarification that the “Good Food, Cold Drinks” action cannot be used with potions or infused pickles.

Blacksmith:

- Changed – Clarification that only one Reinforcement can be used per shield in the “Reinforce Shield” action.
- Added – “Light the Forge” action.

Herbalist:

- Added – A Ten-Sided Die (d10) to Required Equipment.
- Changed – Clarification of curing plants reagents in “Cure Poison” action and revamp of “Cure Poison” to “Brew Tea to Induce Vomiting” with herbalist flavored effects
- Changed – Between the “Harvest Plant” and “Handle Dangerous Plants” actions, harvested plants now EITHER count as two OR the dangerous effects are ignored; not both.
- Added – “Mutations between Nature and Magic” action.

Hunter:

- Added – Journal/Paper for tracking trap placement to Required Equipment
- Added – Sand timer or time keeping device to Required Equipment

- Added – Bait to Required Equipment
- Added – A Ten-Sided die (D10) to Required Equipment
- Added – Alternate ability choice for “Supplemental Income”, allowing Hunters to forgo the Steady Income perk to instead have a chance to gain a Leather Swatch reagent.
- Changed – “Trap Game” action overhauled.
- Added – Step-by-step summary of “Trap Game” action.
- Changed – “Wilderness Knowledge” action, clarified ability bonus.
- Added – “Gather Fresh Quality Bait” action.
- Added – “Rare Catches” action.

Instructor:

- Changed – 3 skill choice teaching limit changed to any non-cross class skill owned by the character.
- Added – “Careful Wording” action.

Laborer:

- Added – Pieces of wood, metal, and crops to Required Equipment
- Added – A Ten-Sided Die (d10) to Required Equipment
- Changed - “Dig for Ore” action overhaul.
- Changed - “Cut Lumber” action overhaul.
- Changed - “Till Fields” action overhaul.
- Added - “Rare Materials” action.

Merchant:

- Added – Seller’s Permit card with writing utensil to Required Equipment
- Added – A ten-sided die (D10) to Required Equipment
- Changed – “Trading Investments” action success chance to 60% from 50%.
- Changed – “Mercantile Influence” action overhaul.

Picklemonger:

- Added – Additional rule that the infused pickles reverse their effect if they are “expelled” after consumption.
- Changed – Updated reagent list used to create infused pickles.