

**Instructor
Trade Manual**

Version 1.2

Owner:

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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 characters in-game, you make it easier for them to learn the skills you teach them.

=== Equipment Required ===

- Appropriate in-game training props and items based on the skill(s) being taught.

=== 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 character takes Profession: Instructor, they gain a +1 bonus when calculating how much money they earn during downtime.

Teach Others

Time: Minimum 1 Hour per class/session

Action: An Instructor can set up a program to teach other characters about certain skills, to make it easier to learn them or to become more proficient at it. The Instructor must set up an area to teach the skills of their choice and check in with a Herald or Staff member prior to beginning the class. The instructor may teach up to 4 characters at a time (or themselves and 3 others) and those involved must be present and participating during the entire class. When choosing a skill to teach, the instructor may choose any skill that they own that isn't cross-class. Upon completion of an adequate class, involved characters 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, the character will earn the 1 experience point discount on that skill if taken within the next month.

Hands-On Learning: While teaching the class is roleplay focused, the Instructor may give or receive benefit from the skill that is being taught once during the class. The action being performed should be adequately integrated into the class and take a minimum of two

times as long as the action normally requires. This could be an action like applying a First Aid bandage to a wounded character, healing a single wound with Tradeskill Healer, or brewing a potion with Tradeskill Alchemist. Practiced Teaching does not allow you to benefit from Hands-On Learning twice.

Practiced Teaching: If the Instructor has any Lore skill, representing their understanding of being in both the learning role as well as teaching role, then they may instead teach two class-skills instead of just one. The second skill must be directly complementary to the first and neither skill can be a prerequisite to the other, see examples below. Once the class is completed, those involved must choose one of the two skills to gain the XP benefit for, not both.

Complementary Skill Examples:

- (Allowed) Attacking with a Thrusting Weapon and blocking with a Shield
- (Allowed) Mend and Trade Blacksmith
- (Allowed) Meditation and Mana Reserves
- (Not Allowed) Two-handed and Waylay
- (Not Allowed) Arcane and Improved Arcane

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.