

JEWELER

Citizen, Unaffiliated, Landed: Cavachs

BACKGROUND

Humans have always harbored a strange fascination for the beautiful gemstones that can be found buried within the earth. A handful of individuals, unable to ignore this deep and instinctive attraction, immersed themselves many centuries ago in the development of various techniques that would allow them to cut and polish the surface of the gems they uncovered. The initial discovery of the latent energy of gems is credited to the Cavachs people, though there is some dispute as to who the first “modern” jeweler actually was. Regardless, their studies revealed 8 different gems that have specific magical qualities: panther’s eye, riverskin, sunstone, crystal, magepith, winegrain, black moonstone, and white moonstone. The invasion of the Prytanis into the Ephemeral Realm brought the rare and coveted sapstone into circulation as well, though no one is certain as to how much is present.

The profession is an exacting one, requiring a special meticulousness and attention to detail in its practitioners. Generally speaking, there exist two major categories of gem production, centered around raw gems on the one hand and crafted gems on the other. The former is considered less artistic but offers a greater potential to harness sheer power; the latter, by contrast, is a more tempered form of crafting but also requires greater skill and study.

MECHANICS

Those who handle, imbue, and cut gems are known as jewelers. The profession is puzzle-based and requires you to understand the different kinds of gems and their associations in order to succeed. Specifics about gems as in-game items are detailed in the Rulebook. More information about this system is made available with the Novice rank.

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Imbue 1 raw gem per event over the course of 2 events.	<i>+2 events</i>	Information on gems. Unlock all <i>Novice</i> Skills
<i>Journeyman</i>	Imbue 1 crafted gem <i>or</i> 2 raw gems per event over the course of 2 more events.	<i>+2 events</i>	Unlock all <i>Journeyman</i> Skills
<i>Master</i>	Imbue 2 crafted gems <i>or</i> 3 raw gems per event over the course of 3 more events.	<i>+3 events</i>	Unlock all <i>Master</i> Skills
<i>Grandmaster</i>			Unlock all <i>Grandmaster</i> Skills

SKILLS

Note: You may never set more than **1** gem into a single valid item.

NOVICE

Examine gem (1)+ After 1 minute of roleplay, examine 1 imbued gem to determine its properties and activation phrase.

Imbue gem (2) + After 10 minutes of roleplay, imbue 1 gem and set its activation phrase. You may either:

Imbue a raw gem and set its activation phrase. Imbued raw gems contain 5 CP worth of staff-assigned skills related to that gem's associations. Determine the gem's abilities by selecting a card at random from the gem book.

Imbue crafted gems with up to 4 CP worth of skills selected by the crafter related to that gem's associations, with the following limitations: Skills must be drawn from the starting list of skills only and crafted gems may not be activated unless they are properly set into a valid in-game item.

JOURNEYMAN

Craft gem (1) + After 10 minutes of roleplay, cut 1 raw gem into a crafted gem.

MASTER

Imbue gem, improved (3) + *Either* imbue 1 raw gem with up to 8 CP worth of skills, *or* 1 crafted gem with up to 6 CP worth of starting or learnable skills.

GRANDMASTER

Repair gem (0) As a between-game skill, repair 1 cracked gem.

Set/Remove gem (2) After 1 minute of uninterrupted role-play, attach a crafted gem to a valid in-game item *or* remove it. Valid items include masquerade masks, diadems (for nobles), necklaces, sashes, belts, arm cuffs, bangles/bracelets, shields, weapon-hilts/bucklers, wands, and rings. Any gem which falls off its item is unusable until reset.