

Craftsmen

Which career should you play? If you want to create new high quality objects, then you should be a Craftsman.

Craftsman: A skilled creator. An artisan. A master of a trade or manual art. An artificer. A craftsman. A craftsopont.



Craftsman
is never a first career.

CRAFTSMAN	
To Begin	Automatic*
Masterpiece	Str C2 C3 Int
Continue	Craftsman x 2
*If TWO Skill-6+ and Craftsman-1+	

SKILL ELIGIBILITY	
Per Term	4 skills
Per Success	1 skill
Per Success	Craftsman-3
Per Failure	Craftsman-1

MUSTERING OUT BENEFITS		
1D	Money	Benefits
2	Low Psg	Forbidden Knowle
3	Mid Psg	Wafer Jack
4	High Psg	C5 +1
5	Cr 15,000	Str +1
6	StarPass	C2 +1
7	Cr 25,000	C3 +1
8	Cr 30,000	Int +1
9	Cr 35,000	Ship Share
10	Cr 40,000	TAS Fellow
DM + Terms		

CAREER CHANGE OPTIONS	
Citizen, Scholar, Entertainer, Spacer, Soldier, Rogue, Noble, Marine, Functionary.	
subject to eligibility	

THE CRAFTSMAN'S PASSION

The focus of a Craftsman's activity is creating Masterpieces.

The Controlling Characteristic governs creating the current Masterpiece (and cannot be used again until all of the others have been used as well).

Master Points. In each Term, the Craftsman totals available Master Points which will be used toward the current Masterpiece. Roll 9D for Masterpiece Points or less for success in creation. If the Craftsman cannot show at least 40 Masterpiece points, he cannot attempt a Masterpiece (treat as failure).

MASTER POINTS

Master Points =	Controlling Characteristic Craftsman Up to FIVE skills at Skill-6+
9D < Master Points	
Masterpiece attempt not possible if Master Points <40.	

For example, the Craftsman has 45 Master Points when creating a Masterpiece; he must roll 45 or less (on 9D) for success.

If The Creation Is Successful,

A beautiful Masterpiece has been created. Name an object capable of being lifted or carried by the Character, and reasonably created using the Skills applied. Allocate the Masterpiece points to QREBS (for the ranges -5 to +5, -5 = 1 point; +5 = 11 points). If all QREBS values are set at the Maximum, excess Master Points can be allocated equally in excess of +5.

A Perfect Masterpiece has 55 or more Master Points.

If The Creation Fails,

The Craftsman receives Craftsman +1 (it's called learning from experience).

The Value of a Masterpiece

The Craftsman has spent most of three years conceiving and creating the Masterpiece. Simple living expenses and cost of labor (=Cr25 an hour for 6000 hours) puts the cost of the Masterpiece at Cr150,000. The Masterpiece can be sold at Cr150,000 plus Cr10,000 per Master Point over 39. A Perfect Masterpiece (=55 points) sells for Double (= Cr600,000).

Vintage Masterpieces. A Masterpiece increases in value about 5% per year, but are subject to Flux when sold.

CRAFTSMAN SKILLS

	1 Personal	2 Academic	3 Travel	4 General	5 Business	6 Vocation	7 Avocation	
1	C1 +1	Major*	Seafarer	Animals	Comms	One Art	One Art	1
2	C2 +1	Major*	Navigation	Comms	Bureaucrat	One Trade	One Science	2
3	C3 +1	Minor*	Hostile Env	Designer	Diplomat	One Trade	One Trade	3
4	C4 +1	Minor*	Flyer	Computer	Leader	New Trade***	Athlete	4
5	C5 +1	One Trade	Driver	Designer	Liaison	New Trade***	Animals	5
6	C6** +1	One Trade	Vacc Suit	Designer	Trader	Naval Architect	Gambler	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.

***Any Trade not already held; if all are already held; this benefit is lost.

