

# WHAT ARE MAP RESOURCES?

Adds new skills named Influence and Artifice. Map resources are also mentioned mineable and farmable resources, which are also referred to here. Some of the rules are vague in purpose as can change depending on the situation.

## INFLUENCE

### WHY DO YOU NEED INFLUENCE?

You need influence to acquire or run a business or purchase a property. Influence carries over to anyone you are affiliated. Although, you'll need to validate associates simultaneously. Therefore, if you were to enter an auction with DC10 influence, including a friend might make the difficulty increase to DC15.

### HOW DOES IT WORK ON CHARACTER SHEETS?

It works as a skill check on character sheets. You will also have a feat called Influencer.

### INFLUENCER

You've developed the skills necessary to run your own business or own property. Influence is required to do so and with this feat you gain the following benefits:

- You have advantage on Influence rolls.
- You gain proficiency in Influence.
- You can use your Influence to try to halt a trade or stop a caravan. To do so, make an Influence check against the caravanners' DCs.

When you pick this Feat, increase one ability score by one.

*Prerequisite: Charisma 14 or higher.*

## MINING AND FARMING

### HOW DO I MINE?

You need Athletics with a Pickaxe to mine materials that are available on the map. These include some Common, Strategic and Luxury materials. Proficiency with Jeweler's tools or Mason's tools can provide your Athletics check with additional proficiency.

Upon succeeding the DC, roll a D12 for the amount of kg you manage to find and acquire, if it is not a single item.

### HOW DO I FARM?

You need Nature with appropriate common tools to properly tile or harvest the land that are presented on the map. These include some Common and Luxury materials. You also need a fair share of information on farming represented by your speed.

Upon succeeding the DC and managing to raise the crops, roll a D20 for grains, D12 for fruits and vegetables, and a D8 for uniques. This determines the amount of kg you'll harvest. A common small-plot farmer will make around 250GP/year ignoring their expenses.

## ARTIFICE

You need some research to process or craft commodities using luxury materials represented on the map. Artifice skill and its usage can be an off-time activity and can be trained by studying materials, reading books, and conducting experiments. Each point costs some time and resources. Artificers are proficient in this skill.

### ARTIFICE TABLE

Observation	1 cycle of what is being observed.
Experimentation	10 cycles of what was observed.
Hypothesis	1 day, 5GP - 500GP.
Testing	5 cycle of what was observed.
Implementation	10 cycles of what was observed, 5GP – 50000GP.

A single cycle is determined by the DM and will represent the time for a full cycle to be complete.

Let's say mining iron takes a day, another day to transport, and a day

to process. This makes 1 cycle 3 days long. So, for an Artifice skill to gain a point from this, you'll need to spend  $3+30+1+15+30=79$  days and some of your wealth. This time can drastically decrease based on your studying materials and available information. It is represented at the Complication Table below.

### ARTIFICE COMPLICATION TABLE

Simple & A lot of material	25%
Complicated & A lot of material	40%
Simple & Lacking material	50%
Complicated & Lacking material	80%
Technologic Invention	120%

Complications are determined by your DM and your character's other skills if applicable. You'll gain a point in Artifice as you complete your research. Acquiring points and then trying to make profit off of simpler topics accumulate harder but will become rewarding faster.

*Based on these tables, a simple task like mining (also enhanced by your Athletics skill) in a mine full of resources and provided material with years of mining documentation can be graded Simple & A lot of material, therefore decreasing the 79 days count all the way down to 20, rounded up (19.75).*

Technologic Invention dates should be compared to IRL primitive versions of the inventions, therefore a simple research by the player is required.

*Making a hand-made battery IRL takes ~8 days with all the resources ready, so implementing it in the game would take ~251 days, if all the resources are presented.*

Things that can automate tasks, electronics, robots, and machinery count as Technologic Inventions. With the right research and a powerful team, above mentioned things can be integrated into the game world. Your DM can discard these inventions.

## OTHER SKILLS

There are other skills such as Arcana or Constitution represented on the Map Resources Table. They are rules as written and only provide a check or a bonus for research checks. You need to pass these checks to acquire what it represents.