

Trades in the Old World

A Description of Trades

The WFRP rulebook provides a list of Trade skills without a description of what these trade skills permit a character to achieve. All trade skills will allow a character to operate a business and generate an income modified by successful trade tests. Some trade skills, e.g. Apothecary and Artist, should have increased scope for additional rules; while other trade skills, e.g. Merchant and Candlemaker, would probably not require elaboration. The list of trade skills that do not really warrant any additional rules is: Calligrapher, Cooper, Embalmer, Farmer, Goldsmith, Merchant, Miller, Miner, Prospector, Shoemaker, Smith, Tailor, and Tanner. That is not to say that these skills will come in no use throughout a campaign. The GM could and should device situations where a trade skill could be useful. An embalmer could identify the smell of embalming fluids in a house, narrowing the search for a feared necromancer. A shoemaker could identify the type of shoe worn by examining a footprint (with say the follow trail skill), and indicate likely professions or social class of the wearer. The remaining trade skills are: Apothecary, Armourer, Artist, Bowyer, Brewer, Carpenter, Cartographer, Cook, Gem Cutter, Gunsmith, Herbalist, Shipwright, Stoneworker, Weaponsmith.

Apothecary – is described in both WFRP and OWA, and is used to make draughts taking d10 hours per draft.

Armourer – Can make and repair armour as described in separate house rules for making and repairing weapons and armour.

Artist – in addition to making art for sale, artist also covers sign painters etc. Can spot and make forged artwork on a successful trade test. Perhaps use an opposed trade test between the forger and the other artist. The relative difficulty of the trade tests is modified by the number of weeks spent by the artist. After one week the artist's trade test is Very Hard. Each additional week moves the test one difficulty easier, i.e. Hard after two weeks, average after four weeks. The maximum time that can be spent on an average forgery of an artwork is about two months.

Bowyer – Can make and repair relevant missile weapons as described in separate house rules for making and repairing weapons and armour.

Brewer – Should be given a trade test to notice the presence of poison in wine or beer.

Carpenter – Would obviously allow characters to wooden construct buildings in addition to chairs and tables. For example a makeshift bridge may be quickly built, with the degrees of success or failure indicating how sturdy the bridge is. As a guideline:

Less than 1 degree of failure (i.e. failure by 01-09%): The construction is shaky and good for only d10 days of use, after which it counts as having 2 degrees of failure.

1 degree of failure: The construction is shaky and good for 2d10 minutes, after which it counts as having 2 degrees of failure.

2 degrees of failure: An unsound construction. Every round it is used there is a 1 in 10 chance of it collapsing. A successful trade test will allow the character to notice that the structure is unsound and liable to collapse.

3 or more degrees of failure: The structure falls apart after the last nail is hammered in.

Cartographer – Cartographers are very good at remembering directions and features. A successful trade test may augment a navigation roll, enabling a character to remember paths or passages in more detail.

Cook – Should be given a trade test to notice the presence of poison in food.

Gem Cutter – Characters with this skill can cut gems given the correct tools and sufficient time, at the rate of 1-5 (d10/2 round up) stones per day, so long as no uncut stone is worth more than 10 gc. Stones worth 11-50 gc take a full day to cut. Stones worth over 50 gc take 1-5 days each to cut. The increase in stone value for a successful trade test is given in the OWA (but is about a factor of 10). Additional degrees of successes could further increase the value by 10% at the GMs discretion. If the character is cutting a once-cut gem, the increase in value will be equal to the degrees of success ×10%. If the

trade test is failed, the value of the cut or uncut stone is halved (or worse depending on the degrees of failure).

Gunsmith – Can make and repair relevant firearms as described in separate house rules for making and repairing weapons and armour. Could also quickly un-jam weapons or repair effects of misfires.

Herbalist – Should have the additional rules for collecting and making herbal remedies as described by the “Herbalism and pharmacy in the old world” unofficial supplement. Note that prepare poison skill is necessary for the preparation and application of poisons.

Shipwright – Given time and materials, characters would be able to repair or construct a boat. Rafts or other improvised craft can be built at the rate of ten man hours per passenger to be carried.

Stoneworker – Similar rules as carpentry should be used, except of course that the trade applies to construction with stone.

Weaponsmith – Can make and repair relevant weapons as described in separate house rules for making and repairing weapons and armour.