

Knight Blades

Lost to Ruin

Professions Rulebook

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By Robert Matt

With Acknowledgment To:

Jay Costa, Stephanie Costa, John Dressel, Nicole Dressel Ron Maddox, Kevin St. Louis, Kim St. Louis, David “Davis” Saulnier, Carl Silveira, Lauren “Vae” Silveira, Matt-Kelly Sherman, Jimmy “Olin” Hernandez, and Brittany Sumner.

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Welcome to the Knight Blades Professions Rulebook!

This comprehensive tome provides an overview of the various Gathering and Crafting professions the world of Knight Blades currently has to offer that Player Characters may learn & perfect!

For returning players, you may find that some Skills that were part of the original core Knight Blades rulebook have been transferred over to this book. This was done for two reasons:

1. With this major overhaul of crafting skills, it made sense to keep all the associated Skills together.
2. Skills that previously were tied to specific classes or had no Prerequisites, now require a profession choice to be made.

What choice is there to make? Why, it's to pick your own profession of course, and there are currently ten to pick from!

Gathering Professions

Essence Extractor – this never-before-seen profession is shrouded in mystery! Specialists of this craft have learned the unique ability to extract the essence of fallen magical enemies. These essences might prove to be essential in many different types of Crafting professions!

Farmer – don't for a second underestimate the hard work and dedication a Farmer must undergo to earn the fruits of their labor! Farmers will have the opportunity to learn how to grow and harvest their own plant components, as well as, tame and take care of livestock for various types of animal components.

Fishermen – for those looking for a “relaxed” experience, Fishing might be the job for you! While it can be time consuming, you will have the freedom to decide when to practice your craft, as long as there is a body of water to yank fish out of! You may even better your odds by using various forms of bait.

Miner – not for the faint of heart, Mining is back breaking work! Miners will need to find nodes of ore hidden in the wild, or descend into dark mines where vast treasures & monsters await! For such ventures, it's likely best to bring along some companions.

Monster Hunter – unlike Essence Extraction, Monster Hunters go after their targets to acquire the nitty gritty physical components. Alas, to be a great Monster Hunter, often there is a great deal of prep work and book learning. The first step to taking apart your enemy, is knowing your enemy. If all else fails, just slash away and see what drops!

Crafting Professions

Alchemist – the art of exchanging seemingly insignificant components into helpful potions, deadly poisons, and various oils. There are those among the craft who pursue even grander riches, at the risk of losing a limb or two.

Artificer – those with high intellect, but not the knack of Mage craft, will often find themselves tinkering to create their own source of magic! An Artificer's creations have a thousand & one uses, and those are only the ones they've invented so far! Support items, weapons of various degrees of destruction, and intricate gadgets hang from their utility belt, always ready to serve.

Blacksmith – the counterpart to every Miner, the Blacksmith shapes the ore components torn from the earth into protective armor, deadly weapons, and whatever else is asked of them. They are also your one stop shop when it comes to maintaining your adventuring gear to be at tip top shape. In this world of constant strife, expect a Blacksmith's job to never be done.

Chef – you may have the perfect adventuring party, magical items, and years of experience dealing with wicked monsters, but if you don't pack a lunch to sustain you & your party, chances are you will perish in the dank depths. A Chef will fill that void in your belly with delicious meals that not only sustain but will aid you in your many challenges ahead! Make sure to always thank your Chef.

Enchanter – Magical items are some of the rarest resources in the whole world. The craft of such items is shrouded in mystery, controlled by a select few. Should you venture into this unknown frontier, you will be discovering long forgotten secrets & learning a craft that while difficult to master, will provide you and your allies with incredible power.

Skills to Learn

First Job

It's important to note as we go through this section, a player character can only learn one profession to start. Should they become a master of that profession, they will be able to learn a second set of Skills. Once you decide which profession you'd like start in, you'll have to purchase the associated Skills of that profession using your CP. There are two skills that are not tied to any specific profession. We'll go over those first!

Experiment

This skill allows the player to ask a specific question about a component OR to get a random piece of information regarding the component. To use this skill IG, bring the component you wish to Experiment on to the Logistics building. The time it will take for you to glean a nugget of knowledge differs. You may get an answer right away, you may have to sleep on it, or it very well may come to you at the start of the next event! Pay heed to this warning; a component being Experimented on may not survive the process. Such is the cost of progress. This skill costs 10CP to purchase and can be purchased a total of five times.

Invent

This skill allows the player to try and combine components to create a new recipe with which you can replicate the process in the future. To use this skill IG, bring the components you wish to try and Invent with to the Logistics building. You may give a specific description of what you are trying to Invent OR try your luck

and see if you've found the perfect combo by sheer luck! The time it will take for you to come up with a new Invention varies. You may get an answer right away, you may have to sleep on it, or it very well may come to you at the start of the next event! Not all Inventions will be successful, but you may be able to learn useful information from your mistakes. Components used to Invent with will likely all be used up in the process. Such is the fee for innovation. This skill costs 10CP to purchase and can be purchased a total of five times. NOTE: While any player can purchase this skill, if you try to Invent something outside of your learned profession, you will have a worse chance of inventing something. Best to share your ideas with the professionals and let them do the big thinking.

Levels

Any profession you purchase will appear on your Character Sheet as Level 0 to start. The way you advance your profession is by practicing your specialty. For Gathering professions, you will earn experience as you turn in your collection plot cards at Logistics for the useable component. For Crafting professions, you will earn experience as you craft items per recipes and turn in components at Logistics for the completed item. Once enough experience is gained, your level will go up and will be reflected on your character sheet. At that point the associated level up perks are unlocked, you'll have access to rarer components, and be able to craft even better recipes!

Gathering Skills

Essence Extractor – 5CP

Monsters consisting of magical energy hold within them their essence that can be extracted. You will have to test out which monsters produce such components, and what they can be used for.

Skills:

- Essence Extraction – 25CP, UP
 - This skill allows a player to attempt to extract the essence of a fallen monster. The process takes a total of 55 seconds & must be uninterrupted. The OOG callout at the end of the count is “I extract this creatures essence”. If the attempt fails, the Skill is used up. Upon successful completion, a plot card will be received from the monster that needs to be turned in at Logistics for the useable component.

Level Rewards

Level 1	Once per event, on a failed attempt you do not use up the “Essence Extraction” Skill.
Level 2	Lowers the time it takes to use the “Essence Extraction” skill by 30 seconds.
Level 3	The Mage Skill “Spell Absorption” is purchased once for free.
Level 4	There’s a chance that a Death Token is extracted along with the component.
Level 5	Better odds at obtaining more or better quality components.

Farmer – 5CP

Farming has two sub-categories within it, Gardening and Animal Husbandry, each with its own set of challenges. For Gardening, you will have to manage your resources as you harvest seeds to plant, learn what you can about the plants you wish to see flourish and figure out what do they need to thrive. Animal Husbandry allows you to convert animal components into livestock that come with living requirements & specified diets if they are to survive your care and produce useable components.

Skills:

- Harvest Seeds – 10CP, 5P
 - This skill allows a player to use up a plant component to receive a random amount of seeds. To use this skill, the player must come up to Logistics with the plant component they wish to Harvest Seeds from.
- Plant Seed – 10CP, 5P, BE
 - This skill allows a player to plant a flower component in-between events. This skill can be used at Check-Out OR prior by coming up to Logistics. The seeds being used need to be present during the use of the skill.
- Tame – 10CP, 5P
 - This skill allows a player to tame an animal component. By bringing the animal to Logistics, the component can be named, it will be marked, and then from that point on

tracked. The tamed livestock will need shelter, as you will no longer be able to keep it inside your bags or closed chests. It needs livable conditions and must be able to be seen from the outside. The player will also have to figure out the tamed livestock's dietary needs for that animal to thrive and survive.

- Feed – 10CP, 5P
 - This skill allows a player to Feed their tamed livestock. The food must be component level grade. Not all livestock eat the same food! For the skill to be used, the player must come up to Logistics with the food they'd like to use for their tamed livestock, and must designate which tamed livestock is being fed.

Level Rewards

Level 1	Better odds at acquiring seeds or having a return on crops.
Level 2	“Harvest Seeds/Plant Seeds” upgrades from 5P to UP.
Level 3	A single food can be used for 2 Tamed livestock.
Level 4	“Tame/Feed” upgrades from 5P to UP.
Level 5	Chance to gain double resource from Gardening/Animal Husbandry.

Fisherman – 5CP

Fishing requires a fishing rod physical representation. It can be as simple as a rod with a line on one end. Otherwise, all you need to attempt to catch fish is a body of water and time.

- Fishing – 25CP UU
 - This skill allows a player to go fishing in a body of water. Each attempt takes 10 minutes uninterrupted. The player may try for as long as they wish. During this time, the player must mime fishing with their fishing rod and cannot participate in other activities. After they're done, they must report to Logistics and let Staff know how long they were Fishing for, at which point for each 10 minutes the player was trying to catch a fish, there's a chance that the player caught something.
- Use Bait – 10CP, UP
 - This skill allows a player to add bait to their fishing pole, granting them better odds for that specific instance of using the Fishing skill. After 10 min, the Skill must be reapplied with new bait. The bait used must be component level grade. The bait used for all attempts must be brought up to Logistics after the Fishing attempts are concluded.

Level 1	Five free purchases of the “Weapon Retention” skill.
Level 2	A single bait can be used for two attempts of the “Fishing” skill.
Level 3	Chance at bait not being used up during “Fishing” attempt.
Level 4	The time it takes to go “Fishing” is lowered by 5 minutes.
Level 5	Better odds at catching fish.

Miner – 5CP

Mining requires a pickaxe physical representation. We ask that you do not bring a real pickaxe, but rather, a boffer safe representation. Players will need to find an ore deposit that will be marked with a plot card. Ore deposits will be scarce in the woods, but not impossible to find. Mines will contain greater deposits, but may be dangerous to go inside alone.

- Mine – 25CP, UP
 - This skill allows the player to extract ore from an ore deposit. Each attempt takes 10 minutes, but can be interrupted. Pick up the count where you left off if interrupted. During this time, the player must mime hitting the ore with their pickaxe and cannot participate in other activities. After 10 minutes, the mining module can be opened up to retrieve a single plot card. An ore deposit may contain more than a single plot card, in which case, the skill must be used again by the same or another Miner.

Level 1	There's a chance gems are extracted along with the ore components.
Level 2	One free purchase of the "Shatter" skill.
Level 3	The time it takes to "Mine" is lowered by 5 minutes.
Level 4	2 points of Vitality are added to your total.
Level 5	Better odds at extracting greater quantities of ore.

Monster Hunter – 5CP

Monster Hunting requires a hunting knife physical representation. We ask that you do not bring a real hunting knife, but rather, a boffer safe representation. Players will need to defeat monsters and then try to harvest useable components off their corpse. In this profession, information is key, and as such players are able to research the monsters they are trying to hunt in advance.

- Harvest Monster – 15CP, UP
 - This skill allows the player to extract a component from a monster. Each attempt takes 55 seconds uninterrupted. During this time, the player must mime the harvesting process with their hunting knife and cannot participate in other activities. If the attempt is interrupted, the Skill fails and monster is considered Butchered. You can still finish using your Skill by picking up the count where you left off, but the grade of the component you receive will be compromised. Upon completion, a plot card will be received from the monster that needs to be turned in at Logistics for the useable component.
- Study – 15CP, 1P, BE
 - This skill allows the player to study a specific monster in-between events. The player is able to ask a specific question OR get a random piece of information pertaining to the monster of their choice. This skill can be used at Check-Out OR prior by coming up to Logistics.

Level 1	Better odds at learning something new through “Study”.
Level 2	Ability to purchase another use of “Study”.
Level 3	Once per event, a Butchered plot card will grant quality components.
Level 4	Ability to harvest two components from one monster.
Level 5	Chance to gain double components from harvest.

Crafting Skills

Alchemist – 5CP

Alchemists are able to create potions, poisons, oils, & utility items. The player is allowed to roleplay this process as they wish, but having some sort of physical lab is encouraged.

- Craft Potion – 5CP, UP
 - This skill allows a player to craft a potion that they own a formula for. Follow the steps on the formula for what ingredients must be used and how long it takes to make. Turn in at Logistics at the end of the formula to receive the completed potion.
- Craft Poison – 5CP, UP
 - This skill allows a player to craft a poison that they own a formula for. Follow the steps on the formula for what ingredients must be used and how long it takes to make. Turn in at Logistics at the end of the formula to receive the completed poison.
- Craft Oil – 5CP, UP
 - This skill allows a player to craft an oil that they own a formula for. Follow the steps on the formula for what ingredients must be used and how long it takes to make. Turn in at Logistics at the end of the formula to receive the completed oil.
- Craft Utility – 5CP, UP
 - This skill allows a player to craft a utility item that they own a formula for. Follow the steps on the formula for what ingredients must be used and how long it takes to make. Turn in at Logistics at the end of the formula to receive the completed utility item.
- Distill – 5CP, UP, BE
 - This skill allows a player to distill an existing potion/poison/oil to try and figure out what components are used to create it in-between events. This process uses up the potion/poison/oil. This skill can be used at Check-Out OR prior by coming up to Logistics.

Level 1	One free purchase of “Poison Resistance” skill.
Level 2	Chance for “Distill” to not use up the potion/poison/oil in the process.
Level 3	Chance for “Distill” to provide a useable component from the process.
Level 4	Double the duration of Oils used on your weapons.
Level 5	Chance to gain double yield for any Alchemy craft.

Artificer – 5CP

Artificers are able to craft gadgets & weapons that mimic spells available IG, except that these effects will be physical in nature rather than magical. The player is allowed to roleplay this process as they wish, but having some sort of physical work bench is encouraged.

- Craft Gadget – 5CP, UP
 - This skill allows a player to craft a gadget that they own a schematic for. Follow the steps on the schematic for what components must be used and how long it takes to make. Turn in at Logistics at the end of the schematics instructions to receive the completed gadget.
- Craft Weapon – 5CP, UP
 - This skill allows a player to craft a weapon that they own a schematic for. Follow the steps on the schematic for what components must be used and how long it takes to make. Turn in at Logistics at the end of the schematics instructions to receive the completed weapon.
- Recycle – 5CP, UP, BE
 - This skill allows a player to recycle their used up gadgets & weapons in-between events to try and receive components from those devices. The torn up items must be submitted with the skill. This skill can be used at Check-Out OR prior by coming up to Logistics.
- Locksmith – 10CP, 1P
 - This skill allows a player to craft a IG lock that they own a schematic for. Follow the steps on the schematic for what components must be used and how long it takes to make. Turn in at Logistics at the end of the schematics instructions to receive the completed lock.

Level 1	Better odds for Recycle to provide components.
Level 2	Better odds at learning a new recipe through the Invent skill.
Level 3	Once per event, ability to pick any level Lock.
Level 4	Chance to gain double yield of Weapons.
Level 5	Chance for Recycle to provide a working Gadget instead of component.

Blacksmith – 5CP

Blacksmiths are able to repair weapons & armor, as well as forge new weapons, armor, and tools. The player is allowed to roleplay this process as they wish, but having some sort of physical anvil & hammer is encouraged.

- Repair – 5CP, UP
 - This skill allows for one weapon, shield, or armor to be repaired. This process takes a minimum of 55 seconds per item. The player repairing the items must be in possession of the physical representation of the item as well as the item tag associated with the item being repaired.

- Forge – 5CP, UP
 - This skill allows a player to craft weapons/armor/tools that they own plans for. Follow the steps on the plans for what components must be used and how long it takes to make. Turn in at Logistics at the end of the plans instructions to receive the completed weapon/armor/tool.
- Smelt – 5CP, UP
 - This skill allows a player to Smelt raw ore into useable metal with which they can forge. The player must bring the ore they wish to Smelt to Logistics to receive the metal equivalent component.
- Melt – 5CP, UP
 - This skill allows a player to Melt down existing weapons and armor to extract the metal from them to receive useable metal components. The player must bring the weapons or armor they wish to Melt to Logistics to receive the metal components. The Melted down weapon/armor may not produce the same amount of components needed to create the item in the first place.

Level 1	Repair can be used for free when fixing your own armor & weapons.
Level 2	Once per event, require one less ore component to craft (Cannot go below one).
Level 3	Chance for “Smelt” to produce one extra bar of metal.
Level 4	2 points of Vitality are added to your total.
Level 5	Ability to use “Repair” for Magical Weapons & Armor.

Chef – 5CP

Chefs are able to cook up incredible meals that when consumed can grant buffs that can be used later on in a pinch. The player is allowed to roleplay this process as they wish, but having some sort of physical cooking station is encouraged.

- Cook – 5CP, UP
 - This skill allows a player to cook a meal that they own a recipe for. Follow the steps on the recipe for what components must be used and how long it takes to make. Turn in at Logistics at the end of the recipe to receive the completed meal. Many recipes may have a warning about Burning the food you are cooking. Should you burn the food, please follow the instructions on the recipe.

Level 1	Gain 1 temporary point of Vitality after Cooking. Does not stack.
Level 2	Ability to share a dish with a friend. Both of you receive the boon.
Level 3	Chance to save the dish from Burning.
Level 4	Once per event, require one less recipe component to cook (Cannot go below 1).
Level 5	Chance to gain double yield for any dish.

Enchanter – 5CP

Enchanters have the unique ability to enchant weapons & armor to provide temporary or even permanent magical effects.

- Enchant – 5CP, 5P
 - This skill allows a player to enchant an item that they own a grimoire for. Follow the steps on the grimoire for what components must be used and how long it takes to make. Turn in at Logistics at the end of the grimoire instructions to receive the enchanted item.
- Disenchant – 5CP, 1P
 - This skill allows a player to disenchant a magical item for a chance to learn how it was made or to receive a component needed to enchant the magical item in the first place. This skill will destroy the magical item in the process.

Level 1	Able to “Attune Magic Item” on self for free.
Level 2	One free purchase of the “Enchanted Weapon” spell.
Level 3	Disenchant can be used to try & learn how the item was made without destroying it.
Level 4	Once per event, require one less grimoire component to enchant (Cannot go below 1).
Level 5	An additional magical item can be attuned to the Enchanter.

KEY TO SKILL COSTS		
CP = Character Points	UP = Unlimited Purchase skill	1P = Single Purchase skill
5P = Maximum of 5 Purchases	BE = Between Event skill	UU = Unlimited Use skill