Efficiency

# Overview

Efficiency is a Minecraft plugin that will attempt to bring a larger aspect of role playing. It will contain multiple special skills that a character can learn and achieve to make a more immersive world. Players will be able to play as a variety of skilled and gifted professional character sets.

# Expertise

Characters will gain expertise as they partake in doing more tasks in the Minecraft world. Expertise is a rating system for a character to see how skilled they are in a specific role. As a player gains expertise in a given skill, that skill will become harder to gain expertise in.

# Techniques

Techniques are going to be the rewards that one can achieve by gaining higher expertise in a given skill. As a player achieves higher expertise more techniques are able to be unlocked in the associated skill.

# Professions

Professions will relate back to the world’s tasks, including but not limited to, mining, woodcutting and digging. Each profession will have multiple techniques that can be earned.

# Mastery

Each profession will contain mastery level techniques. These techniques can be achieved by earning the greatest expertise. A player will only be able to gain mastery status in three trees. Each of these mastery techniques will achieve higher efficiency for that task than any other play will be capable of achiving.