

# CARTOGRAPHER

## CARTOGRAPHER ADVANCE SCHEME

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### Apprentice Cartographer — Brass 4

**Skills:** Charm, Endurance, Gossip, Language (Classical), Lore (Geography), Lore (Local), Outdoor Survival, *Trade (Cartography)*

**Talents:** Artistic, Orientation, Blather, Read/Write

**Trappings:** Quill and Ink, 10 sheets of parchment, Sturdy boots and Cloak, Map Case

### ⚔️ Cartographer — Silver 2

**Skills:** Art (Cartography), Intuition, Language (Guilder), Lore (History), Navigation, Perception

**Talents:** Gregarious, Linguistics, Seasoned Traveller, Super Numerate

**Trappings:** Trade Tools (Cartography), Guild License

### 💀 Master Cartographer — Silver 4

**Skills:** Lore (Heraldry), Research, Ride (Horse), Secret Signs (Guilder)

**Talents:** Acute Sense (Sight), Etiquette (Guilder), Master Tradesman (Cartography), Tower of Memories

**Trappings:** Apprentice, Assortment of maps, Riding Horse with Saddle and Harness, Workshop (Cartography),

### 🛡️ Chartered Cartographer — Gold 2

**Skills:** Leadership, Lore (Astronomy)

**Talents:** Well Prepared, Magnus Opus, Savant (Local), Tenacious

**Trappings:** Library (Cartography), Quality Trade Tools (Cartography), Large Workshop (Cartography)

**Species:** Dwarf, Halfling, Human.

**Class:** Academic

*"Hmm... What an interesting anomaly. The details of the coastline suggest an inlet along this stretch. Perhaps we could land there, and I could map out the interior?"*

Cartographers chart the lay of the land for rich patrons, hardy explorers, and collectors. They accompany expeditions into the wild but also transpose the shoddy work of others into a more readable form. Maps in the Old World are notoriously unreliable – whether they are surveys of local trails, ambitious region wide guides, or the mainly fictional representations of the Old World itself. Yet the services of Cartographers are still in great demand.

