

CARTOGRAPHER

CARTOGRAPHER ADVANCE SCHEME

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✝ Apprentice Cartographer — Brass 3

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

Talents: Artistic, Orientation, Blather, Read/Write

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

⚔ Cartographer — Silver 3

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

Talents: Seasoned Traveller, Gregarious, Super Numerate, Linguistics

Trappings: Trade Tools (Cartography), Guild License

💀 Master Cartographer — Gold 1

Skills: Language (Any), Lore (Heraldry), Research, Ride (Horse)

Talents: Acute Sense (Sight), Master Tradesman (Cartography), Strong Legs, Tower of Memories

Trappings: Apprentice, Donkey, Assortment of maps, Workshop (Cartography)

🛡 Professor of Cartography — Gold 2

Skills: Language (Any), Lore (Astronomy)

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

Trappings: Class of Apprentices, Library (Cartography), Riding Horse with Saddle and Harness,

"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.



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