

Nevermore Jobs Sheet :

Proficiency : How much are they invested in the job ?

Quality : How good are their tools ?

Object : Is the object at hand easy or hard to manipulate ?

Blueprints : Do they need a blueprint to attempt an action ?

- Herbalist : “Botany Knowledge” : Can make concoctions from Herbs and Plants. (**P + Q**)
- Machinist : “Mech-Tech” : Can attempt to fix machines, salvage parts from machine, and construct machine. (**B + Q + O**)
- Geologist : “Composition Knowledge” : Can figure out natural biome dangers before entering a zone : (**P**)
- Tailor : “Fashion Sense” : Can fix any leather or cloth like armor, as well as groom to fashion : (**P + O**)
- Poet : “Contemplation” : Can attempt to boost morale in times of rest (**P**)
- Penator : “Flagellation” : Can inflict self harm to cure mental debuffs (**P**)
- Caretaker : “Nursing” : Can watch speed up the healing rate of allies in times of rest, as well as help apply medicine in battles (**P + Q**)
- Merchant : “Know How’s” : Can attempt to negotiate prices (**P**)
- Chariot Driver : “Rider” : Can drive any chariot, as well as increased proficiency in riding animals and creatures. (**P + O**)