

WHAT ARE MAP RESOURCES?

Adds new skills named Influence, Mining, Research and Farming. Difficulty classes are averaged out. They can change depending on the situation.

INFLUENCE

WHY DO YOU NEED INFLUENCE?

You need influence to acquire or run a business or purchase a property. Influence carries over to anyone you are affiliated. Although, you'll need to validate associates simultaneously. Therefore, if you were to enter an auction with 10 influence, including a friend might make you need 15 influence.

HOW DOES IT WORK ON CHARACTER SHEETS?

It works as a skill check on character sheets. You also have a feat called Influencer.

INFLUENCER

"You've developed the skills necessary to run your own business or own property. Renown or Influence is required to do so and with this feat you gain the following benefits:

- You have advantage on Influence rolls.
- You gain proficiency in Influence.
- You can use your Influence to try to halt a trade or stop a caravan. To do so, make an Influence check.

When you pick this Feat, increase one ability score by one.

Prerequisite: Charisma 14 or higher.

MINING AND FARMING

WHY DO YOU NEED MINING?

You need mining to acquire mineable materials that are available on the map. These include some Common, Strategic and Luxury materials. You also need a fair amount of mining skill accumulation to run a business. Mining skill does not carry over like influence.

WHY DO YOU NEED FARMING?

You need farming to acquire farmable resources that are presented on the map. These include some Common and Luxury materials. You also need a fair share of information on farming represented by your farming skill to operate a farm business. Farming skill also does not carry over like influence.

RESEARCH

You need research for Luxury materials represented on the map. Research can be an off-time activity but can't be trained. Research increases by studying materials, sites and written information or by experimenting. Every skill point costs some time and resources.

RESEARCH TABLE

Observation	1 cycle of what is being observed.
Experimentation	10 cycles of what was observed.
Hypothesis	1 day, 100GP - 10000GP.
Testing	5 cycle of what was observed.
Implementation	10 cycles of what was observed, 100GP – 10000GP.

1 cycle is determined by your DM and represents the time for a full cycle to be complete. Let's say mining ore takes a day to mine, a day to transport and a day to process. This makes 1 cycle 3 days. So for a

research skill to gain a point from this, you'll need to spend $3+30+1+15+30=79$ days and some of your wealth. This time can drastically decrease based on your studying materials and available information. It is represented at the Complication Table below.

COMPLICATION TABLE

Simple & A lot of material	25%
Complicated & A lot of material	40%
Simple & Lacking material	50%
Complicated & Lacking material	80%
Technologic Invention	120%

Complications are determined by your DM and your character's other skills if applicable, also determined by your DM. You gain a research point as you complete your research. Acquiring points and then trying to make profit off of simpler topics accumulate harder but will become rewarding faster.

Based on these tables, a simple task like mining (also enhanced by your Mining skill) in a mine full of resources and provided material with years of mining documentation will be graded Simple & A lot of material, therefore decreasing the 79 day count all the way down to 20, rounded(19.75).

Technologic Invention dates should be compared to IRL primitive versions of the inventions, therefore a simple research by the player is required.

Making a hand-made battery IRL takes ~8 days with all the resource ready, so implementing it in the game would take ~251 days, if all the resources are presented.

OTHER SKILLS

There are other skills such as Arcana or Constitution represented on the Map Resources Table. They are rules as written and only provide a check or a bonus for research checks. You need to pass these checks to acquire what it represents.

TECHNOLOGIC INVENTION

Things like computers, signals, robots, welders, batteries, data and even AI count as Technologic Inventions. Without them, a wonderful mechanic brain such as an artificer is still a mechanic brain. With the right research and a powerful team, above mentioned things can be integrated into the game world. Your DM can discard these inventions.