

### **Master Craftsmen Empire Specific Scaling**

<b>1-3 levels</b>	<b>“Apprentice” [type]</b>	<b>2 silver per level per game day</b>
<b>4-6 levels</b>	<b>“Journeyman” [type]</b>	<b>3 silver per level per day game day</b>
<b>7-9 levels</b>	<b>“Craftsman” [type]</b>	<b>4 silver per level per day game day</b>
<b>10-14 levels</b>	<b>“Master” [type]</b>	<b>5 silver per level per day game day</b>
<b>15+ levels</b>	<b>“Grand Master” [type]</b>	<b>5 silver per level per day game day</b>

**Plot may not give any special consideration for Craftsmen, they are meant for role-play purposes and to make in game coin.**