

# TRAINING

One of the unique selling points of Eventyr is the way that your character can go out adventuring, gain experience and then immediately see the benefit by spending their hard-earned XP on new skills and levels of existing skills during play. The in-game training available from both non-player characters (NPCs) and other player characters (PCs) adds another dimension to the game, providing additional avenues for roleplay and interaction.

This document gives an overview of the process of training, setting some minimum requirements and expectations on what training should involve. There are no hard and fast rules; the minimum standards set out here should be a starting point but the experience will vary from skill to skill and trainer to trainer.

Hopefully this guide will encourage you to seek out training from as many sources as possible and even inspire you to pick up the “Trainer” skill to start passing on your knowledge and wisdom to other characters!

## HOW LONG DOES IT TAKE TO TRAIN?

As you would expect, the length of time required to train someone from one level of expertise to the next varies with the amount of knowledge the student already has and the level of detail required to gain further knowledge. The minimum expected lengths of a training session are given below; these times are approximate but should be used as a guide to the length of time a student will need to spend before they gain their new level in a skill.

Training level	Duration
Untrained to apprentice	15 minutes
Apprentice to expert	30 minutes
Expert to master	60 minutes
Master to grand master	24 hours

The increase in time from level to level represents the difficulty of progressing from one level to another; whilst it could be argued that learning the basics can be more difficult than learning some more of the advanced techniques but in this case, learning takes longer with complexity.

## WHAT DOES TRAINING INVOLVE?

Training is a role-play experience between the student(s) and the trainer. Some skills will rely almost entirely on conversation to train, whilst others will involve lots of physical activity (certainly on the part of the student!). Nevertheless, there should be certain key aspects of training that are exactly the same across all skills; these can be summed up in a handful of key questions that should be in the mind of the trainer.

1. What do you want to know?

*Pretty self-explanatory but always worth checking!*

2. Why do you want to know it?  
*Always good for a bit of role-play; it can make some players stop and think when they want to learn some of the more controversial skills such as “backstab”...*
3. What do you already know?  
*This is where the player can demonstrate their current level of the skill they are learning or try to explain what they think is involved when learning a brand new skill.*

After the reasons behind the training session have been established and the current levels of expertise have been demonstrated, the new level can be explained and demonstrated by the trainer and then attempted and practiced by the student. The three questions that effectively make up the first part of the training should take less than half of the allotted training time, allowing plenty of time for the new skill section to run its course.

## BUT WHAT DOES TRAINING REALLY INVOLVE?

Ok, so it’s easy enough to say “explain and demonstrate the new skill level” but what does that mean? To aid potential trainers, the following table summarises most of the commonest types of skills (lumped together where similarities exist) to give ideas on how to get players to learn new skills. The routes to learning skills is as wide and varied as the amount of skills available to characters!

Type of skill	Typical classes	Examples of training
Weapon masteries	All <i>Most likely rogues and warriors</i>	Situational practice of the new combat call, followed by sparring (either with the trainer or with other students), incorporating any already known calls and the new combat call.
Armour masteries	All <i>Most likely priests and warriors</i>	Familiarisation with the armour; putting it on, taking it off, moving freely in it and demonstrating other skills whilst wearing it.
Offensive and defensive points	Warriors and rogues	Physical exercises focussing on speed or strength, depending upon the nature of the character in question; rogues tend to be agile whilst warriors focus on power.
Scroll skills (creation or copying)	Priests and mages	Writing and calligraphy practice, the correct formation of symbols, the selection of inks.
Hiding skills	Rogues	Playing hide and seek in the appropriate environments.
Restoration of skill points (drills, prayer, meditation)	Warriors, priests and mages	Demonstrations of techniques, similar to the learning of new points, but easily repeatable when restoring points.

## WHAT’S SO SPECIAL ABOUT GRAND MASTER SKILLS?

Grand master skills are the pinnacle of achievement in any particular skill. The abilities granted by these skills can be exceptionally powerful and so to keep grand master skills as prestigious as they should be, the training needs to be difficult and take a long time. To become a grand master, a characters needs to find a trainer at a level *higher* than grand master. These are exceptionally rare; grand master NPCs will sometimes share the location of their tutor, making a trip to the tutor a quest in itself...