

Yes, indeed. If you choose the [Commoner](#) class, you can be a trade person. What kind of tradesperson you decide to be is up to you. You can be a jack-of-all-trades and a master of none, or you can choose to concentrate on one type of trade and master it.

Player-made items are very important in the game. They are the best quality, and the only items that can be enchanted with special properties by [Enchanters](#) .

[Carpenters](#) will actually be able to build houses, boats, and other structures as well as furniture and other small useful things such as tool handles and boxes.

[Bakers](#) will be able to bake food that helps regenerate health, stamina, and mana faster. They can make food that will give bonuses to certain skills or attributes as well.

[Farmers](#) can grow excellent crops which make the bakers goods even more beneficial. Farmers can also choose to raise livestock, including horses, which can then be sold to other players. Farmers are very important, not only because they supply the best food, but they also affect how well an area can support the population. Houses will want to employ as many farmers as possibly to enable their area to support more residents.

[Blacksmiths](#) will be able to make everything from metal armor and weapons to hinges and nails. They are very important because only player-made armor and weapons can be enchanted to hold attribute modifiers or other benefits such as resistance to fire. Player-made tools also have a significantly longer period of usefulness and help increase the overall condition of items that are made. [Tailors](#) will want player-made needles and scissors and carpenters will want player-made tools and nails.

Tailors will be able to make everything from leather and cloth armor to curtains. Tailors will again be very important as they can make items that can be enchanted. Examples would be a container that could be enchanted to reduce the weight of items in it by half, or a cloak that would give the player a bonus to hiding. Furthermore, because all items will have a warmth rating, tailors will make the warmest clothing for cold weather. Clothing and armor will be damaged if you get into combat. Tailors will be able to repair items and help the item retain

much of its original condition.

[Alchemists](#) will be able to make anything from hair dye to healing potions. They will be an important trade person to everyone. Carpenters will go to them for paint and stains, blacksmiths will seek them out for enamels for their armors, and tailors will need dyes for their fabrics. Every player will seek out alchemists for their healing potions, salves, and herbs.

These are a few examples of what kind of trade skills there will be and what you will be able to make with them.