

## Module: The General Theory of Education

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This is a Simple module which better defines the Education, Educators and Self Teaching using the Talented equipment rules.

### General

**CASTE Education Defined:** For the purposes of this module we will define education as the construction (learning) of new non-natural talents (or points of stat) onto your own character.

**Crafting Education:** New Talents can be "crafted" into a character in the same way (relatively) as any other Talents can be crafted into Equipments with the same costs and time requirements.

**Workshop:** In order to educate oneself one requires the applicable tools to practice their skills. This could be training weapons and dummies for combat based skills, appropriate materials such as books or tools for academic skills, or appropriate environments to practice social skills. Without the correct tools for practice education is Impossible.

**Required Talents:** In order for a character to educate themselves it is required that they understand the process of education itself. This comes in two forms: Self education, and being educated by an outside party.

*Student:* Student is a level 2 Active Talent allows a character to educate themselves. Performing actions for which a character does not have the talent is Impossible.

*Professing:* Professing is a level 2 Active Talent that allows a character to give full access to their Talents en masse and without constant attention (generally though lecture or classroom training). Without Professing a character who wishes to help another educate themselves would need to give near constant individual attention to the character.

**Limits on Professing:** A Student may only learn from their source ( be it Professor or other material) talents in excess of their own (meaning a student with x2 sword masteries requires that they learn from a source with x3 sword masteries in order to reap the benefits of their aid )

**Aiding in education:** Only multiple professors can act as additional workers when a character educates themselves..

**Unrestricted Talent Access:** Unlike Talented Item crafting it is allowed for a character to educate themselves without unrestricted access to the desired Talent but it is an Impossible task.

**Crafting a Point of Stat:** Crafting a point of Stat is worth 10,000 monies.

**Effects of Impossible:** For each situation that makes the task of educating oneself impossible the crafting time is multiplied by 3. For example: A character wishes to teach themselves a level 1 talent, but have no access to the Talent, no tools to practice, and no understanding of self education. That character, who would, under ideal circumstances, only need 1 month (1000 monies) to teach themselves the Talent, would require 2 years and 3 months (27,000 monies).

**Cost of Education:** Ignoring any costs demanded by NPC's or their institutions, Education is free (but is still used as a measurement of how long it would require to educate themselves.).

### Application of General Theory to Characters

**Education, Age & Background:** When a character is created and their pre-play past lives has been understood it can be then understood what sort of education may have come from their upbringing. If the characters creator then defines the age of the character it then becomes possible to apply the General Theory of Education to that character.

Assuming that the 13 points applied to a starting character represent perhaps the first 13 years of life (and the adventures of youth) we can then define any further, less eventful life, though education by means of comparison with the chosen characters background. Up to any DM chosen educational limits that the chosen background can provide (It may be a good idea to make a Talent Tree with multiple talent limits for such a background.) we can assume that the character has had access to the tools (and may have to purchase them), the access to Talents they require (and may have to purchase the time of a professor), and regardless of whether they have taken the Talent or not, the capacity to teach oneself (only until the game begins).

**Downtime:** Applying the General Theory of Education to allow the players to train, or educate themselves, about the nature of future adventures might be a simple way to allow players to better prepare for challenges ahead.

**Optional: Prices on Time & Tools:** A reasonable price for the time of a Professor might be 10 monies per month and tools might be worth 100 monies per level of talent for which they are useful. Using this rule will make a balanced application of the General Theory of Education.

