

# Jeweler-Gemcutter

**Rules:** DMG 30.

**Note the important message on DMG 30!:** “Important: Players should never know the skill levels of jeweler-gemcutters!”

## Costs

A hireling costs 100 gp/month to employ as a base cost.<sup>1)</sup> Jeweler-gemcutters who are not being employed on a monthly basis as a hireling but instead are being hired in a settlement in their own shop for example should simply have this base fee applied for the duration of the service. For example, if a month has 28 days, a hire of 5 days would cost  $100 * (5/28)$ , or about 16 gp.

In addition to the base cost, 10% of the value of the **resultant** gem or jewelry must be paid.<sup>2)</sup>

## Process

Some of the process is covered in the rules on DMG 30, but some things are left vague. To solidify:

### Jeweler

The jeweler function cannot simply improve the value of an existing piece of jewelry. It is for crafting a new jewelry item out of materials, thereby increasing the value of the materials.

### Gemcutter

- A success increases the base value of the gem by 1 step.<sup>Ex</sup>
- This can only be done once per gem.<sup>Ex</sup>
- Gems of 5000 gp base value or greater cannot be used.
- Only gems found while adventuring can be used. They cannot work with such items purchased in settlements or from traders.<sup>Ex3)</sup>

The time it takes to cut a gem depends on the **target** value of the gem (its base value if the cut succeeds):<sup>Ex</sup>

Target Base Value	Time
10 gp or less	0.25 days
50 gp	0.5 days
100 gp	1 day
500 gp	2 days
1000 gp	4 days
5000 gp	7 days

1)

DMG 29.

2)

DMG 29. See asterisk and footnote after the jeweler-gemcutter cost.

3)

This rule keeps things simple and avoids PCs attempting to bulk purchase gems everywhere they go to feed them to a jeweler-gemcutter they have learned to be high skill.

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