

SUMMARY OF CAREERS

Note: “Wizardly” Career Traits add to your starting Magic points (q.v. *Ironclaw*, p. 194)

Career	Requirements	Applies to...	Wizardly?	Page
Apothecary	none	Haggling, Literacy, Medicine, Lore: Poisons	no	p. 54
Archeologist	none	Cartography, Navigation, (Lore of choice), Traps	no	p. 54
Artisan	none	(Craft skill of choice), Psychology, Haggling, Literacy	no	p. 56
Ascetic	Flaw of Poverty (-4 points)	Hiking, Literacy, Resolve, Theology	no	p. 49
Bandit	none	Intimidation, Stealth, Streetwise, Tactics	no	p. 50
Bawd	none	Bribery, Carousing, Fast-Talk, Streetwise	no	p. 50
Beggar	none	Fast-Talk, Observation, Stealth, Streetwise	no	p. 51
Boatman	none	Boating, Observation, Streetwise, Swimming	no	p. 56
Bodyguard	none	Observation, Psychology, Shield, Sixth Sense	no	p. 60
Bounty Hunter	none	(Weapon of choice), Shadowing, Streetwise, Tracking	no	p. 60
Burglar	none	Climbing, Streetwise, Stealth, Traps	no	p. 51
Cavalier	Gift of Nobility (1 point or more)	Lore: Heraldry, Riding, Shield, Sword	no	p. 54
Charlatan	none	Fast-Talk, Forgery, Psychology, Streetwise	no	p. 51
Cleric	none	Literacy, Meditation, Theology	White Magic Apprentice (p. 217)	p. 64
Coachman	none	Animal Handling, Carpentry Trade, Geography, Trade: Teamster	no	p. 56
Dilettante	Gift of Nobility (1 point or more)	Etiquette, Fencing, Lore: Heraldry, Literacy	no	p. 54
Dragoon	none	Gun, Gunsmith, Resolve, Sword	no	p. 60
Elementalist	none	Literacy, Lore: Elementalist Magic, Meditation	Elementalist Apprentice (p. 205)	p. 64
Engineer	none	Craft: Architecture, Trade: Carpentry, Ciphering, Craft: Stonemasonry	no	p. 55
Entertainer	none	(Entertainment skill of choice), Fast-Talk, Psychology, Performance	no	p. 56
Exciseman	none	Ciphering, Fast-Talk, Literacy, Psychology	no	p. 57
Farmer	none	Animal Handling, Farming Trade, Hiking, Weather Sense	no	p. 57
Fence	none	Ciphering, Forgery, Haggling, Streetwise	no	p. 51
Fisherman	none	Boating, Fishing, Swimming, Weather Sense	no	p. 57
Friar	Gift of Hospitality (2 points)	Hiking, Literacy, Oratory, Theology	no	p. 49

Career	Requirements	Applies to...	Wizardly?	Page
Gambler	none	Ciphering, Fast-Talk, Gambling, Psychology	no	p. 51
Green and Purple Mage	none	Literacy, Lore: Green and Purple Magic, Meditation	Green & Purple Apprentice (p. 224)	p. 64
Herdsman	none	Animal Handling, Observation, Tracking, Weather Sense	no	p. 57
Highwayman	none	Fencing, Gun, Etiquette, Riding	no	p. 52
Homeopath	none	First Aid, Herbalism, Medicine, Survival	no	p. 55
Hunter	none	Bow, Stealth, Survival, Tracking	no	p. 60
Jailer	none	Intimidation, Observation, Psychology, Wrestling	no	p. 60
Judicial Champion	none	All melee weapons	no	p. 61
Laborer	none	Brawling, Carousing, Carpentry Trade, Stonemasonry Trade	no	p. 57
Marine	none	(weapon of choice), Carousing, Resolve, Swimming	no	p. 61
Mercenary	none	(weapon of choice), Hagglng, Resolve, Shield	no	p. 61
Merchant	none	Administration, Bribery, Ciphering, Literacy	no	p. 57
Messenger	none	Geography, Lore: Heraldry, Hiking, Observation	no	p. 58
Monk	Gift of Hospitality (2 points), Flaw of Poverty (-4 points)	(one Craft skill), First Aid, Literacy, Theology	no	p. 50
Navigator	none	Astronomy, Ciphering, Literacy, Navigation	no	p. 55
Necromancer	special permission from the Game Host	Literacy, Lore: Black Magic, Meditation	Black Magic Apprentice (p. 306)	secret
Ostler	none	Animal Handling, Lore: Heraldry, Riding, Trade: Teamster	no	p. 58
Outrider	none	Lore: Heraldry, Navigation, Observation, Riding	no	p. 61
Paladin	none	(weapon of choice), Literacy, Resolve, Theology	no	p. 50
Peddler	none	(Trade skill of choice), Hagglng, Streetwise, Trade: Teamster	no	p. 58
Pickpocket	none	Fast-Talk, Holdout, Pickpocket, Stealth	no	p. 52
Pit Fighter	none	Brawling, Carousing, First Aid, Resolve	no	p. 61
Prospector	none	Cartography, Navigation, Craft: Prospecting, Survival	no	p. 55
Racketeer	none	Brawling, Intimidation, Streetwise, Torture	no	p. 52
Ranger	none	Bow, Hiking, Navigation, Tracking	no	p. 62
Resurrectionist	none	Bribery, Stealth, Streetwise, Traps	no	p. 52
Road Warden	none	Observation, Riding, Tactics, Tracking	no	p. 62
Robber	none	(Weapon of choice), Intimidation, Streetwise, Stealth	no	p. 52
Rustler	none	Animal Handling, Intimidation, Riding, Trade: Teamster	no	p. 53
Sailor	none	Carousing, Navigation, Boating, Swimming	no	p. 58
Scholar	none	(Language of choice), (Lore of choice), Ciphering, Literacy	no	p. 55

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Scout	none	Cartography, Hiking, Navigation, Observation	no	p. 62
Scribe	none	Craft: Calligraphy, Ciphering, Lore: Heraldry, Literacy	no	p. 55
Seer	none	Astronomy, Augury, Psychology, Sixth Sense	no	p. 56
Servant	none	Etiquette, Fast-Talk, Lore: Heraldry, Psychology	no	p. 58
Slaver	none	Haggling, Intimidation, Psychology, Torture	no	p. 53
Smuggler	none	Camouflage, Fast-Talk, Haggling, Streetwise	no	p. 53
Soldier	none	Hiking, Resolve, Spear, Shield	no	p. 62
Solicitor	none	Bribery, Etiquette, Lore: Law, Literacy	no	p. 58
Spy	none	Cryptography, Disguise, Fast-Talk, Streetwise	no	p. 53
Thaumaturge	none	Literacy, Lore: Magic, Meditation	Thaumaturgy Apprentice (p. 234)	p. 64
Toll Keeper	none	Bribery, Haggling, Lore: Law, Observation	no	p. 62
Torturer	none	First Aid, Intimidation, Psychology, Torture	no	p. 59
Trader	none	Bribery, Fast-Talk, Haggling, Trade: Teamster	no	p. 59
Trapper	none	Haggling, Hiking, Survival, Traps	no	p. 59
Vermin Catcher	none	Resolve, Spear, Tracking, Traps	no	p. 59
Watchman	none	Brawling, Intimidation, Observation, Tactics	no	p. 63
Witch Hunter	none	Lore: Magic, Observation, Resolve, Sixth Sense	no	p. 63

How To Make Your Own Career

1. What's the name of the Career? What sort of function does it fill in society?
2. Is the Career too similar to another Career already made? What makes this Career "different"?
3. What four skills would the Career apply to? Do these choices make sense? (For example, a Career that applies to Dodge – the Skill of avoiding pain – probably shouldn't apply to Resolve – the Skill of withstanding pain.)
4. Have you asked the other Players and the Game Host what they think of the Career?