

CULTURES AND PROFESSIONS COLLECTION I

IMPERIAL PROFESSIONS



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Each culture found in a civilized (or less than civilized) world will have some type of social division among its populace. After determining the culture for your character, you will then need to determine the social status of the character and from there, determine his profession.

Each social status and each profession provides the character with a bit of goods that are common to their status and profession. These items and money are referred to as trappings. Unless otherwise noted, these items will be of average quality.

Each character will automatically begin with two sets of average quality clothing, appropriate for their social status. This will include one pair of footwear and headwear appropriate to their station. Each character will also possess a knife.

Any additional gear will be gained through the choice of social status and/or profession, and if the character desires more gear beyond that gained through trappings, it may be purchased with the money gained from his choice of social status.

Unless the Games Master declares otherwise, players may choose their social status and professions. These professions reflect what the characters have been doing up until the beginning of the campaign.

Tables are provided for the creation of NPCs and for those who want to make their choices randomly.

The Empire of Coryll is spread across two continents, the home continent of Ordahl and the Continent of Lekarsha, where the Principality of Leshan is situated.

These tables can also be used for any Imperial

or civilized kingdom if you are using a setting other than Leshan.

These tables also reference the Silver Acorn Design product Magical Traditions I - Spellweaving, and the other Magical Traditions supplements (Not yet published, but the basic information on them is available on our website at <http://leshan.pbwiki.com>)

Social Status - Imperial Culture

d100 Roll	Social Status
01-11	Imperial Urban Poor
12-40	Imperial Rural Poor
41-65	Imperial Urban Middle Class
66-90	Imperial Rural Middle Class
91-99	Imperial Minor Nobility
100	Imperial Major Nobility



IMPERIAL URBAN POOR

These are the poor of the Empire who come from the cities and towns; these are the folk who work doing general labor and who serve in the taverns and shops of the town. It is also those who earn their living by preying off their neighbors and those who have more than themselves.

Basic Skills

Lore: World +10% Evaluate: +10%
 Perception: +5% Persistence: +5%

Pick Three at +10%

Athletics, Boating, Driving, Influence,
 Lore: Animal, Resilience, Sleight, Stealth,
 Throwing

Pick One at +10%

Unarmed, Dagger Sling, 1h Hammer

Advanced Skills

Language (Corycc) +50%, Lore: Regional,
 Streetwise

Pick One:

Craft, Dance, Language, Lore, Mechanisms,
 Play Instrument, Shiphandling

Trappings: Sturdy sack; a room in a garret or a pallet at your employers place of business, if employed; tools of your trade if you have a craft skill; 4d6 x 5 silver crowns

IMPERIAL RURAL POOR

These are the peasants and the folk who live in the smaller towns and villages around the Empire. Farmers, Woodsmen and the like, the poor of the rural areas form the bulk of the Empires population.

Basic Skills

Lore: Animal +10%, Lore: Plant +10%,
 Acrobatics: +5%

Pick Three: +10%

Driving, Boating, First Aid, Perception,
 Resilience, Stealth

Pick Three +5%:

1h Axe, 1h flail, 1h hammer, 2h axe, dagger,
 sling, spear, staff, unarmed

Advanced Skills

Language (Corycc) +50%, Lore (Regional),
 Survival

Pick One:

Craft, Dance, Lore, Play Instrument, Tracking

Trappings: 1 average quality weapon chosen from the following: Hatchet, Grainflail, Smith's hammer, small sledge, woodaxe, dagger, sling, shortspear, quarterstaff; a sturdy sack; waterskin; 1d4 blankets; 3d6 silver Crowns; a small hut or a bed in your parent's hut, depending upon your age



IMPERIAL URBAN MIDDLE CLASS

The bulk of the city and town dwellers fall within the designation of middle class. These are the small business owners, guilded craftsmen and 'entrepreneurs' of all types.

Basic Skills

Evaluate +10%, Influence +10%, Lore: World +10%

Pick Two +10%

Boating, Driving, Persistence, Resilience, Sleight, Stealth, Perception, Sing

Pick Two +10%

1h Hammer, 1h Sword, Dagger, Crossbow, Polearm, Shield, Unarmed

Advanced Skills

Language (Corycc) +50%, Lore: Regional

Pick Two:

Craft, Dance, Engineering, Language, Lore, Play Instrument, Shiphandling, Streetwise

Trappings: One set of plain, workaday clothing; two sets of more elaborate clothing; one set of 'fancy' clothing in the latest style but of average quality; townhouse or home with shop; 4d6 x 50 silver Crowns

IMPERIAL RURAL MIDDLE CLASS

The successful farmers, craftsmen and soldiers that live in and around the smaller towns and villages of the Empire.

Basic Skills

Lore: Animal +10%, Lore: Plant +10%

Pick Three +10%

Athletics, Boating, Driving, Evaluate, First Aid, Lore: World, Perception, Resilience, Riding, Persistence

Pick Two +10%

Dagger, Spear, Bow, 1h Axe, 2h Axe, Staff, 1h Hammer, Sling, 2h Hammer, Unarmed, Shield, 1h Sword

Advanced Skills:

Language (Corycc) +50%, Lore: Regional

Pick Two:

Craft, Dance, Language, Lore, Play Instrument, Survival, Tracking, Engineering

Trappings: Three sets of Sturdy, plain clothing, One set of 'fancy' clothing (although somewhat out of style by urban standards); one average quality weapon that the character has beyond basic skill in from the above list; small farm (3d6 acres) or house with workshop; 4d6 x 50 Silver Crowns



IMPERIAL MINOR NOBILITY

These are the younger sons and daughters of knights, baronets, barons and 'poor' nobles. These characters have been schooled in their noble obligations, but have to find their own way in the world, since they don't have great family resources to draw upon.

Basic Skills

Influence +10%, Lore: World +10%

Pick Four +5%

Athletics, Evaluate, Dodge, Lore: Animal, Perception, Persistence, Resilience, Riding, Sing

Pick Two +15%

1h sword, 2h sword, dagger, rapier, shield, spear, Bow, Crossbow

Advanced Skills

Language (Corycc) +50%, Lore: Regional, Courtesy

Pick One:

Craft, Dance, Language, Engineering, Lore, Play Instrument, Shiphandling, Survival, Tracking

Trappings: Several sets of Sturdy, well made clothing; Three sets of 'Fancy' clothing - only slightly out of fashion; Poniard, One weapon of average quality corresponding to a skill chosen above; Riding horse and tack; Comfortable home and 3d10 acres of land; 3d10 x 100 silver crowns

IMPERIAL MAJOR NOBILITY

The younger or recognized bastard children of Barons, Counts, Dukes and the like, the children of the Major Nobles of the Empire are expected to make their own way in the world, and to leave a large mark upon it. Many of them join the priesthood or become teachers or diplomats.

Basic Skills

Influence +10%, Lore: +10%, Riding: +5%, Persistence:+5%

Pick Two +5%

Evaluate, Dodge, Resilience, Perception, Sing, Lore: Animal, Athletics

Pick Two: +15%

1H Sword, 2h Sword, Dagger, Rapier, Shield, Unarmed, Spear

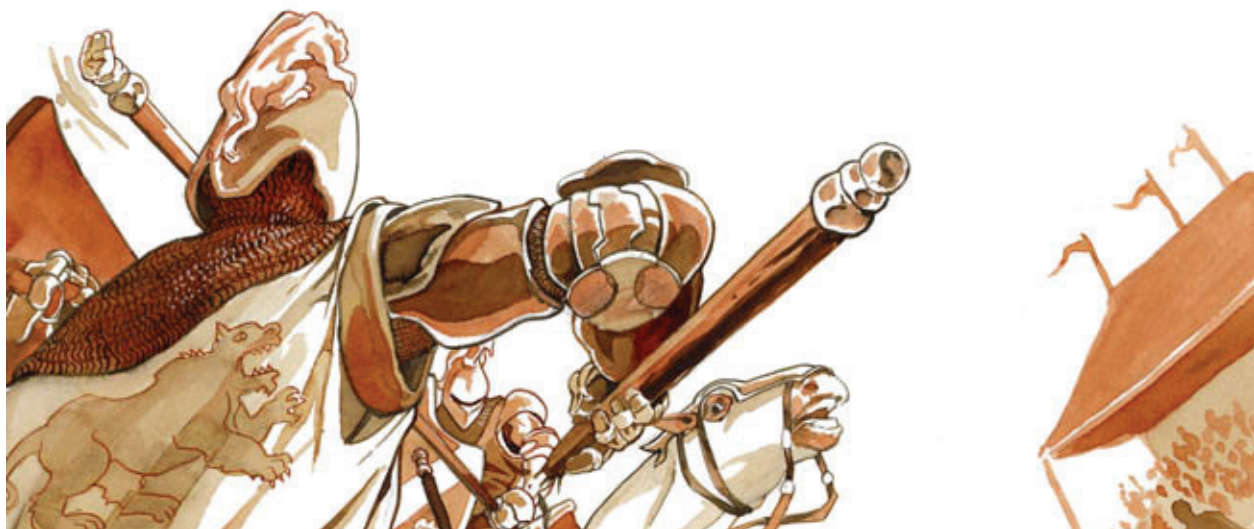
Advanced Skills

Language (Corycc) +50%, Lore: Regional, Courtesy

Pick One:

Craft, Dance, Language, Lore, Play Instrument, Shiphandling

Trappings: Several Sets of well made clothing, 4 sets of 'fancy' clothing of the latest fashion, Riding horse with tack, Poniard, Two well made (+2 HP) weapons corresponding to the skills above; Large Townhouse in city and Comfortable Holding outside city (3d6 x 10 acres); 6d10 x 100 Silver Crowns and annual income of 1d10 x 100 Silver Crown from holdings (after upkeep and other expenses)



PROFESSION TABLES

URBAN POOR

d100 Roll	Profession
01	Acolyte - Order of the Huntress
02-03	Alchemist
04-10	Blacksmith
11-13	Apothecary
14	Burglar
15-16	Pickpocket
17-20	Town Guard
21-25	Craftsman
26-29	Fisherman
30-35	Longshoreman
36-40	Cook
41-44	Beggar
45-51	Sailor
52-54	Mercenary Soldier
55-56	Ratter
57	Brawler
58-62	Imperial Legionnaire
63-65	Minstrel
66-70	Acolyte - Church of Light
71-73	Acolyte - Order of Justice
74-75	Innkeeper
76-77	Gladiator
78-79	Spellweaver
80	Pilot
81-86	Merchant
87-88	Acolyte - Order of the Holy Aegis
89-91	Acolyte - Order of Valen's Gift
92	Locksmith
93-94	Teacher
95-96	Physick
97-98	Acolyte - Order of the Undefined
99-100	Acrobat

RURAL POOR

1d100 Roll	Profession
01	Acolyte of the Order of the Huntress
02	Gladiator
03-04	Spellweaver
05-06	Acrobat
07-10	Blacksmith
11-15	Bowyer
16-23	Craftsman
24-30	Farmer
31-40	Herdsmen
41-42	Cook
43-46	Fisherman
47-48	Lumberjack
49-50	Mercenary Soldier
51-55	Miner
56-59	Sailor
60	Brawler
61-64	Animal Trainer
65-68	Hunter
69	Minstrel
70-73	Acolyte - Church of Light
74-78	Imperial Legionnaire
79-80	Imperial Pathfinder
81-82	Merchant
83-84	Innkeeper
85-86	Physick
87-89	Hedge Mage
90-94	Acolyte - Order of Valen's Gift
95-96	Apothecary
97	Acolyte - Order of Justice
98	Acolyte - Order of the Undefined
99	Acolyte - Order of the Holy Aegis
100	Teacher



IMPERIAL PROFESSIONS

URBAN MIDDLE CLASS

d100 Roll	Professions
01	Pickpocket
02-03	Courtier
04	Acolyte - Order of the Huntress
05-07	Physick
08-09	Acolyte - Order of the Undeified
10-12	Pilot
13-15	Minstrel
16-25	Craftsman
26-27	Cook
28-31	Blacksmith
32-33	Locksmith
34-40	Merchant
41-43	Scholar
44-46	Town Guard
47-52	Sailor
53-55	Imperial Legionnaire
56-57	Apothecary
58-60	Acolyte - Order of Valen's Gift
61-62	Acolyte - Order of Justice
63-66	Acolyte - Church of Light
67	Brawler
68-71	Spellweaver
72-75	Innkeeper
76-79	Mercenary Soldier
80-83	Acrobat
84-85	Alchemist
86-89	Cartographer
90-92	Burglar
93-94	Teacher
95	Imperial Pathfinder
96	Mercenary Captain
97-99	Acolyte - Order of the Holy Aegis
100	Diplomat

RURAL MIDDLE CLASS

d100 Roll	Profession
01-02	Brawler
03-05	Minstrel
06-07	Physick
08	Cartographer
09-11	Cook
12-13	Animal Trainer
14-16	Bowyer
17-20	Hunter
21-24	Merchant
25-28	Sailor
29-36	Farmer
37-39	Hedge Mage
40-43	Fisherman
44-51	Craftsman
52-53	Lumberjack
54-58	Acolyte - Church of Light
59-63	Acolyte - Order of Valen's Sacrifice
64-68	Blacksmith
69-71	Innkeeper
72-74	Imperial Pathfinder
75-76	Imperial Legionnaire
77-79	Spellweaver
80-83	Mercenary Soldier
84	Teacher
85-87	Acolyte - Order of the Holy Aegis
88-90	Acolyte - Order of Justice
91-92	Acolyte - Order of the Huntress
93-95	Acolyte - Order of the Undeified
96-97	Scholar
98-99	Acrobat
100	Mercenary Captain



MINOR NOBILITY

d100 roll	Profession
01-03	Imperial Pathfinder
04-05	Acolyte - Order of the Huntress
06-08	Cartographer
09-15	Acolyte - Order of Valen's Gift
16-22	Courtier
23-28	Imperial Officer
29-33	Scholar
34-40	Acolyte - Church of Light
41-46	Herald
47-52	Diplomat
53-60	Explorer
61-66	Teacher
67-73	Mercenary Captain
74-79	Spellweaver
80-85	Acolyte - Order of Justice
86-88	Physick
89-92	Knight Bachelor
93-96	Acolyte - Order of the Holy Aegis
97-100	Acolyte - Order of the Undefined

MAJOR NOBILITY

d100 roll	Profession
01-02	Acolyte - Order of the Huntress
03	Physick
04-13	Acolyte - Order of the Undefined
14-20	Acolyte - Order of the Holy Aegis
21-26	Explorer
27-28	Cartographer
29-38	Spellweaver
39-47	Imperial Officer
48-55	Knight Bachelor
56-66	Acolyte - Church of Light
67-71	Courtier
72-81	Diplomat
82-91	Acolyte - Order of Justice
92-93	Teacher
94-98	Scholar
99-100	Acolyte - Order of Valen's Gift



IMPERIAL PROFESSIONS

ACOLYTE OF THE CHURCH OF LIGHT (Any)

The primary focus of The Church is the worship of Oberon and Reeah, as the Father and Mother of all living things.

Influence +15%, Lore: World +5%, Persistence +10%

Advanced Skills

Lore: Theology - Church of Light

Pick One

Language, Healing, Lore, Courtesy

Trappings: Acolytes Robes, Pewter Holy Symbol, Holy

Ritual: Blessed Light, Holy Ritual: Healing Light (I)

ACOLYTE OF THE ORDER OF THE HOLY

AEGIS (Any)

The designated protectors of the Faithful and the Innocent, the people of the Empire hold the Shield-Brothers in high esteem. The most basic tenet of the order is to shield the faithful and the innocents from damage, at all costs.

Shield +20%, Athletics +5%, Influence +5%

Pick One +10%:

1h Sword, 1h Hammer, 1h Flail

Advanced Skill: Lore: Theology (Church of Light)

Trappings: Acolytes Robes - Shield Brother, Round Shield,

Leather Hauberk, 1 weapon appropriate to above choice, Pewter Holy Symbol, Holy Ritual: Blessed Light

ACOLYTE OF THE ORDER OF THE HUNTRESS

(Any, Female Only)

The Order of the Huntress is only open to females. The Huntresses are tasked with tracking down and bringing to justice those who have committed crimes against the weak and innocent. They often lend their expertise to other Orders to see justice done. Most Huntresses are highly skilled archers and trackers. The Huntresses have a reputation for being relentless in their pursuit of a wrong-doer.

Perception +10%, Influence +5%, Persistence +5%,

Pick Two +5%:

Bow, Spear, 1h Sword, 1h Hammer, 1h Flail, 2h Sword,

2h Hammer, 2h Flail, Shield, Crossbow, Unarmed,

Dagger

Advanced Skill:

Lore: Theology - Church of Light; Tracking

Trappings: Acolytes Robes - Huntress, 2 weapons appropriate to choices above, Pewter Holy Symbol, Holy

Ritual: Blessed Light, Holy Ritual: Revealing Light (I)

ACOLYTE OF THE ORDER OF JUSTICE (Any)

The Brothers of Justice are charged with maintaining order among the faithful. They settle disputes in church related matters, investigate church related crimes and are available to assist secular authorities if they so request.

Justices often work alongside the Undeified in investigating cases of disturbed burials. Members of the Order of Justice are typically used as guards for the Patriarch or Matriarchs of all the Orders, and also form the core of the Prelate's Guard.

Lore: World +5%, Influence +10%, Perception +10%,

Pick Three +5%:

1h Sword, 1h Hammer, 1h Flail, 2h Sword, 2h Hammer,

2h Flail, Spear, Polearm, Shield, Lore: Plant, Lore:

Animal, Athletics, Evaluate, Persistence, Resilience

Advanced Skill:

Lore: Theology - Church of Light

Trappings: Acolytes Robes - Justice, 1 Weapon appropriate

to above skills, Pewter Holy Symbol, Holy Ritual: Blessed Light, Holy Ritual: Revealing Light (I)

ACOLYTE OF THE ORDER OF THE

UNDEFILED (Any)

Lore: World +5%, Perception +5%, Persistence +5%,

Resilience +5%

Pick Two +5%:

1h Sword, 1h Hammer, 1h Flail, 1h Axe, 2h Sword,

2h Hammer, 2h Flail, Staff, Spear, Polearm, Shield,

Crossbow

Advanced Skills:

Lore: Theology - Church of Light, Lore: Undead

Trappings: Acolytes Robes - Undeified, Leather Hauberk,

Heavy Leather Cap, 1 weapon appropriate to above choice,

pewter holy symbol, 1d4 vials of holy water, Holy Ritual:

Blessed Light, Holy Ritual: Final Rest (I)



ACOLYTE OF THE ORDER OF VALEN'S GIFT (Any)

Beloved of the people of many faiths, and those who are not sure the gods actually exist; the Valenites are devoted to the healing of all who are in need.

Saint Valen was originally a Shield Brother; although he was a pacifist who refused to carry a weapon.

He concentrated on healing those in need, regardless of their faith, and gave his life to protect a little girl who had wandered into the middle of a bandit attack. The Prelate at the time, Darad II, called for those who were feeling restricted by the other orders and who were strictly devoted to healing and formed the Order of Valen's Gift. The little girl that Valen saved was raised by the Order and later became Matriarch Annabelle I.

The Valenite Order runs many hospices throughout not only the Empire, but in any other land that will allow their presence. In lands such as the Caliphate where it is a violation of law to spread the word of other religions, the Valenites simply offer their services as healers.

Influence +5%, Perception +5%, Persistence +5%, Resilience +5%, First Aid +10%

Advanced Skills:

Lore: Theology - Church of Light, Healing

Trappings: Acolytes Robes - Valenite, Healers Kit, Pewter Holy Symbol, Holy Ritual: Blessed Light, Holy Ritual: Healing Light (I), Holy Ritual: Light's Sanctum

ACROBAT (Any Non-Noble Culture)

Entertainers who perform feats such as tightrope walking and juggling. Acrobats often travel with troupes of performers, and sometimes alone.

Acrobatics +10%, Athletics +10%, Dodge +10%, Throwing +10%, Sleight +10%

Trappings: Colorful clothing, staff (for balance), 20m rope

ALCHEMIST (Any Urban, Non-Noble)

Masters of the arcane skill of Alchemy, Alchemists specialize in transforming various materials into magically useful potions and concoctions.

Evaluate +5%, First Aid +10%, Lore: Plant +10%, Resilience +5%

Advanced Skills:

Craft: Alchemy

Pick One:

Language, Lore, Craft, Mechanisms

Trappings: Leather Apron (1 AP Chest/Abdomen - Front Only -2%); 1d10+4 assorted vials and jars; 1d3+2 Magnitude of Alchemy spells

ANIMAL TRAINER (Poor Rural, Middle Class Rural)
Driving +5%, Lore: Animal +20%, Persistence +10%, Resilience +5%, Riding +5%

Trappings: Whip or animal prod; heavy leather gloves; 20' rope

APOTHECARY (Any Non-Noble)

Specializing in creating curatives for those in need, the Apothecary is very knowledgeable about the healing properties of plants. Occasionally they learn about the magical tradition of Botanomancy, but most of them simply use their great knowledge to help others.

Lore: Plant +15%, Lore: Animal +5%, Lore: World +5%, First Aid +5%

Advanced Skills:

Craft: Apothecary

Pick One:

Healing, Lore: Alchemy, Language, Botanomancy

Trappings: Mortar and Pestle, 1d4 Non-Magical mixtures (determine randomly), 2d6 small, empty pouches

BEGGAR (Urban Poor)

The injured, the weak, the afflicted; or at least, that is often how they appear when they work the streets of the Empires cities and towns, asking those who pass by for alms and donations

Acrobatics +5%, Athletics +10%, Persistence +5%, Dodge +5%, Sleight +5%, Perception +5%, Influence +5%

Advanced Skills:

Streetwise

Trappings: Ragged Clothing, tin cup, crutch

BLACKSMITH (Any Non-Noble)

A well-respected profession within the Empire, the blacksmith is a craftsman who works with metals to create household items, tools and upon occasion, weapons and armor for the defense of the community.

1h Hammer +5%, Evaluate +10%, Resilience +5%

Advanced Skills:

Craft: Blacksmith, Lore: Mineral

Pick One:

Engineering, Mechanisms, Craft: Armorer, Craft: Weaponsmith

Trappings: Leather Apron (1 AP Chest/Abdomen - Front Only -2%); Smith's Hammer (1d6+1) Str/Dex 10/7 Enc 2 AP/HP 4/10; set of metal finishing tools (enc 5)

BOWYER (Any Non-Noble, Non-Urban)

A craftsman who specializes in creating ranged weapons and the ammunition that goes with it.

Bow or Crossbow +10%, Lore: Plant +10%, Perception +5%, Evaluate +5%

Advanced Skills:

Craft: Woodcraft; Craft: Bowyer

Trappings: Woodcarving tools, Fletching tools, 1 Longbow or Heavy Crossbow, 1 quiver of 20 arrows or bolts

BRAWLER (Any Poor or Middle Class)

Found in many areas, a Brawler is a person who has worked hard at perfecting his ability to use his fists as weapons.

Athletics +10%, Resilience +10%, Dodge +10%

Advanced Skills:

Martial Arts (+10%)

Trappings: Leather Wrappings for hands, Assorted Bruises

BURGLAR (Urban Poor or Urban middle Class)

A specialist in illegal and stealthy visitations, Burglars make their livings by removing the belongings of others.

Athletics +20%, Perception +10%, Evaluate +5%, Stealth +5%

Advanced Skills:

Mechanisms

Trappings: Loose fitting, dark clothing; lockpicks, small sturdy sack, small hooded lantern, small prybar

CARTOGRAPHER (Any Middle Class or Noble)

Maps are essential to those who travel into lands they have not ventured into before, and for those who sail the oceans of the world. A cartographer is often a well traveled person, familiar with many lands and their customs.

Lore: World +20%, Perception +5%, Athletics +5%

Advanced Skills:

Craft: Cartographer

Pick One:

Language, Lore: Geography, Lore: Regional, Survival, Lore: Astronomy

Trappings: Writing Kit, 1d10 sheets of parchment, 1d6+2 finished maps of various locales, Compass & Sextant



COOK (any non-noble)

A profession that is often taken for granted until the pangs of hunger begin to gnaw at your insides, a skilled cook is a professional who many are happy to make the acquaintance of.

Lore: Plant +5%, Lore: Animal +5%, Dagger +5%, Evaluate +5%

Advanced Skills:

Craft: Cooking

Pick Two:

Lore: Cuisine, Lore: Regional, Language, Streetwise, Craft: Baker, Lore: Heraldry, Craft: Brewer, Craft: Vinter

Trappings: 1 set of average quality cooking utensils, 3d6 small containers of herbs and spices

COURTIER (Urban Middle Class, Any Noble)

Found flocking around the wealthy and powerful, Courtier's attempt to curry favor for themselves by flattering those in power, or by doing special tasks for them.

Influence +20%, Lore: World +5%, Perception +5%

Advanced Skills:

Dance

Pick One:

Dance, Lore: Art, Lore: Heraldry, Lore: Philosophy, Lore: Regional, Language, Play Instrument

Trappings: 3 sets of high quality, current fashion fancy clothing. 1d3 favors owed you.

CRAFTSMAN (Any Non-Noble)

The number of crafts that can be found throughout the Empire are too numerous to list, but the Craftsman profession covers all those who make their living by creating objects of quality and value.

Evaluate +15%, Influence +10%, Persistence +5%

Advanced Skills:

Craft (choice)

Pick One:

Craft (other), Engineering, Mechanisms, Language, Lore

Trappings: Set of average quality tools for primary craft skill

DIPLOMAT (Urban Middle Class or Any Noble)

Unlike the courtier who attempts to gain favor for himself, the Diplomat uses his skills to gain favor for his employer or nation. Diplomats are typically found far from their homelands, working in the courts of foreign nobles.

Influence: +20%, Lore: World +5%, Perception +5%

Advanced Skills :

Courtesy

Pick One:

Dance, Language, Lore, Play Instrument

Trappings: Diplomatic Papers, 3 sets of Dress clothing, official seal, writing kit

EXPLORER (Any Noble)

There are many lands yet to be found by the Empire, and the Noble Explorer is determined to gain his fortune by discovering lands of note. Often found following rumors of ancient lands and legendary treasures, the Explorer carries on his conversations with a gaze that seems to look beyond the current horizon.

Lore: World +20%, Perception +5%, Resilience +5%

Advanced Skills (Pick Two):

Language, Lore: Astronomy, Lore: Geography, Lore: Regional, Shiphandling, Survival

Trappings: Writing Kit, Bound journal, 1d3 maps, compass, Spyglass, Sextant, Sturdy clothing

FARMER (Any Rural, non-noble)

The backbone of the Imperial lands, the farmers work the land to provide its bounty to all.

Athletics +5%, Driving +5%, Lore: Animal +15%, Lore: Plant +15%, Resilience +10%

Trappings:

Small Cart with one draft animal, 3d6 x 20 pounds of fresh produce

FISHERMAN (Any Rural or Urban Poor)

While the farmer harvests the bounty of the land, the Fisherman battles the elements to harvest the bounty of the waters.

Athletics +5%, Boating +20%, Lore: Animal +5%, Resilience +10%, Throwing +10%

Trappings:

Rowboat with oars, fishing net, fishing kit, skinning knife, bucket, 1d6 x 5 pounds of fresh fish

GLADIATOR (Any Poor)

In many of the larger towns and major cities of the Empire, there exist arenas where men are set against one another or against wild and/or exotic beasts for the entertainment of the masses.

Dodge +10%, Resilience +10%,

Pick Three:

Unarmed, 1h Sword, 1h Hammer, 1h Flail, 2h hammer, 2h sword, 1h axe, 2h axe, 2h flail, spear, dagger, shield, Martial Arts

Trappings: 1 weapon appropriate to choice from above list, Cuirboulle Cuirass (AP: 2 Enc 1 Abd/Chest -4%), Cuirboulle Greaves (AP2, Enc1 Legs -2%), Heavy Leather Cap (AP2 Enc1 Head -2%)



HEDGE MAGE (Any Rural, Non-Noble, Min POW 12)

Often living in small villages, or near them, the Hedge Mage, sometimes referred to as a Wise Man or Woman or 'that crazy old hermit in the woods,' the Hedge Mage is versed in the Magical Tradition of Spellweaving, a specialist in Nature Magic, using his magical spells to extract special abilities from various plants and herbs.

Lore: Plant +10%

Pick Two:

First Aid, Influence, Lore: Animals, Perception, Resilience, Stealth

Advanced Skills: Craft: Apothecary, Spellweaving: School of Nature

Trappings: 2d6 x 3 random herbs, 1d6+2 Magnitude in spells from Botanomancy, 1d3 magnitude in spells from any other spellcasting tradition learned, gathering bag (*like a modern messenger bag*)

HERALD (Minor Nobility)

A minor noble who acts as a messenger and proclaimer of news for the Nobility, the Herald is often well-traveled and his person is protected by Imperial Law, for it is a capital offense to interfere with a Herald in the performance of his official duties.

Influence +10%, Lore: World +10%, Riding: +5%, Persistence +5%

Advanced Skill:

Lore: Heraldry

Pick One:

Language, Lore (other), Play Instrument, Courtesy

Trappings: Trumpet, Riding Horse with Tack, Fine Clothing in Liege's Colors, Writing Kit, Blank Journal

HERDSMAN (Rural Poor)

Watching over the flocks and herds, keeping them safe from predators and their own stupidity, the herdsman leads a lonely life, and it is unsurprising that some of them long for a life of excitement and adventure.

First Aid +5%, Lore: Animal +20%, Resilience +5%, Sling +5%, Staff +5%

Advanced Skills:

Survival

Trappings: Herdsman's Crook (staff), Sling, pouch of 10 sling stones, Horn

HUNTER (Any Rural)

Often employed by the local Lord or by the village, the Hunter is skilled in stalking the wilds near his home in search of edible game.

Bow +5%, Lore: Animal +10%, Spear +5%, Stealth +5%, Perception +5%

Advanced Skills:

Survival, Tracking

Trappings: Short Bow, Quiver with 12 arrows, Hunting Spear, Skinning Knife, Signal Horn

IMPERIAL LEGIONNAIRE (Any Non-Noble)

The bulk of the Empires armies, the Legionnaire is a toughened and professional warrior, respected by their allies and enemies.

Athletics +5%, Resilience +5%, Lore: World +5%,
Spear +10%, 1h Sword +5%, Shield +10%

Advanced Skills:

Courtesy

Trappings: Short Spear, Cuirboulli Cuirass (AP: 2 Enc 1 Abd/Chest -4%), Cuirboulli Greaves (AP2, Enc1 Legs -2%), Heavy Leather Cap (AP2 Enc1 Head -2%), Falcata, Backpack

IMPERIAL OFFICER (Any Noble)

Even the best soldiers need leaders to give them guidance and direction. Noble sons who desire the military life and want to serve the Empire, the Officers of the Imperial Legions cut a fine figure on or off the battlefield.

Lore: World +10%, Resilience +5%, Influence +10%,
Riding +5%, 1h Sword +10%, Shield +10%

Trappings: Scale mail Shirt, Cuirboulli Greaves, Helmet, Spatha, Target Shield, Riding Horse with tack and harness

IMPERIAL PATHFINDER (Any except Major Nobility)

Military scouts, and those who search for new lands to expand the Imperial borders, the Pathfinders usually work in small teams and spend long months, sometimes years away from their homelands.

Pick Four +5%:

Lore: World, Lore: Animals, Lore: Plant, Athletics,
Dodge, First Aid, Perception, Resilience, Stealth

Pick One +10%:

1h Axe, 1h Flail, 1h Hammer, 1h Sword, 2h Axe, 2h
Flail, 2h Hammer, 2h Sword, Bow, Crossbow, Polearm,
Spear, Shield

Advanced Skills:

Survival

Pick One:

Lore: Geography, Tracking, Language, Lore: Regional,
Shiphandling

Trappings: Backpack, Waterskin, Compass, Spyglass, 50' Rope, Bedroll, 10' x 10' Tarp, Hammock, Poniard, 1 average quality weapon chosen from the above list,

INNKEEPER (Any Non-Noble)

Professionals who provide service to travelers.

Influence +10%, Evaluate +5%, Lore: World +5%

Advanced Skills (Pick Three):

Craft: Cook, Craft: Brewing, Craft: Baking, Language,
Streetwise, Lore

Trappings: 1 ring of 'skeleton' keys, keg tapper (wooden Mallet: 1h hammer 1d4 damage Str/Dex: ---/--- Enc: 1 AP/HP: 1/3), pewter tankard

KNIGHT BACHELOR (Secular) (Any Noble)

The bulk of all Knights are those minor Knights who have earned their spurs, but have not yet gained a holding of their own. Either traveling alone or with a personal retinue as a Knight Errant, or providing their services to a particular Lord or Patron.

Riding +10%, Persistence +10%, Influence +5%, 1h
Sword +10%, Shield +10%, Spear +5%

Trappings: Light Warhorse with Tack and Leather Barding, Scalemail Shirt, Cuirboulli Greaves, Helmet, War Sword, Kite Shield, Lance

LONGSHOREMAN (Urban Poor)

The burly men and women who spend their days and nights loading or unloading ships or wagons of heavy goods, these workers are found in any urban area.

Athletics +15%, Perception +5%, Resilience +10%

Pick One +10%:

Boating, Driving, Lore: World, Unarmed

Advanced Skills

Pick One: Language, Lore, Shiphandling, Streetwise

Trappings: Cargo Hook (dagger skill, 1d4+1 damage, Str/Dex ---/--- Enc ---- AP/HP 2/5)

LUMBERJACK (Any Rural, Non-Noble)

Hardworking men and women who harvest timber for those who work with wood, the Lumberjack is oft-times found in the deep woods.

2h Axe +10%, Lore: Plant +10%, Athletics +5%,
Resilience +5%

Advanced Skills:

Survival

Pick One:

Craft: Woodcraft, Engineering, Lore: Regional, Tracking

Trappings: Woodsman's Axe, Saw, 20m Rope

LOCKSMITH (Any Urban Non-Noble)

A skilled craftsman who has a delicate touch with small items, the Locksmith is occasionally sought out by adventurers who anticipate encountering locks or other intricate devices in their explorations.

Evaluate +10%, Perception +5%, Persistence +5%

Advanced Skills:

Craft: Tinker, Mechanisms

Pick One:

Craft: Blacksmith, Engineering, Streetwise

Trappings: Tinkers Tools in sling bag, Fine Manipulation Tools, Lock picks, 1 ring of 'skeleton' keys, magnifying lens with head strap

MERCENARY CAPTAIN (Any Middle Class, Minor Nobility)

Head of a crew of mercenary soldiers, the Mercenary Captain is responsible for keeping his men employed.

Lore: World +15%, Influence +5%, Persistence +5%

Pick One +5%:

Athletics, Dagger, Dodge, Driving, Evaluate, Resilience, Riding, Unarmed

Pick Two +10%:

1h Axe, 1h Flail, 1h Hammer, 1h Sword, 2h Axe, 2h Flail, 2h Hammer, 2h Sword, Bow, Crossbow, Polearm, Spear, Shield

Trappings: Two Average Quality weapons appropriate to choices above, Ringmail Shirt, Leather Trews, Helmet, Riding Horse with tack and harness

Mercenary Soldier (Any non-noble)

A soldier who works for coin and loot, rather than for love of his or her nation, the Mercenary Soldier will fight for those who offer the best coin. However, once a contract is entered into, it is considered unprofessional and bad form to break it simply because someone offers more money.

Lore: World +10

Pick Two +15: 1h Axe, 1h Flail, 1h Hammer, 1h Sword, 2h Axe, 2h Flail, 2h Hammer, 2h Sword, Bow, Crossbow, Polearm, Spear, Shield

Pick Two +5: Athletics, Dagger, Dodge, driving, Evaluate, Resilience, Riding, Unarmed

Trappings: Two Average quality weapons appropriate to choices above, Leather Hauberk, Leather Trews, Heavy Leather Cap, Backpack

Merchant (any non-noble)

Many craftsmen are excellent at what they do, but are unskilled at dealing with potential customers. The merchant, on the other hand, is a master of dealing with potential buyers and will often provide a variety of wares for their perusal, whether it be in a fixed shop, or as a traveling merchant.

Evaluate +15, Influence +15, Lore: World +10

Advanced Skills (Pick One): Language, Lore: Logistics, Shiphandling

Trappings: 1d6 x 100 silver crowns (from recent sale of merchandise)

Miner (Rural Poor)

Working deep in the earth, pulling the valuable and useful minerals from their deep homes, the miner spends many days and night at their hard labors.

1h Hammer +10, 2h Hammer +10, Athletics +10, Resilience +10

Advanced Skills: Lore: Mineral

Trappings: Pickaxe, rock hammer, helmet with candle

holder and reflector (miner's helm)

Minstrel (Any Except Nobility)

Professional cousin of the Acrobat, the Minstrel is a teller of tales and a singer of songs. Many of them also juggle and perform small tricks to earn some coin and to amuse and entertain their audience.

Influence +10, Lore: World +10, Perception +5, Sing +10, Sleight +5

Advanced Skill (Pick One): Dance, Play Instrument, Language, Lore

Trappings: Colorful clothing, Average quality instrument if skill taken, 1d4+2 brightly colored wooden balls, 2d4+4 brightly colored scarves

Physick (Any)

Relying upon their skill and knowledge, the Physick is dedicated to the healing of the body and mind.

First Aid +10, Lore: Plant +5, Perception +5

Advanced Skills: Healing (+20)

Trappings: Healers Kit, 1d3 favors owed to you

Pickpocket (Any Urban Non-Noble)

Fond of crowds, especially on market or festival days, the pickpocket, or cutpurse as they are often called, is dedicated to relieving weary travelers of the heavy burden that is their coin purse.

Sleight +20, Athletics +5, Dodge +5, Stealth +5, Perception +10, Evaluate +5

Trappings: Small blade for cutting purses, 1d6 x 10 Silver Crowns

Pilot (Any Urban, Non-Noble)

A ship wishing to make harbor in a civilized port in the Empire is required to be brought in by the local Pilot. The job of the pilot is to bring the ship into safe harbor and to alert the Customs Agent that cargo or passengers are arriving.

Boating +10, Perception +10, Persistence +10

Advanced Skill: Shiphandling

Pick One: Engineering, Mechanisms, Language, Survival

Trappings: Small Rowboat, Spyglass, 30m Rope

Ratter (Urban Poor)

Oft maligned and typically avoided by others, the Ratter provides a valuable service to the crowded cities of the Empire, for without their efforts, the vermin that carry many diseases would run rampant through and under the cities of the Empire. Truly, they are the unsung heroes of the Empire.

Athletics +5, Perception +5, Resilience +10, Stealth +5, 1h Hammer +5, Lore: Animal +10

Advanced Skill: Tracking

Trappings: Large Sturdy Sack, Club

Sailor (Any Non-Noble)

The crew of sailing ships are often a motley lot, but well traveled and knowledgeable of those things that happen in distant lands.

Acrobatics +5, Athletics +15, Boating +10, Lore: World +5, Resilience +5

Advanced Skills: Shiphandling

Trappings: Belaying pin, 1d6 x 20 silver crowns

Scholar (Any Middle Class or Noble)

A collector of knowledge, the Scholar is often found working for nobles, the Church or in the libraries of the Empire. Some Scholars offer their services to travelers who have found some obscure text or ancient item that they cannot identify.

Evaluate +5, Lore: World +5, Persistence +10

Advanced Skills: Lore

Pick Two: Engineering, Healing, Language, Lore (other), Mechanisms, Courtesy

Trappings: Writing Kit, 1d3+2 books on various subjects (+10 to appropriate Lore skill when referencing), bound, blank book

Spellweaver (Any, POW 14+)

The Spellweaver, or Mage is a master of weaving magical energy into the form they desire. Each spellweaver has a particular school to which they are primarily aligned, but many of them learn other magical traditions as well.

Pick Four +5: Lore: Animal, Lore: Plant, Lore: World, Evaluate, Perception, Influence, Persistence

Advanced Skills: Spellweaving (pick primary school)

Pick Two: Spellweaving (other), Language, Lore, Alchemy, Botanomancy, Artifice, Spiritualism, Necromancy, Sorcery

Trappings: Power Focus, 1d4+2 Magnitudes in spells from Primary School, 1d2 magnitude in spells from any other spellcasting skills learned.

Teacher (Any, Int 12+, Cha 10+)

If it were not for teachers, the civilization of the Empire would grind to a halt and the men and women of the Empire would devolve back to the level of primitive savages. This is a known fact, just ask any teacher.

Lore: Animal +5, Lore: Plant +5, Lore: World +10

Advanced Skills: Language: Native +10

Pick Two: Lore, Language, Play Instrument

Trappings: Writing Kit, 1d3 books on various subjects (+10 to appropriate Lore skill when referencing), bound, blank book

Town Guard (Urban Poor or Urban Middle Class)

Charged with keeping the streets and walls of their towns and cities safe, the Town guard exist to protect and serve.

1h Hammer +5, Athletics +5, Crossbow +5, Perception +5, Polearm +10, Shield +10

Advanced Skill: Streetwise

Trappings: Leather Hauberk, Leather Cap, Club, Wooden Whistle, Buckler



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