

- GAFFER -

DESCRIPTION

The Gaffer Guild is famous throughout the Old World. If you want a structure erected, there are none better to turn to than the Gaffers. They work as site managers, liaising with the other Guilds and individual tradesmen to ensure construction runs smoothly.

As they have a superb reputation to uphold, they do not like to be let down. The Trade Guilds clamour for work for the Gaffer Guild, as it repeatedly secures the most lucrative contracts and rarely lets its workers down.

Because of this, Gaffers tend to have a broad array of contacts throughout the area they work in. The Guild has its roots in, of all places, the Moot some 1,500 years ago, where the first Gaffers helped forge the foundations of the pastoral province. Indeed, most Halfling Elders have been Gaffers in their time, and often maintain the contacts they established while in construction. Due to the prevalence of Halflings in the Guild, it seems to have cornered the market in Ogre labour, as, unexpectedly, the two races work very well together. The word 'Gaffer' has become synonymous in the Empire with 'bossy, old man', as most Gaffers are.



- Gaffer Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	-	+5%	+10%	+10%	+10%

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Charm or Trade (Carpenter, Stoneworker or Thatcher), Command, Common Knowledge (the Empire or Halflings), Gossip or Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Halfling or Reikspicl)

Talents: Dealmaker or Supernumerate, Savvy or Suave

Trappings: Gaffer Guild Pin, Tradetools, 1d10 gc

Career Entries: Burgher, Fieldwarden, Tradesman

Career Exits: Artisan, Burgher, Politician, Student

Note: If you are rolling randomly for your Starting Career, you can substitute Tradesman for Gaffer with your GM's permission.