



## Occupation Lists

Characters in Cinis follow various occupations. Occupations (occupational classes) are both socially and economically charged, and some especially high or low members of society are restricted from certain occupations. To reflect these social restrictions, some occupations are only available from specific positions, while others, such as prisoner, are always options for character development.

An effort has been made to prevent difficulty in movement between occupations from stifling creative character development by making most occupations available after some effort. Some occupations historically were simply not options for persons above a specific age; hence, one may not decide to arbitrarily become an artisan late in life as the existing community of artisans will simply refuse such movement. To balance this against character conception flexibility, we have made this transition very difficult, but not impossible.

Still, players with interesting character concepts should confer with their GM to determine the suitability of non-standard moves. If one becomes a wizard from prison, a very interesting explanation must be created indeed. Such detail may greatly enhance a game, as characters reflect their backgrounds.

These two things combined form a character generation system that forces the building of a character conception; at the end of the process a character is fleshed out and has a history which lends itself to interesting role-playing.

Development is performed yearly. Each occupation includes a list of skills and a number of skill points which may be spent on the appropriate list(s). Remember when choosing skills that all skills cost 1 point per rank, except for Lore/History and Appraisal skills, which cost 1/2 point each. This encourages characters to learn lores, histories, and appraisal skills. See page 19 for more information.

Occupations are the primary focus of one's life as they confer an entire way of life, including life-style, expectations, habits, etc. The skill lists includes skills ranging from the purely practical to the purely academic. These lists have been constructed in such a way as to provide skills that might be realistically available to various members of a medieval culture.

The occupation skill lists are only guidelines for playing in the Cinis world of Tigmar. GMs are encouraged to alter these lists as they see fit.

Occupations are described beginning on page 36.

### Occupation Perks

Some occupations have perks which a character can attempt to get. These perks are listed on tables with requirements for them.

These tables also allow for advancement within a occupation. Soldiers may earn decorations and military ranks, while church officials may climb into the upper echelons of authority. Some of these options may be unaccessible in certain circumstances, as ruled by the GM.

Many perks change the economic status of a character for the better. For example it is possible to become well off, or even wealthy through perks. This in turn allows for advancement and career changes as outlined in the Occupation Change table, discussed previously.

Perks can be tried for at the beginning of every year instead of changing occupations; a character can only do one or the other in a single year. The process for trying for a perk is just the same as trying for a occupation change.

Unless otherwise noted, only one perk may be tried for each year.

### The "Any Fitting" Skill Qualifier

Some skill groups, namely Lore/History and Weapon, may have great variety. The "Any Fitting" designation is used to denote cases in which the GM should assess the suitability of specific skills to an occupation. Consequently, a GM might opt to disallow all magically-related lores from a religious group devoted the material world and pure physical pragmatism. Likewise, some noble groups may prefer certain weapons to others due to cultural background.

Players should develop characters and select the skills that they feel would best suit their characters; if the GM decides that a specific skill is inappropriate, however, the player should choose another.

### List of Occupations

On page 30 is a list of all occupations divided up by their sections. Along with this are the requirements needed to change from one occupation to another. Occupations which are always obtainable are marked.

Physical occupations are denoted with a (P) for convenience, and lethargic occupations - those that demand little physical exertion, are marked with an (L).

The table below lists all possible occupations, with the exception of certain race-specific occupations. The occupations are listed by occupation class.

In addition, some occupations allow characters to join secondary occupations. These secondary occupations are supplementary occupations to the current one. An example of a secondary is Coven Member. In this case, a character remains in her current occupation and is treated as a member of the current occupation, but has increased skills, connections, etc. due to the secondary occupation. These secondary occupations are listed in full following the occupation lists.

### Some Notes on Notation

Physical Skills have a (P) after them.

Scholarship Skills have a (S) after them.

A (+x) after a skill means the skill can only be purchased up to that rank.

The various Ceremony and Magic skills are all separate skills. They are not different specializations of the same skill.

SL stands for Speak Language.

R/W stands for Read/Write

A (P) after an occupation means it is a physical occupation. (And will raise PS and STA.)

A (L) after an occupation means it is a lethargic occupation. (And will lower PS and STA.)

### Changing Occupation

The following table, Table 14, "Requirements for Occupation Change Given Desired Occupation," is used for changing ones occupation in almost all cases. The rules and regulations for this are described in the character generation chapter just before this one.

The table has three columns. The first is the occupation list, divided up by general category, and then alphabetized. The second column lists the requirements for changing into each occupation. These requirements are fairly straightforward, but there are a few things to remember.

The first thing is if there is any one thing on a line of text with 'or's in it suffices for the requirement. The second thing is any group of lines seperated by 'or's suffice for the whole requirement. See the example on the side bar for what is ment by this.

In addition, in this choosing which part to use, you must decide which part you are going to try to fulfill the requirements for *before* making a occupation change roll, if there is a roll needed. See the side bar example on what is meant by this.

The last column, helpfully entitled 'R.' which stands for 'Return' says whether one can return to given occupation if one used to be in it, but then left. If this is a 'y' then if you were ever in the occupation, you can go back to it, provided you have not explicitly lost some relevant requirement and are still free. If it has a 'y ', it means a roll has to be made to go back, but it is easier to get back in than to enter for the first time. If it has an 'n' there is no return, ever, since the occupation is cliquish and views people who leave it as horrid traitors or some such. If the entry is blank, then if you meet the requirements as outlined in the second column, you can return.

### Changing Occupations

Requirements for entry into a new occupation or career opportunity are listed under the specific option. Sometimes a certain level of skill must be previously developed, while other times the character must have reached some level of prior recognition or rank within a occupation. Rolls are made with a D12, and the minimum roll for success is listed.

### Wealth

Various occupations and occupations are associated with various types of wealth. In the table below, references are made to being Poor, Well-Off, and Wealthy. These three rough categories divide the above occupations fairly readily.

The line between Well-Off and Wealthy is crossed within many occupations, however. For example, a Shop Owner can go from Well-Off to Wealthy as described in the Shop Owner occupation description.



**Special Occupations**

Some occupations, namely the slave occupations, the prisoner occupations, and the primitive occupations, do not allow full access to this table and have different criterion for occupation change. Please read the relevant sections on these occupations carefully if leaving one of these occupations.

As a general reminder, Slaves and Prisoners have to run away or regain their freedom before changing occupations. Primitives can only become Travelers.

**Example of Using Requirements**

Say, in the case of changing to Scholar, one was

- Wealthy
- or
- 8 Scholarship or INT 27+
- Roll 8+

In this case the character could either be Wealthy or have 8 points in Scholarship and roll an 8 or more, or have an INT of 27 or more and roll an 8 or more. Any of these three would suffice. There is only once chance to roll, however.

Now say one wanted to change to a High Court Noble, and

one was rich (and therefore wealthy). The requirements are:

- Wealthy
- Roll 10+
- or
- Rich
- Roll 8+

This means the person can choose to be wealthy, and try to roll 10+, or be rich and roll 8+. The person can not roll on the rich, fail, and then try to roll on the wealthy that same year to get into the coveted position of being a societal parasite.

**Breaking the Rules**

These regulations of changing professions are guidelines only. Please, break them, but only if you can create a good story to back it up.

For example, Nar was a peasant who became a mercenary with the hopes of becoming a great figure in the world. He took up work with a magus, and due to his drive and after many years, convinced the magus to take him on. Hence, Nar became a magician through alternate means.

**Table 14: Requirements for Occupation Change Given Desired Occupation**

Occupation	Requirements	R.	Page
<b>Academic</b>			36
Engineer	Previously academic, politico, or high court noble or Previously siege engineer Roll 8+	y	
Lawyer (L)	Previously academic, politico, or high court noble 4 points in Scholarship	y	
Monk	4 points in Scholarship Religion 4+ or Theology 2+ Should be a monk in an accepted religion of region, if in monastery which is not cloistered.	y	
Physician (L)	Previously academic 8 points in Scholarship	y	
Scholar (L)	Wealthy or 8 points in Scholarship or INT 27+ Roll 8+	y	
Scribe (L)	Under 15 years old or Calligraphy	y	
Wizard (L)	12 points in Scholarship Roll 9+ (+1/literacy rank above +4)	y	
<b>Athlete</b>			39
Athlete (P)	Two physical abilities above 23.		



Table 14: Requirements for Occupation Change Given Desired Occupation

Occupation	Requirements	R.	Page
Dak Player (P) (a popular team game)	Under 15 years old. Two physical abilities above 27. Live in region which plays Dak		
Gladiator (P)		y	
Gladiator Slave (P)*	Physical ability above 23 or weapon skill of 3+	y	
<b>Courtier</b>			41
High Court Noble (L)	Wealthy and not branded Roll 10+ or Rich and not branded Roll 8+	y	
Member of the Ray (L)	Rich Native of Orcheron Not branded Roll 12+	y	
Oot Pureblood	no entry	n	
Rich (L)	Wealthy Roll 7+	y	
<b>Holy Warrior</b>			43
Shards of the Sun (P)	Strong faith or better In Orcheron		
Paladin of Aranity (P)	Religion 2+ 2 Physical abilities above 25 Not branded In Holy Empire		
Paladin of Fire God (P)	Priest of the Fire God Religion: Fire God 5+ 3 Physical abilities of 25+ Born and in Kingdom of the Fire God		
Witch Hunter	Religion: Aranity 0+ Roll 10+ or Follower of Sun	y	
<b>Middle Class</b>			45
Artisan	15 years old or younger	y	
Barber		y	
Shop Owner	Not poor Roll 8+ or Artisan Roll 6+		
Travelling Merchant	Not poor or Roll 8+		
<b>Military</b>			47



Table 14: Requirements for Occupation Change Given Desired Occupation

Occupation	Requirements	R.	Page
Garrison Guard	Military experience Roll 8+ (+1/medal awarded)	y	
Knight (P)	Noble blood or Roll 12+ (+1/metal awarded, +1/skill rank in noble type weapon above 2)	y	
Mercenary (P)	No physical attribute below 19 or Roll 8+ or Weapon skill of 5 or more	y	
“Slimy” Soldier (P) (soldier in border keeps)	No physical skill below 19 In Confederacy. or Republic of Sampson	y	
Soldier (P)		y	
<b>Performer</b>			49
High Court Performer (P)	Performance skill of 5+ Roll 8+	y	
Street Performer (P)	Under 15 years old or Have performance skill of 2+	y	
<b>Politico</b>			50
Diplomat (L)	Politico or Courtier		
Bureaucrat (L)	Academic or Urban occupation Roll 6+	y	
Atache/Henchman	Have some relevant skill at 6+ or 3 relevant skills at 4+ (such as literacy, use weapon: sword, move silently, etc.) Roll 8+		
Spy	Politico or Courtier		
<b>Priest</b>			52
Child of Church (L)	Starting occupation only, no entry		
Follower (L)	Ordained Priest of Aranity for 3+ years Theology 6+ Roll 7+	y	
Priest of Aranity (L)	Religion: Aranity 4+	y	
Priest of Esoteric Religion	depends upon religion		
Priest of The Fire God (P)	From child of church: Fire God only.		
<b>Primitive</b>			54
Barbarian (P)		y	
Nomad (P) (from Sander Plains)		y	
Sander Wizard	Nomad 35 years old or more INT of 26+ Roll 7+	y	



Table 14: Requirements for Occupation Change Given Desired Occupation

Occupation	Requirements	R.	Page
Shaman	Barbarian 15 years old or younger PER and INT of 23+ Roll 7+	y	
Tandus Roamer	Live in Tandus Wastes	y	
<b>Prisoner</b>			56
Chain Gang Member (P)		y	
Galley Rower (P)	STR and CON of 20+	y	
Prisoner (L)		y	
<b>Rural Nobility</b>			57
Border Keep Noble	Courtier of West	y	
Outback Noble	Courtier	y	
<b>Rural Poor</b>			58
Field Slave (P)		y	
Hermit		y	
Peasant (P)		y	
Serf (P)		y	
<b>Sailor</b>			60
Fisherman (P)		y	
Pirate (P)		y	
Sailor (P)		y	
<b>Servant</b>			62
Servant	Physical abilities above 20 or Roll 7+	y	
House Slave	Physical abilities above 20 or Roll 7+	y	
<b>Urban Poor</b>			
Demagogue	PRE above 20	y	
Laborer (P)	PS or CON above 20	y	
Rabble		y	
Slave Laborer (P)	PS or CON above 20 or Roll 7+	y	
<b>Wanderer</b>			65
Forester (P)	In Salit Wood area U/W Longbow 2+	y	
Pilgrim (P)	Religion: Aranity Strong faith or better	y	
Shepherd (P)	In Rural Environment Roll 8+	y	
Tax Collector (L)	Politico or Courtier or Rural Noble		
Traveler (P)			
<b>Wild Mage</b>			67
Child of Magic	No entry, starting occupation only		



Table 14: Requirements for Occupation Change Given Desired Occupation

Occupation	Requirements	R.	Page
Hedge Wizard	Has magical knowledge or 8 points in Scholarship INT, PER 20+ Roll 9+	y	
<b>Secondary Occupations</b>			69
Coven Member	Urban residency Well-off or better Roll 8+ or Roll 5+ if have magical knowledge	n	
Coven Member- leader	Urban residency Have magical knowledge Roll 10+ or Roll 7+ if currently in magical occupation		
Mayor	Live in small town or village Wealthy or PRE of 25+ and Roll 9+		
Secret Society	Urban residency Well-off or better Roll 7+		

