



Academic

Engineer
Lawyer (L)
Monk
Physician (L)
Scholar (L)
Wizard (L)

Academic Skill List

Accounting (S)
Alchemy (S)
Architecture (S)
Book Restoration
Calligraphy
Cooking
Darts
Drink Tolerance
Eccentric Hobby
Engineering (S)
Fortune Telling: Astrology (S)
Gambling
Law (S)
Library Research (S)
Literature (S)
Lore/History:Anything
Mathematics (S)
Medicine, Academic (S)
Mining (P)
Music Theory/Composition (S)
Natural History (S)
Philosophy (S)
Physical Exercise (P)
Play Games
Play Instrument
Read/Write Foreign Language (S)
Religion
Rhetoric (S)
Speak Foreign Language
Sport: General (S) (P)
Stealth
Teaching (S)
Theology (S)
UW: Dagger/Knife
UW: Quarterstaff

Additional Monk Skills

Meditation

Additional Wizard Skills

Ceremony: Alteration (S)
Ceremony: Learn (S)
Ceremony: Perform
Component Manip/Creation
Magic: Modeling (S)
Magic: Physical (S)

Magic: Quality (S)
Magic: Spirit (S)
Read/Write: Dak-gult
Read/Write: 'Flambatin
Read/Write: Eldak
Sacrifice

Academic is the term applied to those who use a combination of brains and erudition in their lives.

Due to this they tend to be often burned as witches and heretics, as their thinking usually brings them to disagreement with the status quo.

Some academics are religiously affiliated and may in fact be minor church officials

Other academics work as clerks, administrators, and researchers for various organizations and institutions.

Engineer

Engineers are generally ex-miners or military siege technicians who had learned some engineering skills as well as knowledge of how to use mining tools or military equipment.

They are usually found in the larger cities such as Lorac al Tur and Sampson City. Currently Sampson City, in its drive to be the most advanced city anywhere, actively encourages people to become engineers, and it is quite easy to become very successful there in such employment.

Engineers must spend 1 point in Architecture, Engineering, or Lore/Histories relating to these fields per year.

Engineer Perks

Perk	Requirements
Become Wealthy	From Sampson City Roll 8+

Lawyer (L)

Lawyers can serve as either religious, judicial, or even military advocates. They are mostly found in the Republic of Sampson, though there are a few in other large cities.

One skill point must be spent on Law or Lore/Histories relevant to the lawyer's specific field each year.

Monk

Monks (or Nuns) are religious people who generally study and pray in the confines of a cloister or nunnery. Some monks travel about the countryside, praying and seeking alms.

They also have to work to make their own food. There is not a monk around which can not milk a goat, grow a potatoe, or slaughter a pig.

Physician (L)

Physicians are usually academically trained, and

therefore are classified as academics. They tend to reside in cities, advising nobility on health and taking money from the rich. Many say that the rich are worse off due to this. This breed is not the same as the other form of doctor, the barber. Barbers are middle class, have little need of actual education, and are in general despised by any self-respecting academic physician.

Each year the physician must spend one skill point on Medicine, Academic. Physicians also gain one bonus rank in Lore/History: Anatomy for each year of practice up to a final rank of +4.

Scholar (L)

Usually found in cities, literati are most often university professors who commonly teach nobility how to read and write for financial support. They spend the rest of their time in argument and study with their comrades. Some are rich enough to only do the latter of these two activities.

Some scholars (usually the nobility) work at home and have a network of peers in their area. These might also have some personal tutor or companion to aid them in their studies.

Many teach for support or joy, and all spend abnormal amounts of time reading books and discussing various topics with whomever they can.

Academics receive 3 bonus lores per year until the age of 25, inclusive. After this time they receive 2 bonus lore points per year. If they are not wealthy from previous events, they must spend 1 skill point on Teaching or loose that point. Intelligent scholars with an INT above 29 get a bonus lore rank per year.

Scribe (L)

Scribes are servants who spend copious amounts of time accounting, transcribing, writing, or engaged in other literate activities.

They must spend one skill point per year in either Accounting or Calligraphy.

Scribes often become bureaucrats or academics. They are found almost everywhere, from the most remote castle to the most urban city. Everyone of consequence needs someone to keep track of funds, materials, records, taxes, and other such annoying things.

Wizard Apprentice (L)

As Academic. Prerequisite for Wizard. Needs to spend 3 years in this profession before being allowed to be a Wizard. No points can be spent on magic.

Lots is learned about magic, however, so even an apprentice will be able to say (one hopes) intelligent things regarding the arcane arts.

Wizard (L)

First, no one can be a Wizard without being an Apprentice for 3 years.

But to continue, the Wizard is the master of magic. The wizard gains 1 bonus lore in a magic related subject each year.

Academic wizards absolutely require some sort of patron or school to learn magic. If they do not have such things, they need to develop as wild mages, which are wizards who are those do not have the guidance and structure in their education. Wild mages are described on page 67.

The four M: type magic skills (Spirit, Physical, Quality, and Material) may never be more than 2 ranks apart at any time until all of these skills are developed to at least level 5. The Wizard learns everything at once as they believe the four fields are very closely tied, and that to learn one more than the others is too dangerous. Only after understanding almost all of the basics can the wizard safely specialize.

Wizards are hated in the vast majority of Tigmar. Peasants despise them. The various kingdoms employ various types of witch hunter to hunt down and kill them. A huge organization sponsored by the Holy Empire, called the Edge of the Sun, occupy themselves with hunting and subsequently killing wizards, often after an especially nasty bout of torture. Trained wizards are feared far more than other magical beings such as coven members and hedge wizards as they have access to what is perceived to be the most deadly powers.

Due to this, wizards have learned to be discrete, and universities of the arcane usually hide behind the veil of normal schools. Most wizards do not even take this risk, and prefer to study under a single master, secluded from the world as much as possible.

Some Tips on Making a Wizard

A wizard should have the M: magic skills, and should also have ceremony skills. Another important skill to possess is the Component Manipulation skill. For the darker mage, Sacrifice could prove useful as well.

However, do not neglect the other disciplines such as philosophy and literature. Not only do they increase the literacy of the mage, but they should be often used by the GM for the purposes of understanding texts which may be relevant to the mage, as magic writings in Tigmar tend to be intentionally obscure and in the guise of philosophy and religion.

Furthermore having vast quantities of knowledge usually proves to be far more useful than the occasional insipid spell.

In addition, remember a wizard is persecuted in most of Tigmar, and must live in hiding. If the mage has no skills other than magic, how would he hide? Most wizards study something other than magic so they can discuss it intelligently and look like a genuine scholar instead of one meddling in the foul arts.

**Brain Burn**

Brain burn is a side-effect of using magic. Slow brain burn is the result of using magic in moderation while normal brain burn is the result of over extending ones power. Both are described more at length in the magic section. It is assumed that once a character learns how to be a mage, they are going to get some amount of slow brain burn as they pass the years in the character generation process.

For academic wizards who have good training, we suggest assigning 3 points of slow burn per point spent on developing M: skills, including M: skills developed while in other professions as well.

Magical Ceremonies

For each point spend in the Ceremony: Learn or Ceremony: Alteration skills, the wizard learns one ritual, selected or created by the GM and the player together. Note that points spent in the Ceremony: Alteration skill should not give access to a wholly new ritual, but instead modify and ritual that is already known in an interesting and useful way (for example, a previously known demon banishing ritual might be modified to take less time while being as powerful and effective).

Athlete

- Athlete (P)
- Dak Player (P)
- Gladiator (P)
- Gladiator Slave (P)

Athlete Skill List

- Acrobatics (P)
- Brawling
- Darts
- Drink Tolerance
- Foraging (P)
- Gambling
- Lore/History: Regional
- Medicine, Practical(+1)
- Physical Exercise (P)
- Play Games
- Play Instrument
- Religion
- Running (P)
- Sewing
- Singing
- Sport: General (S) (P)
- Storytelling
- Swimming (P)
- Use Shield
- UW: Thrown Javelin
- UW: Whip
- Wear Armor

Additional Gladiator Skills

- L/H: Gladiator Pits
- Any Melee Combat Skill

Athletes in general exist to amuse the public. They range from the most wretched of slaves to the most mighty of nobles. Some seek glory, some merely seek life.

Athlete Perks

Perk	Requirements
Medal*	Roll 13+ +1 bonus on roll per rank in primary sport
Become Wealthy	Free Have 4+ medals Roll 10+

* Can roll again if roll is made.

Athlete (P)

Athletes are usually sponsored by an organization or are rich through inheritance or some other means. If they are not self-supporting, they need to spend at least 1 skill point per year on acting as a Page, Runner, Messenger,

Crier, or some such activity which generates wealth. These points are put towards the Menial Labour (P) skill. Athletes are dismissed when they reach thirty years of age, if not before.

Athletes also need to choose a sport and only have access to skills which are used in that sport or during their leisure time. This means a Chariot Racer would not be able to get the UW: Javelin skill, as javelins have little to do with chariots.

Dak Player (P) (0 - See Below)

Dak Players are an elite and coddled athlete found in the Holy Empire and the Republic of Sampson.

Dak players get, instead of their normal skill points, the following skills each year:

- Acrobatics (P) to a +2
- Physical Exercise (P)
- Play Sport- Dak (P) (2 points/year)
- Running (P)

Dak players are selected at around 13 to 15 years old, and are trained extensively. Dak players are considered to be old by 23 or 24 and are usually released at that time.

Description of Dak

Dak is a game which Lorac al Tur claims began within its city walls more than a thousand years ago. Others disagree.

The game of Dak is an exhausting event that lasts a good five hours without respite. Most of the game is sprinting and boxing. The ball itself is made of a lump of iron wrapped in many layers of leather, and weighs twenty pounds. Due to this, Dak athletes are perhaps the most fit and strong humans in the world.

A Dak team is usually owned by a noble house in the city. There are also a few Dak teams in Sampson and the City of Light. Dak athletes are trained from twelve years old, reach their playing prime at the age of eighteen, and are usually dismissed at the age of about twenty two or three. Most Dak players who live to be released are given enough money to live in Lorac al Tur. Many become trainers. Others begin a career in the Gladiator pits and usually perform fairly well due to their intensive conditioning.

Gladiator (P)

Free gladiators are usually pleasure-seekers. Very poor people sometimes choose to be gladiators for financial reasons. In any case Gladiators can spend up to two skill points on skills found in their previous occupation skill list each year. Unfortunately, the character must roll Seek Fortune on the Gladiator table for possible injuries or harm.

The Gladiator must spend a point on a weapon skill each year.



Gladiator Seek Fortune Table

D12 Roll	Effect
1	Become renown as fighter
2-10	Nothing
11	Horrid Scar
12	Unpleasant injury with permanent side effects.

Gladiator Slave (P)

These are the same as gladiators except they are slaves. Upon becoming a Gladiator Slave a player needs to choose a fighting style for her character, such as sword and buckler, massive club, etc. Then the player must spend at least 1 skill point on those weapons each year spent as a gladiator. Players wishing to change weapons need to roll 6+ as for a normal perk. Gladiator slaves in addition may not, of course, spend points on their original occupation skill list.

The gladiator slave must roll 7+ on a D12 or be forced to abandon this occupation every year after the 24th year has passed, as he or she is growing old. If forced to abandon being a gladiator, the player can choose any other slave option, or freely gain freedom with no roll.

Gladiator slaves are branded as described under Urban Poor: Slave Laborer on page 63.

A slave gladiator has the following perks and options for freedom:

Gladiator Slave Perks

Perk	Requirements
Change Weapons	Roll 6+
Freedom*	Roll 9+ (+1/medal)
Run away*	Roll 11+

Can roll again if roll is made.

A slave gladiator can not change occupations until she earns her freedom or runs away. If a slave runs away, he can not become Wealthy in that country.

Remember that a Slave Gladiator needs to roll on the gladiator seek fortune table each year just like a gladiator does.

Courtier

- High Court Noble (L)
- Member of the Ray (L)
- Oot Pureblood
- Rich (L)

Courtier Skill List

- Appraisal
- Calligraphy
- Drink Tolerance
- Eccentric Hobby
- Etiquette
- Gambling
- Herbal Healing
- Horsemanship (P)
- Joust/Tilt
- Law (S)
- Literature (S)
- Lore/History: Any non-magical
- Management (S)
- Music Theory/Composition (S)
- Painting/Drawing
- Play Games
- Play Instrument
- Rabble Rousing
- Religion
- Rhetoric (S)
- Sewing
- Singing
- SFL: Sandanese, Tiganese, Other
- Sport: General (S) (P)
- Storytelling
- Tactics/Strategy
- UW: Any Fitting
- Weaving

Additional Pureblood Skills

- Singing: Ootish Ballads
- Wear Armor

Courtiers are those who live in high society. Most aspects of high society are universal throughout Tigmar, though the trappings of tradition differ.

Nobles start with 14 skill points instead of the usual 12.

Titles

Titles play a large role in all the below occupations. Players may lose titles whenever they wish, but gaining a title is a bit more tricky. If a player manages to join any noble class, then a title is considered to have been gained. It is up to the player and GM what that title is, exactly.

If a player wants to keep a title when their character

does something foolish such as become a gladiator slave or a sailor, then some explanation is in order. If the GM feels the explanation is not good enough, the GM is encouraged to take the title away from the player's character at that point.

High Court Noble (L)

The nobility of the high court are those with political influence. Usually overbearing, rich, temperamental, and megalomaniacal, High Court Nobility do as they please.

Member of the Ray (L)

The Ray is the noble order of Orcheron. The nobility of Ray are fairly unrestricted in their hobbies, with the exception of being discouraged from being Gladiators.

The nobility of Ray are more religiously oriented than nobles in the Holy Empire or Sampson. To reflect this, 1 point must be spent on a religiously related activity each year up to the age of 20.

Oot Pureblood

Oot purebloods are those Oots who can trace lineage back to the first Oots through both the mother and father and prove that no non-Oot blood runs in their veins.

The Oot Pureblood does not speak common tongues as they are considered inferior languages. However, some learn these languages secretly to aid themselves in various nefarious undertakings. Ootish children speak Ootan as their first language.

The Oots are well trained. They also pride themselves on singing and fighting. To reflect this, every year at least 1 point must be spent on fighting skills or singing skills.

A child gets 2 bonus skill points in Singing: Ootish Ballads.

Purebloods have access to a few additional skills, as listed on the side bar.

Players are strongly discouraged from playing Oots. If a player wishes to play an Oot, we strongly recommended thoroughly reading the section on the Oots in the World Information chapters which are toward the end of the book.

Rich (L)

The rich are obviously those with funds. The rich generally either spend time making more money or in leisurely pursuits. Some are scholars, some are duelists, and some do nothing.

The rich have access to all the Merchant and Academic skills as well as the Noble skills.

They can attempt to gain a title if they are in the right type of country. Some countries, namely Orcheron and the Oot Colony, prohibit the selling of titles.

Titles and Forms of Address

The Holy Empire:

Emperor: The ruler of the Holy Empire. Address:



Most High by his own subjects and Your Majesty or Your Imperial Majesty by foreigners.

Prince-Archon: The next in line to the imperial throne. This must be chosen by the Emperor so at times there is no Prince-Archon. Note that a female is still Prince-Archon. Address: Your Imperial Highness.

High Prince-Princess: Everyone who is in direct line to the throne, i.e. descendents and siblings of the emperor. Address: Your Radiant Highness.

Prince-Princess: One of the Emperor's marks of esteem is to make someone a prince. It is only a mark of honor and can be either hereditary or not hereditary. Address: Your Highness.

Grand Talmark-Talmar: A feudal lord possessing in addition to property of his own the allegiance of at least one Talmark. Address: Your Radiance.

Talmark-Talmar: A noble who has been given the hereditary ownership of a certain amount of land exceeding the minimum requirement for membership in the Grand Council in exchange for military service. Address: Your Grace.

Imperial Zurpan-Zurpana: This is a feudal lord owing allegiance directly to the emperor in exchange for an amount of land less than required to be a Talmark. Address: Your Lord-Ladyship.

Zurpan-Zurpana: A noble owing hereditary feudal allegiance to a Talmark. Address: Your Lord-Ladyship.

Anthame: A noble owing allegiance to a Zurpan. Address: Sir

Illustrious: This word is added as a mark of honor, so Illustrious Talmark, Your Illustrious Grace etc, or if the recipient has no other titles illustrious sir. It can only be granted by the Emperor or the Prince-Archon. It is hereditary.

Distinguished: See Illustrious but less impressive. It can be granted by Talmarks and above.

Maharan-Maharana: This is a non hereditary governor of a fairly large area. With the decay of the empire this position is often de facto hereditary. They exist by imperial appointment only. Address: Your Excellency.

Alcade: The non-hereditary governor of an individual town or city. These exist both by imperial and noble appointment. Again these have often become hereditary. Address: Your Lordship.

Lord-Lady: This is a generic term for those of noble rank. It implies no position whatsoever. Address: Your Lord-Ladyship.

Priests are generically addressed as Guider, High Priests as Your Holiness or Your Inimitable Grace.

The Confederacy of Sampson:

The Confederacy of Sampson uses Holy Empire noble titles but with considerably less precision. Basically they grab whichever one they like, occasionally they just

make them up.

The Republic of Sampson:

The Grand Coordinator: This is the executive position of the republic. He is elected yearly by the Assembly of 500. Address: Your Excellency.

The High Council: The high council is made up of all former Grand Coordinators. It advises the current Grand Coordinator and while its advice has no binding power it is a mistake not to listen to them. Its members are called councilors. Address: Your Revered Eminence.

The Commission for Public Morality: This body is a watchdog organization that assures the "high moral character" of all public officials. They have the power to accuse, try, and impeach any public official. There seven one from each of the seven founding families. They are not elected and their position terminates only with death or lack of "high moral character". Its members are called Commissioners. Address: Your Eminence.

The Assembly of 500: This is the legislature of the republic. It is elected yearly by all citizens. Oddly enough most representatives are from prominent, rich, noble families. Address: Honorable Sir.

The Strategoi: A strategos is one of the four generals elected yearly by the citizen body. They control the army and the navy. They have specific form of address.

Note: The Republic has many nobles. However these nobles are sensitive republican and so do not really have titles. They are quite content to simply have most of the power. They call themselves distinguished, illustrious, or revered depending on personal taste.

Farman:

Farman does not have nobles but is instead made up of free communities. The leaders of these communities call themselves things like Headman, Elder, Father, and Alcade. They have no specific forms of Address.

Orcheron:

Star: The Ruler of Orcheron. Address: Your Inimitable Radiance.

Ray: The governors of the Star. Address: Your Radiance.

Holy Warrior

- Paladin of Aranity (P)
- Paladin of Fire God (P)
- Shards of the Sun (P)
- Witch Hunter

Holy Warrior Skill List

- Appraisal: Weapons & Armor
- Brawling
- Calligraphy
- Ceremony: Learn (S)
- Ceremony: Perform
- Component Manip/Creation
- Cooking
- Eccentric Hobby
- Fortune Telling: Astrology (S)
- Horsemanship (P)
- Interrogation
- Joust/Tilt
- Literature (S)
- Lore/History: Any Fitting
- Medicine, Practical (+2)
- Music Theory/Composition (S)
- Philosophy (S)
- Physical Exercise (P)
- Play Instrument
- Rabble Rousing
- Religion
- Running (P)
- Self Control
- Singing
- Storytelling
- Tactics/Strategy
- Theology (S)
- Use Shield
- UW: Any Fitting
- Wear Armor

Witch Hunter

Action Tracking(see page 318)

Holy warriors constitute that elite group of people who are both religious and violent.

Consider the career options with care when dealing with holy warriors, as the religion and area can have significant impact on what the warrior could go into. Most Holy Warriors will only be able to leave their profession with disgrace, even if it is to return to being a normal priest.

Holy Warriors such as Paladins of the Fire God would most likely be hunted down and killed if they left their order.

Paladin of Aranity (P)

The Paladins of Aranity are an order of knights

usually stationed in Lorac al Tur. These paladins are being recruited and trained by the current emperor as part of a plan to retake the City of Light, where the emperor was born as the Light.

The Paladin need not be particularly religious, though provisions have been made for the religiously minded. They have access to good equipment, and are prohibited from doing a number of things, namely brawling, drinking, and gambling.

Two skill points must be spent on combat oriented skills and 1 must be Aranity or religiously oriented skills per year (skill points allowing).

The Paladin characteristically sneers at common activities, and it is disallowed for them to sew, weave, or repair their equipment. They are allowed to sharpen their weapons as no one can touch the Paladin's sword, personally blessed by the Emperor, save the Paladin.

Paladin of Fire God (P)

The Paladins of the Fire God are extremely violent and fanatical to the man. They spend all of their skill points on either religious or combat skills.

Their equipment is supplied by their faith, and they are forbidden to question its integrity. They are trained by the Fire Lords, Paladins of the Fire God who have been proven at the mouth of the volcano. They usually use two handed ball-and-chains called Sanctifiers and whips as their armament.

Priests preach the faith of the Fire God to these paladins on a regular basis, so if a Paladin has a Religion: Fire God skill of less than +4, he gains 1 bonus point per year towards that skill.

This order only allows men to join.

Players are strongly encouraged to read the section on the Kingdom of the Fire God in the world information before choosing to be a Paladin of the Fire God.

Shards of the Sun (P)

These are elite holy Aranist knights which are trained and equipped in Orcheron's larger cities and towns. They are Orcheron's equivalent to the Paladin of Aranity, except Shard are usually more sincere and more religious.

Being a shard of the sun is an honor which is achieved only after much prayer and hard labor. When first joining the order a member is only an initiate. After three years they can attempt to become a Shard. If they fail, they must leave to be a Hermit for a year, and they can start the whole process again.

Shard Masters are those who train shards and wander the lands recruiting shards. They are the most esteemed position in Orcheron, above even being a Member of the Ray.

Witch Hunter (P)

Witch Hunters, usually members of an organization



Shard Perks

Perk	Requirements
Full Shard	Finished 3 year training as described above. All abilities above 20 Roll 7+
Shard Master	6+ years as Full Shard Theology 4+ U/W Sword 6+ Roll 9+

called the Edge of the Sun located in the Holy Empire, are members of a fanatical branch of Aranity. They spend time cutting suspected wizards' heads open to check for holes. They also seek out the Parasites and try to kill them off as well.

The Edge of the Sun usually work alone or in pairs, with around ten retainers, minor priests, and soldiers to help them in their interrogations. Most members of this society were previously Followers of Sun, although there are exceptions to this.

These cult members must be literate or have a literate person with them when working to make official reports for the Emperor.

Witch Hunters roam through the Holy Empire, Farman, and Orcheron locating and killing witches and Followers of Dark. They are always Aranists of one sort or another.

Conspiracy Theory

The Edge of the Sun believes that the Parasites and the Wizards are two organized groups which are working in tandem in order to dominate the Holy Empire and subvert Aranity. They believe Wizards and Followers of the Dark are one and the same.

Middle Class

- Artisan
- Barber
- Shop Owner
- Traveling Merchant

Middle Class Skill List

- Accounting (S)
- Appraisal:Anything
- Brawling
- Cooking
- Craft: Any
- Darts
- Drink Tolerance
- Forgery:Craft Specific
- Forgery: Paper/Documents (S)
- Gambling
- Lore/History: Craft
- Lore/History: Regional
- Management (S)
- Mathematics(+1)(S)
- Medicine, Practical(+1)
- Music Theory/Composition (S)
- Painting/Drawing
- Pick Locks
- Play Games
- Play Instrument
- Religion
- Sewing
- Singing
- Speak Foreign Language
- Sport: General (S) (P)
- Storytelling
- UW: Dagger
- UW: Quarterstaff
- UW: Sword
- Weaving

Additional Barber Skills

- Herbal Healing
- Medicine, Practical

The middle class consists of the merchants and artisans of the world. They are all considered to be at least well off, if not wealthy.

Artisan

Artisans are any who engage in some learned trade to earn their living.

In cities and towns artisans must belong to a guild which controls pricing, innovation, and work. Once an artisan is admitted to a guild, she tends to be very well off. Most crafts have their own guilds, although some crafts are sometimes ‘owned’ by the same guild such as the

slaughterer, butcher, leather worker, and tanner guild (which is called the Flesh Guild) in Lorac al Tur.

There is rarely more than one guild controlling the same product in any given city. In such cases their is usually a lot of aggression which finds outlets in murder and sabotage. Artisans practicing their trade outside a guild usually are forced out of business through such means as arson and terrorism. The guild stands to loose a lot of money if they ever lost their monopoly on their products.

Rural artisans, however, and poorer types of artisans such as thatchers and tanners often do not maintain guilds and certainly are not often rich.

The specific skill an artisan learns is incredibly varied. The craft skill, which is used for all the possibilities an artisan has, must be specialized to the artisan’s profession. Some of the many possible specific crafts an artisan can practice are thatchers, candle makers, jewelers, blacksmiths, carpenters, shipwrights, smelters, paper makers, masons, or goldsmiths.

Artisans who are still apprentices and have a skill in their craft less than +4, must spend a point on that craft each year.

Artisan Guild Advancement

Perk	Requirements
Become Journeyman	Craft 2+ Roll 6+
Become Guild member	Craft 4+ Roll 7+
Become Guild master	Master Roll 8+
Become Wealthy	Guildmaster or Guildmember Roll 8+

Barber

A Barber, usually referred to as a charlatan, is the lower-class version of a physician or doctor. Barbers usually travel from place to place, but some have shops which they run. Their major form of medicine is to pull teeth, bleed people, and prescribe bottles of elixir which run the gamut from booze to sugar water.

Barbers may, but do not have to, develop Practical Medicine or Herbal Healing to any level desired. Some barbers end up being actually useful.

Note this is not the same class as an academic physician or a midwife, healer, or herbalist. These professions have far different views on medicine. Sadly, these professions are also far more scarce as they usually are more competent.



Shop Owner

Shop Owners run established stores in towns and cities. They usually become very adapt at appraising some specific type of good which they trade in. Few merchants traffic in more than one general category of good. Each year, 1 skill point must be spent on either Appraisal, Accounting, or Management.

Shop Owner Perks

Perk	Requirements
Become Wealthy	Roll 10+

Traveling Merchant

Travelling Merchants are traders. They are responsible for importing and exporting goods over the entirety of Tigmar.

A traveling merchant usually have some set trade route, such as the City of Light to Lorac al Tur or City of Light to Sampson along the Holy Road. More adventurous merchants bring such goods as spice across the Tandus Wastes.

Traveling merchants may spend 1 point on the Sailor list or Wanderer list per year if they wish.

Traveling Merchant Perks

Perk	Requirements
Become Wealthy	Roll 12+

Military

- Garrison Guard
- Knight (P)
- Mercenary (P)
- Slimy (P)
- Soldier (P)

Military Skill List

- Brawling
- Camping
- Cooking
- Darts
- Drink Tolerance
- Foraging (P)
- Gambling
- Lore/History: Military
- Lore/History: Military Unit
- Lore/History: Regional
- Medicine, Practical(+1)
- Physical Exercise (P)
- Play Games
- Play Instrument
- Religion
- Running (P)
- Sewing
- Singing
- Sport: General (S) (P)
- Storytelling
- Strategy/Tactics
- Swimming (P)
- Use Shield
- Use Siege Machinery
- UW: Fitting to Rank and Region
- Weather Watching

Sergeant Additional Skills

- Herbal Healing
- Horsemanship (P)
- Lore/History: Anatomy
- Medicine, Practical
- Strategy/Tactics
- UW: Sword

Longbowman Additional Skills

- UW: Longbow

People in the military range in social status from highest elite nobility to the meanest of peasants. The thread that unifies these diverse social groups into one occupation is their dedication to learning how to murder effectively.

All soldiers which campaign in any given year must roll on the following table. They make this roll before any profession change roll for that year.

Soldier Seek Fortune Table

D12 Roll	Effect
1-2	Get decorated
3-10	Nothing
11	Horrid Scar
12	Roll D12 again. 1-6: Captured. Become Prisoner or slave of any enemy country. 7-12: Unpleasant injury with permanent side effects

Garrison Guard

Garrison Guards serve as city guards and police. They spend time roaming the streets and, if so minded, drinking in taverns. Their job is not ignoble, but not highly prized; pay is low and one is occasionally exposed to danger.

Hard working, corrupt, or lucky guards can collect enough money to set up a nice life for themselves. Garrison guards are usually armed with Mace or Spear, and often learn how to wield a good dagger as well.

Garrison Guard Additional Options

Option	Requirements
Guard Captain	Roll 10+
Pay Increase	Roll 11+ (8+ if Captain)
“Pay” Increase*	Roll 9+ (5+ if Captain)
Wealthy	Roll 12+ (+1/pay inc.)

* i.e. corruption, graft, bribery, etc.

Knight (P)

Knights are petty nobles which join the army, usually through extreme encouragement from their family, to earn glory and do good things.

Knights have access to the Sergeant additional list, and usually function has some sort of leader for common troupes. They are most prevalent in the Confederacy, Orcheron, and the Holy Empire. These places usually demand tithes of some number of knights from the nobles during war time.

Mercenary (P)

The Mercenary is the same as the soldier, but as the mercenary has more free time, the mercenary can learn more things.

The Mercenary must spend 2 points per year on either combat skills or wilderness survival skills.



The Mercenary can only learn to use weapons that he or she can make an argument for having access to at any given time.

Mercenaries may spend up to one of their skill points on the Traveller list per year. This reflects the roaming life-style of mercenaries.

Soldier (P)

A soldier must spend 1 point on either UW: Spear, UW: Polearms, Use Siege Machinery, UW: Bow, UW: Sling, or UW: Crossbow/Gun. The choice between these options must be consistent throughout the course of being a soldier (if one begins as a pikeman, one will end as a pikeman). The soldier may stop developing a weapon skill if a skill rank of +10 is reached.

If UW: Bow is taken, the soldier can be promoted through Seek Fortune to Longbowman, and no further. If UW: Spear is taken, the soldier can usually become promoted to something akin to a Sergeant, and have access to the Sergeant's additional skill list. If Use Siege Machinery is taken, the soldier can be promoted to variously more important ranks, or leave the army to become an Engineer.

Soldier Additional Options

Option	Requirements
Sergeant or Longbowman	Roll 9+
Promoted*	Roll 11+ (+1 / decoration)

* The next rank depends on the region. Some areas have no promotions at all, such as the Holy Empire and Orcheron.

Soldier- Slimy (P)

A Slimy is a soldier who fights the Ssall on the western front of Tigmar. They are slightly more vicious and better trained than regular soldiers, and have better access to weapons.

Slimies must spend one skill point per year on a weapon consistent throughout their career. They also need to develop L/H: Ssall to +1 if they do not already have it. Finally, they need to spend a point on a physical skill.

Slimies do not use any bows or longbows due to the climate; high humidity quickly destroys bowstrings. They do, however, use crossbows in addition to their melee weapon. They usually use swords, axes, maces, and other arms usually reserved for knights.

Slimies do not have an organized structure like their plain-dwelling counterparts.

Performer

- High Court Performer (*)
- Street Performer (*)

Performance Arts

- Acrobatics (P)
- Acting
- Dancing (P)
- “Fool”/Jester
- Fortune Telling
- Juggling
- Performance Art
- Play Instrument
- Recital
- Singing
- Sleight of Hand
- Storytelling
- Train Animals
- UW: Thrown Dagger

Other Skills

- Brawling
- Climbing
- Cooking
- Darts
- Disguise/Costume
- Drink Tolerance
- Gambling
- Herbal Healing
- Literature (S)
- Lore/History: Fools & Jesters
- Lore/History: Regional
- Music Theory/Composition (S)
- Painting/Drawing
- Pick Locks
- Pick Pockets
- Play Games
- Religion
- Rope Use
- Sewing
- Sport: General (S) (P)
- UW: Dagger/Knife
- UW: Quarterstaff
- UW: S. Bludgeon
- Weaving

Performers include all the various people who entertain others for pay, with the exception of athletes. When first becoming a performer a character needs to choose a specific performance art which they specialize in. This art must then be developed at no less than 1 skill point per year in the profession.

As a bonus, the Maximum Point Cutoff for a performer’s chosen performance skill is 1 higher than normal.

If a Performer had previous magical experience, the performer may spend 1 point per year on a magic skill previously developed, if desired. Performers develop magic as Hedge Wizards, but may only roll to find a book or ritual twice each year.

A performer can change to another performance art if the new art is developed to a skill rank of +4 or to the same or higher rank than the old one.

Performer occupations which have physical skills as their performance skills are considered to be physical occupations.

High Court Performer (*)

High Court Performers exist to entertain nobility. Some might be dancers, others acrobats. The most coveted of all positions is the Court Jester, who leads a fine life until she or he irritates a noble. High Court performers usually receive no pay as such, but instead are kept on as members of a court. If they choose to leave their will most likely get a parting gift from their patron noble. During their stay they often get monetary rewards for good accomplishments.

The jester is slightly different from other performer types. A jester stays by the side of his patron which is usually a king. They play the double role of amusing the court, especially the patron, and offering advice disguised as mockery. They play a valuable role in that they can tell their patron the truth undisguised by flattery and the limits of decorum, law, and tradition.

High Court Performer Perks

Option	Requirements
Well off	Roll 6+
Wealthy	Well off Roll 10+

Street Performer (*)

Street Performers can either remain in a city or travel from local to local. Although not usually wealthy, Street Performers tend to be better off than most of the lower classes.

If a Performer has previous magical experience, the performer may spend 1 point per year on a magic skill previously developed, if desired. Performers develop magic as Hedge Wizards, but may only roll to find a book or ritual twice each year. See the wild mage: hedge wizard occupation on page 67 for more information.



Politico

Bureaucrat (L)
Diplomat (L)
Henchman
Oot Half-blood
Spy

Politico Skill List

Accounting (S)
Acting
Appraisal
Calligraphy
Dancing (P)
Disguise/Costume
Drafting
Drink Tolerance
Eccentric Hobby
Etiquette
Forgery: Paper/Documents (S)
Fortune Telling
Gambling
Horsemanship (P)
Law (S)
Library Research (S)
Literature (S)
Lore/History: Varied
Management (S)
Map Use (S)
Mathematics (S)
Physical Exercise (P)
Play Games
Play Instrument
Rabble Rousing
Read/Write Foreign Language (S)
Recital
Religion
Rhetoric (S)
Self Control
Singing
Speak Foreign Language
Sport: General (P)
Storytelling
Tactics/Strategy
UW: Any fitting

Spy Specific

Pick Locks
Pick Pockets
Sleight of Hand
Stealth

Henchman Specific

Brawling

Use Armor
Use Shield

Oot Extra Skills

Lore/History: Oot
Singing: Ootish Ballads

Politicos are the ones who make civil government work and make international politics a real possibility. They also ensure that nobility and the rich can waste their time successfully. Often politicos are the people 'Behind the Scenes'

Politico Options

Option	Requirements
Wealthy	Roll 10+*

* Rolling a 1 puts character in jail for graft.

Bureaucrat (L)

The most reviled of occupations, the bureaucrat can be found in most large towns and all cities. They keep track of this and that, and make people's lives miserable.

Note that a bureaucrat need not be able to read and write, as they can employ a scribe to do this for them.

Diplomat (L)

The diplomat class covers many different occupations, from business dealers to official political diplomats. Diplomats are usually very good at bargaining. They should choose skills relevant to their specific interests.

Henchman

Henchmen are the right hands of nobility; these are the people who organize the subterfuge, assassinations, spying, and manipulations which are the bread and butter of any high court.

Henchmen are expected to have many connections, skills, and guises that make them useful in situations ranging from hobnobbing in high society all the way down to grubbing with rural dirt farmers.

Spy

Spies are the primary source of confidential political information about courts. Although nobles themselves may intrigue, the spy specializes in finding and reporting secrets.

Oot Half-blood

Half-bloods are Oots which have non-Oot blood running in their veins. As they are considered to be better than a normal human, the Oots employ them as low level military leaders, advisors, and guards.

Most Half-bloods spend their time as guards in the Colony. Colony peasants and rabble call them Half-bloods. In general a half-blood is very much the Ootish equivalent of a henchman.

The name 'half-blood' came from the peasants and rabble of the Colony. The Oot name for them roughly translates to 'worm with shell' which is slightly better than the name for normal humans which translates roughly into 'worm'.

Priest

Child of Church (L)
 Followers (L)
 Priests of Aranity (L)
 Priest of Esoteric Religion
 Priest of The Fire God (P)

Priest Skill List

Book Restoration
 Calligraphy
 Ceremony: Learn (S)
 Ceremony: Perform
 Component Manip/Creation
 Cooking
 Drink Tolerance
 Eccentric Hobby
 Fortune Telling: Astrology (S)
 Gambling
 Herbal Healing
 Law (S)
 Literature (S)
 Lore/History: Anything
 Management (S)
 Mathematics (+2) (S)
 Medicine, Academic (S)
 Medicine, Practical
 Meditation
 Philosophy (S)
 Play Games
 Play Instrument
 Rabble Rousing
 Read/Write Foreign Lang. (S)
 Religion: Religious Specific
 Rhetoric (S)
 Sacrifice
 Sewing
 Singing (Usually religious)
 Speak Foreign Language
 Sport: General (S) (P)
 Storytelling
 Teaching (S)
 Theology (S)
 UW: Any Fitting
 Weaving

Priest Perks

Option	Requirements
Ordained as Priest	Theology 2+ Roll 5+

Child of Church (L)

A child of the church is a child who was raised by religious persons to be a priest. The player must of course choose what religion the child was brought up in upon choosing to be a child of the church.

These children are cared for and crammed full of information, and so gain a bonus skill point each year. After the eighteenth year a child must choose to either become a priest of whatever religion it was studying for, or change to another available occupation.

Follower (L)

Followers are priests of Aranity who have chosen to exclusively follow one of the five deities. They are financed by their religion so they can be dedicated to their studies. However, Followers still have to preach or teach their religion to the masses, so 1 skill point per year must be spent on either Teaching, or Rabble Rousing.

Followers are nonviolent by nature and hence do not generally learn to use melee weapons.

The Followers of Dark are a secretive cult, and are persecuted throughout Tigmar.

Read the world information and the section on Aranity for more information.

Priest of Aranity (L)

Aranity is the largest religion of Tigmar. A general priest usually has a patron saint.

Aranists must spend 1 point per year on religiously-related skills. In addition, if the Religion: Aranity skill is lower than 6, a bonus point is given to the Priest in that skill.

Priests of Aranity who have not visited the City of Light may not become Followers. This means Priests in Sampson or west Tigmar have to be Pilgrims for 2 years (1 year there and 1 year back). If they are Pilgrims for 2 years they can immediately resume their Priest occupation without a roll.

Some church officials act more as financial advisers, lawyers, clerks, and minor officials. These workers should be treated as academics. See the Academic occupation for more details.

Aranite Priest Additional Options

Option	Requirements
Ordained as High Priest	Theology 4+ Ordained Priest Roll 8+

* If a 1 is rolled, character is defrocked.

Aranite Priest Additional Options

Option	Requirements
Wealthy	High Priest Roll 9+*

* If a 1 is rolled, character is defrocked.

Priest of Esoteric Religion

Esoteric religions are any religions not covered elsewhere. These are mainly such things as old pagan religions, Pranisists, druidic cults, and other faiths which exist here and there throughout Tigmar. All these religions need their priests.

These priests must spend 1 point per year on religiously-related skills. In addition, if their Religion skill is lower than 6, a bonus point is given to the Priest in this skill.

Obviously, the skill options open to a particular priest depend highly on what the religion in question is. This should be firmly kept in mind when choosing skills for the character. The skills below are a list of standard skills normally associated with priests. Feel free to add and subtract from this list, subject to GM's approval of course.

The same statement applies to Career Opportunities. It is highly unlikely for a Druid to suddenly become a rich noble, for example.

Priest of the Fire God

These priests are fanatics who reside on Fire Mountain. These priests are more violent than most and train with weapons heavily. They also refuse to gamble or drink.

These priests must spend 2 points on religious related skill each year. In addition, if their Religion skill is lower than +5, a bonus point is given to the Priest in that skill. These priests may not develop Law, Gambling, or Drink Tolerance skills.

Primitive

Barbarian (P)
 Sander Nomad (P)
 Sander Wizard
 Shaman

Primitive Skill List

Animal Healing
 Brawling
 Camouflage Techniques
 Camping
 Cooking
 Drink Tolerance
 Foraging (P)
 Gambling
 Horsemanship (P)
 Lore/History: History of Plains
 Lore/History: Regional
 Lore/History: Wilderness
 Physical Exercise (P)
 Play Instrument
 Religion: Torpism
 Rope Use
 Running (P)
 Sewing
 Singing
 Skinning
 Sport: General (S) (P)
 Storytelling
 Tend/Train Animals
 Tracking
 UW: Bow
 UW: Dagger/Knife
 UW: Sling
 UW: S. Bludgeon
 Weather Watching

Additional Sander Wizard Skills

Ceremony: Learn (S)
 Ceremony: Perform
 Component Manip/Creation
 Eccentric Hobby
 Fortune Telling: Astrology (S)
 Herbal Healing
 Literature: Poetry (S)
 Lore/History: Ancient History of Plains
 Lore/History: Torpism
 Mathematics(+0) (S)
 Music Theory/Composition (S)
 Philosophy (S)
 Rabble Rousing
 SFL: Ootan (+4)
 SFL: Tiganese (+2)

Additional Shaman Skills

Ceremony: Learn (S)
 Ceremony: Perform
 Component Manip/Creation
 Herbal Healing

Additional Barbarian Skill

Berserking (see below)

Primitives are those who do not have familiarity with government and 'civilized society'. Once a primitive leave her home, it becomes quite difficult to return.

In addition, add 1 year to the effective age of the character per 4 years of living as a primitive due to the harsh environment.

Primitive Options

Option	Requirements
Athlete	
Gladiator	none
Slave	
Wanderer	
Traveler	none

These options are the only one immediately possible. The options normally guaranteed to everyone are explicitly prohibited here. It is extremely difficult for a primitive to become acquainted with society, and the only route to it is to travel to it physically, learning while journeying, or by being thrown in a gladiator pit.

Barbarian (P)

Barbarians populate the range of glorified hills running the center of Tigmar, the Dragon's Tongue, and the foothills of pretty much any mountain known. They are rough, live in small groups, and kill that which they do not understand, which is pretty much everything.

Barbarians are not a cultured group; they are descended from outcasts, and so have some memory of living in a better state. They have a lot of anger to work through due to this feeling of being cheated.

Some Barbarians have shamans or priests who worship nature and spirits. These religions differ widely from tribe to tribe, and no one yet has taken the time to catalog these heathen beliefs.

Additional Barbarian Options

Option	Requirements
Primitive	
Shaman	Younger than 16 Roll 8+

Barbarians are known to be able to berserk. Here is

the skill description:

Berserking

Berserking is the act of working oneself up into a violence-driven frenzy. A person who becomes berserk will not register personal harm, orders, or compassion. The driving force behind a berserker is rage and violence, and the berserker will continue to attempt the destruction of everything nearby until the mood passes. The skill causes the berserker to have an attack class of double the original, which may also be used for defense purposes.

The berserker will not run from a fight or surrender. Upon the completion of the combat the warrior must rest 5 minutes per previous round of fighting. The berserker will not rest during a fight. While berserking, a person always makes Shock/Stun Resistance and Fatigue rolls.

Becoming berserk is a difficult task. Be aware, however, that circumstances, personal feelings, and level of drunkenness are all factors which can either facilitate or hinder a berserking attempt.

Sander Nomad (P)

Sander Nomads are horse-riders who freely roam the plains of Sander. Nomads must spend 1 point per year on animal skills or on Horsemanship.

Additional Barbarian Options

Option	Requirements
Primitive	
Sander Wizard	Older than 25 Roll 8+

They interact most with the Oots, and trade extensively with them.

Naming of Sander Nomads

The last name begins with what sect they are a part of:

mo = Warrior Clan

un = Wizard out-clan

nu = Leader clan

oso = Probate Clan or Cursed Clan

Ones clan affiliation can change given circumstance, in which ones name changes.

Some family names are: Smythe, Dundar, and Mador. There are not many familys in the extended tribes. They call themselves the 5 peoples on occasion due to this.

Some male first names which are common are Ja-jun, Jun-jun, Raco, Munco, and Lato. Female names are similar but have "es" appended, e.g. Rakes, Junes-Jun, Munkes, and Lates. Woman have their husband's cla name followed by a "-la". Before marrage they have their own name.

Sander Wizard

These are the wise elders of the Sander Nomadic

people. To train to be a Sander Wizard, one be at least 30 years old.

Shaman

Shamans are the religious leaders of barbarians. They worship nature in various forms, have rituals which passed down from their elders, and sometimes have some limited understanding of medicine and plants.

The specific details of the religion should be agreed on by GM and player before play commences.

Tandite Roamer (P)

Tandite Roamers live in the Tandus Wastes, a huge desert to the north. They are often involved in the caravans and trade across this vast wasteland, and are known for being savy barganers as well as a fairly tough group of folks.

Beyond that, not much is known about them.



Prisoner

- Chain Gang Member (P)
- Galley Rower (P)
- Prisoner (L)

Prisoner Skill List

- Brawling
- Galley Rowing
- Gambling
- Lore/History: Fungus
- Lore/History: Masonry
- Lore/History: Regional
- Lore/History: Sailing
- Lore/History: Sea Animals
- Lore/History: World
- Physical Exercise (P)
- Play Games
- Religion
- Self Control
- Singing
- Sport: General (S) (P)
- Storytelling
- UW: Dagger/Knife
- Weather Watching

Prisoner Extra Skills

- UW: Thrown Wooden Spoon

Prisoners and Galley Rowers, if they gain their freedom, can return to their previous occupation. They can also, after gaining freedom, choose any of the occupations that are always available, as listed at the beginning of the chapter.

If a prisoner runs away, he cannot return to his original occupation, and, if they are important enough, end up being hunted by the law.

Prisoner Perks

Option	Requirements
Gain Freedom	Roll 7+
Run away	none

Prisoners can also elect to move to any other slave or prisoner status they qualify for, as outlined in the occupation change table.

For each year as a prisoner of any sort, add 3 years to effective age due to harsh conditions and malnutrition.

Chain Gang Member (P)

These are exactly the same as Urban Slave Laborers except they are not scarred.

Galley Rower (P)

This is considered to be the most boring and tedious occupation ever devised. Most Galley Rowers are slaves. Galley Rowers gain 1 point in Galley Rowing, 1 point in

Physical Exercise, and may spend any remaining skill points as desired.

Prisoner (L)

These are prisoners who do nothing but languish in a jail or dungeon. Due to their forced idleness, they must spend 1 skill point per year on a special skill called “how to not move for long periods of time and look miserable.” They can choose to specialize in other forms of idleness if they so desire.

The experience of a prisoner is such that it is quite likely the victim would develop such things most commonly called in polite society ‘mental quirks.’

Prisoners who rot in jail are usually nobles and political activists. Other prisoners are put to work in chain gangs or gladiator pits. It is much more cost efficient to put the dregs of society to work.

On Choosing Such an Occupation

It might strike the average player that they have no desire for their character to be a prisoner. All we say in response is, you are right, except the experience of being a prisoner would perhaps make a person more interesting to play. It easily lends itself to future adventures as, for example, they could be wanted or some such. Basically the motivation here is to provide players another opportunity to have more flavorful, and perhaps interesting, characters.

Rural Nobility

- Border Keep Noble
- Outback Noble

Rural Noble Skill List

- Appraisal: Weapons & Armor
- Appraisal: Land
- Brawling
- Drink Tolerance
- Eccentric Hobby
- Gambling
- Horsemanship (P)
- Joust/Tilt
- Lore/History: Heraldry
- Lore/History: Regional
- Management (S)
- Mathematics(+3) (S)
- Medicine, Practical(+3)
- Play Games
- Play Instrument
- Religion
- Sewing
- Singing
- Sport: General (S) (P)
- Storytelling
- Swimming (P)
- Tactics/Strategy
- Tend/Train Animals
- Tend Children (P)
- Use Shield
- UW: Any Fitting
- Wear Armor
- Weaving

The poor nobility are more numerous by far than the high court nobility. However, they have far less power.

Most are not rich at all, and many must actually work year round to keep themselves afloat.

Rural nobles usually have a central keep, and some surrounding farm lands. Surrounding this is usually wilderness which the peasants fear and do not enter. In rare cases will two rural nobles share a close border with used fields on each side. In such cases the two nobles will be either related through marriage or blood or continually occupied with petty war.

Rural nobles who seek an education are often sent to some urban setting, and they become scholars. Many of the younger children are sent off in such a fashion to get an education. Another common place to put extra children is in monasteries or institutions where they can learn how to become priests.

Noble, Border Keep

The Border Keep nobility is the most military oriented nobility to be found anywhere. Not only do they have

better access to heavy combat skills and the limited access to culture, but they are forced to spend at least 2 points per year worth of military or management skills.

Border Keep nobles refuse to learn how to Joust, and they wear their refusal with pride, as they claim they have, "more relevant issues than child's play war to face."

Outback Noble

The poor nobility spend more time practicing the violent arts than their city counterparts, and hence the better access to heavy combat skills and the limited access to culture.

In addition they must pay attention to their lands. Due to this, 1 skill point per year must be spent on management until a skill rank of +4 is reached.



Rural Poor

Field Slave (P)
Hermit
Peasant (P)
Serf (P)

Rural Poor Skills

Brawling
Cooking
Craft: Wine Making/Brewing
Darts
Drink Tolerance
Farming (P)
Foraging (P)
Gambling
Herding
Lore/History: Plant
Lore/History: Regional
Lore/History: Soil & Rocks
Medicine, Practical (+1)
Mining (P)
Physical Exercise (P)
Play Games
Play Instrument
Religion: Aranity
Religion: Pranity
Religion: Earth Cult
Self Control
Sewing
Singing
Sport: General (P)
Storytelling
Tend/Train Animals
UW: Bow (those who hunt)
UW: Dagger/Knifer
UW: Gardening Tool
UW: Quarterstaff
UW: Sling
UW: S. Bludgeon
Weather Watching
Weaving

Rural poor are the backbone of Tigmar. They have few options but to work. Rural poor are financially destitute and politically oppressed, and this usually gives them a healthy dislike of nobility, the middle class, and anyone having to do with money.

Field Slave (P)

Field slaves are worked in plantation style format in the northern part of the Holy Empire. They must spend 2 points per year on physical exercise or some farming related skill.

They are branded on the face as described under Urban Poor: Slave Laborer. Their brand is slightly

different in appearance, however, with an additional vertical bar close to the mouth. Often this brand deforms the lip slightly, causing a bit of a lisp in speech.

Field slaves need to run away before being able to change occupations. If they successfully run away, they can select any occupation which is always obtainable.

Field Slave Option

Option	Requirements
Run away	Roll 8+

Hermit

Hermits are those who keep to themselves, living alone in the woods in study or prayer or for a desire to be alone.

For every year spent as a hermit of any type, the character loses 1 point in either Etiquette, Rabble Rousing, or Rhetoric, if any of these skills are owned.

Hermits are religious folk who live in seclusion. Some have books, and so are able to study, while others content themselves with prayer and contemplation. What kind of Hermit a character becomes is dependent upon the character and the relevant religion, if any.

Hermits must spend 1 skill point per year in either Self Control or Meditation, as much of being alone is learning about the inner self.

Hermits can buy scholarship skills if they have the background which would enable them to be self taught.

Hermit Extra Skills

Book Restoration
Calligraphy
Ceremony: Learn (S)
Ceremony: Perform
Component Manip/Creation
Eccentric Hobby
Fortune Telling: Astrology (S)
Herbal Healing
Literature (S)
Lore/History: Anything
Mathematics (+2) (S)
Medicine, Practical
Meditation
Philosophy (S)
Read/Write Foreign Lang. (S)
Religion: Religious Specific
Sacrifice
Self Control
Theology (S)

Peasant (P)

Peasants are usually poor, unlanded farmers. Peasants might also be rural agricultural laborers. They must spend 1 skill point per year on Physical Exercise, Farming, or Mining.



Peasant Additional Options

Option	Requirements
Become Landowner and thus Well off	Older than 20 Roll 12+

Serf (P)

Serfs are peasants which are tied to the land. Being tied to the land means they are actually forbidden to leave, or relocate. They are for some reason not considered to be slaves, though they are *de facto* slaves. Due to their limited possibilities and potential, they are not chained up like slaves might be, as there is no where they could go.

They are otherwise aside from this tie to the land, exactly like peasants. All restrictions which apply to peasants apply to serfs as well.

A Note on Peasant Fear and Pain

Peasants, in any shape or form, only really know their surroundings. A peasant might know the road to some small village, and in that village the peasant would feel lost and crowded.

Due to this most peasants fear their surroundings, and so find themselves essentially trapped in their lives due to their ignorance and fear.

The peasant which runs away, which joins the army, or which leaves, will most likely never come back. Once the fear is broken, there is no reason to return. The life of a peasant is the worst possible life anyone could have.



Sailor

- Fisherman (P)
- Pirate (P)
- Sailor (P)

Sailor Skill List

- Brawling
- Climbing
- Cooking
- Craft: Carpentry
- Drink Tolerance
- Galley Rowing
- Gambling
- Language: Jabber
- Lore/History: Regional
- Lore/History: Sailing
- Lore/History: Sea Animals
- Lore/History: World
- Medicine, Practical(+1)
- Physical Exercise (P)
- Play Games
- Play Instrument
- Religion
- Rope Use
- Sailing (P)
- Sewing
- Singing
- Storytelling
- Swimming (P)
- Use Siege Machinery
- UW: Ax, One-Handed
- UW: Ax, Two-handedx
- UW: Bow
- UW: Crossbow/Gun
- UW: Dagger/Knife
- UW: Polearms
- UW: S. Bludgeon
- UW: Sword, Slashing
- Weather Watching

Officer Extra Skills

- Accounting (S)
- Map Use (S)
- Medicine, Practical (+4)
- Navigation (S)
- Tactics/Strategy
- UW: Sword, Piercing

Sailors populate the Sea of Akka and, to a more limited extent, the major rivers and the Sea of Tears. Sailors will not usually be found far from the coastline as the terror of the sea is immense.

One skill point must be spent on sailing until the rank of +10 is achieved. If a sailor has no sailing skill (a fresh recruit) she gains, instead of her normal skill points, two

ranks in , a rank in Lore/History: Sailing, one rank in Rope Use, and one extra point to allocate as they wish.

Sailor (P)

Officers must spend a point in either Map Use, Navigation, or Strategy/Tactics each year.

Sailor Additional Options

Option	Requirements
Midshipman	Sailing 3+ Roll 9+ (10+ if older than 25)
Lieutenant (and so Well off)	Midshipman Navigation 3+ Roll 9+
Captain (and so Wealthy)	Lieutenant Roll 10+

Sailors come in all kinds. A character should chose what kind of sailor he or she was. The general categories are Military, Small Merchant, Big Merchant, and Explorer.

If a member of a military outfit, the military skills are available to the Sailor, if desired.

Fisherman (P)

Fisherman use small crafts, stay close to the coast, and are actually more peasant than sailor. They have free access to any Rural Poor they might desire due to this.

Pirate (P)

There are two types of pirates: normal and Granite Flats. Normal pirates are just like sailors except they are pirates.

Granite Flat Pirates gain skill points the same way sailors do, but also, as a bonus, learn Jabber the same way as someone who is immersed in a foreign language. Language acquisition is discussed on page 21.

Read the world information section for more on these particular pirates.

Pirate Additional Options

Option	Requirements
First Mate (and so well off)	Speak Jabber 5+ U/W- Any 4+ Roll 8+
Gain ship (and so Wealthy)	Sailing 5+ Navigation 3+ First Mate Roll 10+*
Lieutenant (and so well off)	Midshipman Navigation 3+ Roll 9+

*On a 12, old Captain was 'Killed in Action'



Pirate Additional Options

Option	Requirements
Captain (and so wealthy)	Lieutenant Roll 10+

*On a 12, old Captain was 'Killed in Action'



Servant

House Slave
Servant

Servant Skill List

Brawling
Cleaning
Cooking
Darts
Drink Tolerance
Eccentric Skill (Cleaning)
Gambling
Herbal Healing (+1)
Lore/History: Regional
Physical Exercise (P)
Pick Pockets
Play Games
Play Instrument
Religion
Self Control
Sewing
Singing
Sport: General (S) (P)
Stealth
Storytelling
Tend/Train Animals
UW: Dagger/Knife (+1)
Weaving

A servant could be a butler, manservant, maid, cook, or any other domestic worker. However ladies in waiting and squires count as nobility and are not servants.

Servants must spend 1 point each year in either Cleaning, Cooking, or an Eccentric Skill such as polishing silver or caring for delicate ferns. One skill point can be spent on some skill of the master's occupation if desired. This reflects individual needs of a master, and should be relevant to the servant's duties; a servant may not learn to shoot crossbows if the master just has the servant hold his bolts!

Servant Options

Option	Requirements
Butler/Head of House*	Servant 2+ years Roll 8+

*i.e. get well treated and is well off

Servant

Servants are what free servants are called. They are by far the most prevalent throughout the western part of Tigmar, which is not to say they are not present in vast numbers in such places as Lorac al Tur.

House Slave

House slaves are servants. They gain the same list as

Servants. They do not have access to Drink Tolerance. They are most common in the Republic of Sampson.

Many house slaves are branded with a small brand on the lower back in most regions. House slaves, being an upper class type of slave, rarely have the large brands or facial brands of urban slave laborers.

House Slave Options

Option	Requirements
Gain Freedom	Roll 8+
Run Away	none

Urban Poor

- Demagogue
- Laborer (P)
- Rabble
- Slave Laborer (P)

Urban Poor Skill List

- Appraisal
- Brawling
- Climbing (P)
- Cooking
- Darts
- Disguise/Costume
- Drink Tolerance
- Gambling
- Herbal Healing (+1)
- Lore/History: Regional
- Medicine, Practical (+1)
- Mining (P)
- Physical Exercise (P)
- Pick Locks
- Pick Pockets
- Play Games
- Play Instrument
- Religion: Aranity
- Rope Use
- Running (P)
- Sewing
- Singing
- Slight of Hand
- Sport: General (S) (P)
- Stealth
- Storytelling
- UW: Dagger/Knife
- UW: Garrote
- UW: Quarterstaff
- UW: Sap
- UW: Sling
- UW: S. Bludgeon
- UW: Thrown Dagger

Urban poor are often unemployed and may be criminals. Urban poor usually perform odd jobs or unskilled menial labor, such as feces collection for the local tanner.

Many urban poor are prisoner slaves who work in chain gangs and perform other undesirable state-sponsored labor. Some do this willingly for the free meals.

Demagogue

Demagogues often give rousing speeches and instill support and respect among the poorer classes. They usually have some political agenda and see the masses as a way to achieve change. They have been known to do

good, but they are more known for starting riots. However, time spent as a demagogue will usually give a lot of knowledge of the darker side of the politics of the region, and a good working knowledge of all the major figures in the limelight as well as in the shadows.

Demagogues are not really a separate occupation. Treat a demagogue character as normal Rabble with access to additional skills.

If they purchase Rabble Rousing and reside in Lorac al Tur or the City of Light, they must roll a D12 each year. On a 1 or 2 they become a Prisoner.

Demagogue Extra Skills

- Rabble Rousing

Laborer

Laborers are non-farming, hard-working people. Such people are miners, loggers, road workers, ditch diggers, sewer rats, carriers, and litter bearers.

Rabble

Any street vermin, prostitute, thug, cutpurse, etc., counts as rabble. Rabble can also hone any known skill they wish as if it were on the rabble list, provided they have the resources to do so. Remember that continual access is needed to continue advancement of certain skills. Occasional access is not enough; bowling once a month is not enough to make someone a master bowler.

Slave Laborer

Slavery is common throughout Tigmar, but some areas are much more slave oriented than others. The most common source of slave labor are Mogs. Mogs, a race which are allegedly descended from humans, but cursed in the First Judgement due to their mistakes, are widely believed to be, since they are indeed ugly, stupid.

The people in the east tend to be much more racist and human-supremacist and so have many more slaves than the majority of the west.

It is possible to find free and powerful Mogs in the west, whereas in the east the common punishment for any infraction of any free Mog is usually enslavement.

Slave Laborers can be found in such glorious things as chain gangs and all of the worst occupations.

Due to their close proximity to ‘civilization’ they are often chained together when they work, so they can not run away.

In addition most slave laborers, like other slaves, have some brand, usually on the back or calf. The brand varies with region.

In the Holy Empire slave laborers are branded on the cheek (see side-bar illustration) to mark them as such. If they gain their freedom through some legal fashion, they get papers with a seal, and the brand is re-branded with an additional line denoting freedom.

Repeat slaves (such as poor prisoners who are found

guilty of some other crime) are branded on the other cheek, and the process is repeated. Third time offenders are killed, usually in the gladiator pits.

Orcheron clothes their slave laborers in a dull yellow loincloth type garment which is not worn by anyone else. This makes slaves easy to spot, provided they do not lay their hands on some clothing while running away. Luckily for the authorities in Orcheron, the populace is all to happy to turn over an escaped slave for a Salvation Token or two.

Slave Laborer Options

Option	Requirements
Gain Freedom	Roll 7+
Run away	none

Scars for Slave Laborers



left is slave, right is freed slave

Wanderer

- Bandit (P)
- Forester (P)
- Pilgrim (P)
- Shepherd (P)
- Tax Collector (L)
- Traveler (P)*

Wanderer Skills

- Animal Healing
- Appraisal: People
- Brawling
- Camouflage Techniques
- Camping
- Climbing
- Cooking
- Drink Tolerance
- Foraging (P)
- Gambling
- Herbal Healing
- Herdng
- Music Theory/Composition (S)
- Physical Exercise (P)
- Play Games
- Play Instrument
- Religion: Any
- Rope Use
- Running (P)
- Self Control
- Sewing
- Singing
- Skinning
- Speak Foreign Language
- Sport: General (S) (P)
- Storytelling
- Tend/Train Animals
- Tracking
- Trapping
- UW: Ax, One-Handed
- UW: Bow
- UW: Dagger/Knife
- UW: Quarterstaff
- UW: Sling
- UW: S. Bludgeon
- UW: Spear
- UW: Thrown Dagger
- Weather Watching

Additional Forester Skills

- UW: Longbow

Additional Pilgrim Skills

- Meditation

Additional Shepherd Skills

- Farming

Tax Collector

- Eccentric Hobby

Wanderers are those who are neither rural rabble nor urban rabble, but rather those who move from place to place, living by their wits, luck, or money. They are, for the most part, the heart of any adventurer. A good world-weary person should have spent at least a few years in this profession, getting the feel of living in the rough and experiencing the elements.

Bandit (P)

Bandits are often found these days in the Holy Empire, especially on the roads going towards Orcheron and Farman and Sander. They are a lowly lot, sleezy, ill-fed, and desperate.

People like to kill bandits, and bandits like to kill people. They usually have ill-formed groups or families since they figure there is some level of saftey in numbers.

Forester (P)

Foresters are rare, but exist in the Salit Wood and Dragon's Tongue areas as well as the rim of Eldar's Forest. Foresters also track and hunt in the foothills of the various mountain ranges.

The Forester must spend 2 points per year on any skill related to wilderness survival (such as camping and foraging).

They also have access to the Longbow skill.

Shepherd (P)

The shepherd has been described as the backbone of Tigmar.

One skill point must be spent in Herding until a skill rank of +10 is reached.

Shepherds have access to Farming because sometimes a shepherd works in the fields during harvest since iron is scarce and harvest is a very large task without it.

Pilgrim (P)

Pilgrims are people traveling from Sampson to the City of Light to pay homage to the birthplace of Sun. They are Aranists. The trip usually takes a year or more one way.

Tax Collector (L)

Both the Holy Empire and the Republic of Sampson employ many tax collectors.

They ride around in carriages, figure out how to steal money from the poor, and make governments rich. They are not well liked.

A tax collector does not need to know how to do anything as they can hire the competence they need.

Tax Collectors can, however, buy skills on the Middle Class and Courtier skill lists, if they desire to do so.

Tax collectors also have excellent access to raising their status to the category of wealthy.

**Tax Collector Additional Options**

<u>Option</u>	<u>Requirements</u>
Become wealthy	Roll 9+ (+1 / year collecting)

Traveler (P)

Any who both spends time living by wits and luck and traveling from place to place. They are like rabble, and have the option of advancing old skills if they have access to needed materials, as described under Rabble. Each year, depending on how well they did, they must spend 1 point in Physical Exercise, Camping, or Foraging.

Wild Mage

Child of Magic
Hedge Wizard

Wild Mage

Alchemy (S)
Ceremony: Learn (S)
Ceremony: Perform
Component Manip/Creation
Cooking
Darts
Drink Tolerance
Fortune Telling
Herbal Healing
Literature (S)
Lore/History: Animal
Lore/History: Herbs
Lore/History: Plant
Lore/History: Regional
Magic: Modeling (S)
Magic: Physical (S)
Magic: Quality (S)
Magic: Spirit (S)
Medicine, Academic (S)
Medicine, Practical
Music Theory/Composition (S)
Natural History (S)
Philosophy (S)
Play Games
Play Instrument
Religion
Sewing
Singing
Sport: General (S) (P)
Storytelling
Tend/Train Animals
Theology (S)
UW: Dagger/Knife
UW: Quarterstaff
UW: S. Bludgeon
Weather Watching
Weaving

Mages without structured training are called Wild Mages. Children of Magic are also called Wild Mages since most mages consider a youngster too immature to understand magic as the results of teaching such a person are unpredictable.

Wild wizards are held in contempt by wizards, but this is not because wild mages are powerless by any means. They have their own advantages which they get from avoiding the rigorous, dogmatic teaching practices of the wizard.

Wild mages are, along with wizards, hated by the world and hunted by the Edge of the Sun, or witch hunters. However, they often go unreported if they keep a low profile and befriend the local populace of a rural area. Many hedge wizards, for example, help heal the sick, make love potions, and predict the weather, and so find a niche in rural life which is secure and comfortable.

Brain Burn

Brain burn is a side-effect of using magic. Slow brain burn is the result of using magic in moderation while normal brain burn is the result of over extending ones power. Both are described more at length in the magic section. It is assumed that once a character learns how to be a mage, they are going to get some amount of slow brain burn as they pass the years in the character generation process.

For wild wizards, we suggest assigning 15 points of slow burn per year of being a wizard, including years spent in other professions after one has learned how to use magic unless magic is expressly not being used for some reason.

If a character has academic wizard experience however, this burn is reduced to 10 points per year. This reduction can occur later in a wild mage's life, if the wild mage finally gets a good education in magic.

Child of Magic

Mage prodigies are children raised to be mages for whatever purposes their masters deem fit. For a GM to allow a character to be this, it is highly suggested that some kind of bond, task, or duty is placed on the character which at least slightly explains why the master took on the child. Another possibility is to give the child extensive brain burn as it is likely the mage used the child to channel power.

The Child of Magic must choose another occupation upon reaching 15 years old. The child can continue study and freely change to whatever type of mage was teaching her at this point.

Child of Magic Additional Options

Option	Requirements
Academic	
Wizard	15 years old
Wild Magic	
Hedge Wizard	15 year old

Hedge Wizard

The wild magician, the old man of the forest, the wise



midwife, and other odd types who perform magic are Hedge Wizards in Cinis. Unlike Wizards, Hedge Wizards may develop magic skills unevenly to reflect their unschooled specialization. Hedge Wizards must roll to learn magic skills, however, as they do not have a steady teacher or supply of books.

The hedge wizard gains 3 extra lores per year, due to their continual observations and study of things around them. Usually these lores have to do with down-to-earth things and their surroundings. Many hedge wizards know, for example, endless amounts about herbs, animals, earth, the weather, local fables, and what not. However this is not to say a Hedge Wizard does not study the more academic lores by any stretch; these too play a large role in a Hedge Wizard's continual search for knowledge.

Development

To learn a magic skill (i.e. the four straight magics, and all ceremonies), the hedge wizard needs to find a book or other source of knowledge in that field. The hedge wizard declares what type of book he is looking for, and then rolls a D12. On a 3 or more, the hedge wizard can spend a point on that skill. Otherwise the hedge wizard has to spend a point on something else.

The hedge wizard, for every point gained in Ceremony: learn, gains a ritual, chosen by the player in consultaion with the GM.

The hedge wizard can attempt to find a book 4 times per year, meaning up to 4 points in magic skills can be gained each year.

Secondary Occupations

These are the various sub-occupations which a character may join throughout his career.

Coven Skill Supplement

- Ceremony: Learn (S)
- Ceremony: Perform
- Component Manip/Creation
- Fortune Telling: Astrology (S)
- Lore/History: Coven
- Play Instrument
- Read/Write Badash
- Religion
- Sacrifice
- Speak Badash
- UW: Dagger/Knife

Society Skill Supplement

Dependant on Society

Coven Member

Coven members are usually rich members of a city who join a coven for their own purposes. Covens can be anything from odd branches of the Followers to Demonic Cults to followers of other bizarre religions thought to be forgotten. A Coven member has a double life as some other class, usually Court Noble, Merchant, Artisan, or some wealthy element of society which provides the leisure time required to be a cultist. The Coven Member retains whatever occupation he or she had at the time of joining the Coven. Some sample coven structures can be found beginning on page 262 which give suggested rituals and skills for Covens.

Each year, the Coven member receives the usual number of skill points due to their original occupation. The Coven member may spend up to three points on the original occupation's list, and must then spend additional points on the Coven's special skill list. Career opportunities are the same as for the prior occupation. Note that a Coven member may change occupations while remaining in the Coven.

If the Coven member was a teacher for financial support, as might be the case for poor artisans, she or he must continue to teach.

The Coven member must choose a coven immediately upon joining, and then follow any rules outlined by the Coven.

If a Coven member wishes to leave the Coven, several things may happen. At best, the character will be treated with suspicion by Coven members, and at worst the character will be actively hunted by fanatics convinced that the Coven's honor must be protected. Roll on the Leaving Coven Table or confer with the GM to determine

effects.

Society Member

Societies are exactly like Covens except there a society member does not learn any magic, and in most cases the society itself does not use magic.

Some sample societies begin on page 262, along with Covens.