

ମୁଖ୍ୟ ଅଧ୍ୟାତ୍ମିକ ପରିବାର ଏବଂ ମୁଖ୍ୟ ଅଧ୍ୟାତ୍ମିକ ପରିବାର ଏବଂ ମୁଖ୍ୟ ଅଧ୍ୟାତ୍ମିକ ପରିବାର



CAREERS

ମୁଖ୍ୟ ଅଧ୍ୟାତ୍ମିକ ପରିବାର ଏବଂ ମୁଖ୍ୟ ଅଧ୍ୟାତ୍ମିକ ପରିବାର ଏବଂ ମୁଖ୍ୟ ଅଧ୍ୟାତ୍ମିକ ପରିବାର

This chapter develops the character's skills through a profession, possible cult membership, the allocation of Bonus Skill Points, and some starting equipment, and determining what magic the character might (or might not) possess.

CAREERS

Every MYTHRAS character starts the game having been trained in a career. The occupation he chooses may not necessarily be the one he continues to follow as he begins his adventuring life, but it is the career he embarked on as part of the transition to adulthood, and it further defines his skill development.

The careers available to a character are dependent on their cultural background; in some cultures the range of available occupations is quite narrow because the needs of the community are simple; or social traditions will push young adults along a certain path. In others, the list is more diverse, reflecting a more complex community with wider needs that have diversified over the centuries.

Players are nominally free to choose which career they wish their character to learn, provided the Games Master deems it suitable. The following table gives some guidance as to the common types of vocation available to each cultural type. It is not definitive and may differ significantly in more exotic game settings. For example a campaign based in a land where magicians are slain at birth could prohibit the selection of magic using professions.

Similar to cultural backgrounds, each career offers the chance to improve a range of Standard and Professional Skills commonly utilised by that occupation. Some grant access to Magical Skills or extra Combat Styles. Unlike cultural backgrounds, characters need not invest their points in every available skill, but may tailor which ones are taken as those fitting for their specific role or culture.

Characters develop their career skills in the following way:

>Select up to three skills from the Professional Skills available to that career.

Distribute **100 points** amongst the career's listed Standard Skills and whatever Professional Skills were chosen, increasing each skill by 1% for every point spent on improving it. Not all of the available skills need to be improved, but no individual skill can receive more than 15%.

Newly chosen Combat Styles and Professional Skills start off at their base characteristic value. Choosing a Style or Professional Skill previously gained via cultural background simply allows the character to further apply some of their career skill points at this stage. Some of these skills such as Craft, Language or Lore offer choice of a specialisation. In these cases the speciality selected should be one which suits the character's culture.

EXAMPLE CAREERS BY CULTURAL BACKGROUND

Civilised	Barbarian	Nomad	Primitive
Agent	Beast Handler	Beast Handler	Beast Handler
Alchemist	Crafter	Crafter	Crafter
Beast Handler	Entertainer	Fisher	Fisher
Courtesan	Farmer	Herder	Hunter
Courtier	Fisher	Hunter	Physician
Crafter	Herder	Merchant	Sailor
Entertainer	Hunter	Official	Scholar
Farmer	Merchant	Physician	Scout
Fisher	Miner	Priest	Shaman
Herder	Mystic	Sailor	Thief
Hunter	Official	Scholar	Warrior
Merchant	Physician	Scout	
Miner	Priest	Shaman	
Mystic	Sailor	Thief	
Official	Scholar	Warrior	
Physician	Scout		
Priest	Shaman		
Sailor	Thief		
Scholar	Warrior		
Scout			
Shaman			
Sorcerer			
Thief			
Warrior			

AGENT

Agitator, Assassin, Detective, Informer, Spy...

The work of an agent is to report upon, and operate covertly against those his employer wishes to keep an eye on. They watch, discover, and act secretly. Anyone might be an agent – servants, beggars, noblemen, even children. Likewise those that employ agents might be anybody from a jilted lover or struggling merchant to the ruler of a nation. Agents mostly deal with passing of information or minor acts of sabotage, although a few sometimes perform assassination if the cause, or payment, is right.

SKILLS

- « Standard Skills: Conceal, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Concealable Weapons Style)
- « Professional Skills: Culture (any), Disguise, Language (any), Sleight, Streetwise, Survival, Track

ALCHEMIST

Apothecary, Herbalist, Poisoner, Perfumer...

Alchemists concern themselves with creating, or trading in, a wide range of chemical and herbal substances which are used by the local community. These concoctions can vary in purpose – soaps, polishes, dyes, disinfectants, acids, oils, unguents, perfumes, narcotics, medicines, poisons – the list is almost endless. The larger the society they reside in, the more likely that the alchemist will specialise in making or selling one specific type of compound.

SKILLS

- « Standard Skills: Customs, Endurance, First Aid, Insight, Locale, Perception, Willpower
- « Professional Skills: Commerce, Craft (Alchemy), Healing, Language (any), Literacy, Lore (Specific Alchemical Speciality¹), Streetwise

BEAST HANDLER

Animal Breeder, Beast Tamer, Menagerie Keeper...

Beast handlers make their living by capturing, trading, breeding, caring for, or domesticating creatures for a variety of different roles in the community. Examples include horse-whisperers, falconers, hound masters, snake wranglers, and the like. Some raise ostensibly wild animals for domesticated use, whilst others tend the beasts on display in private menageries. A few even take captured beasts and turn them into guardians, battlefield weapons, or competitors for pit fights and gladiatorial events.

SKILLS

- « Standard Skills: Drive, Endurance, First Aid, Influence, Locale, Ride, Willpower
- « Professional Skills: Commerce, Craft (Animal Husbandry), Healing (Specific Species), Lore (Specific Species), Survival, Teach (Specific Species), Track

¹ Such as Acids, Narcotics, Poisons, etc.

ANATHAYM'S SAGA

Coming from a civilised city-state Anathaym has a wide selection of careers she could potentially follow. Indulged by her father she requests training as a soldier, the career he himself followed before retiring to a life of politics. Believing his daughter will soon tire of the gruelling discipline, her father tolerantly agrees to apprentice her under the tuition of weapon-master Zamothis, a famous warrior.

To her father's growing alarm, Anathaym flourishes under the guidance of the aging master. From the Warrior career she selects the following three professional skills: Lore – Military History 28% (INT x2), Lore – Strategy and Tactics 28% (INT x2), and Survival 20% (CON+POW).

She then spends her 100 points, dividing it amongst the available career skills thusly: Athletics +10, Endurance +10, Evade +10, Lore – Military History +10, Lore – Strategy and Tactics +10, Survival +10, Unarmed +10, Combat Style (Meerish Slinger) +15, Combat Style (Meerish Infantry) +15

Her new Meerish Infantry combat style covers training in spear, hoplite shield and javelin – something her tutor feels she'll need to be proficient in if she wishes to join the ranks of the Meeros Scarlet Spears, the regiment her father once commanded.

After applying her career modifiers Anathaym's skills are now: Athletics 37%, Boating 24%, Brawn 21%, Conceal 23%, Customs 68%, Dance 25%, Deceit 28%, Drive 28%, Endurance 36%, Evade 42%, First Aid 30%, Influence 28%, Insight 31%, Locale 33%, Native Tongue 63%, Perception 21%, Ride 23%, Sing 16%, Stealth 30%, Swim 24%, Unarmed 27%, Willpower 24%; Courtesy 38%, Lore (Geography) 38%, Lore – Military History 38%, Lore – Strategy and Tactics 38%, Streetwise 31%, and Survival 30%; Combat Style (Meerish Slinger) 52%, Combat Style (Meerish Infantry) 42%.

COURTESAN

Concubine, Escort, Harem-girl, Houri, Paramour...

Professional companions, courtesans make their living through providing company, conversation, dance, singing, and sometimes other services to those who can afford it. The attitude towards courtesans can vary dramatically according to their culture, some are little more than tavern girls only there to draw in customers, whilst others are revered by the high ranking wealthy. The most famous and skilled courtesans may literally have princes begging at their feet. Courtesans can be both male and female.

SKILLS

- « Standard Skills: Customs, Dance, Deceit, Influence, Insight, Perception, Sing
- « Professional Skills: Art (any), Courtesy, Culture (any), Gambling, Language (any), Musicianship, Seduction

COURTIER

Advisor, Conspirator, Delegate, Diplomat, Sycophant...

Traditionally members of the gentility or nobility, courtiers are those summoned into the service of a ruler or government to act as an adviser, a companion, an aide or simply as a lackey. Chosen for their ability to be persuasive, insightful or discreet, they are often the power-brokers behind domestic and foreign policy. Some courtiers are in fact ambassadorial representatives from another, foreign nation. Courtiers see and hear much about the affairs of state, and

CAREERS AND SOCIAL CLASS

Mythrás does not impose any immediate restrictions on what careers are available to what social class but it is something players and Games Masters may wish to consider. Some social classes will look down on members who practice certain vocations, risking censure or perhaps even expulsion from their rank. One culture might forbid nobles becoming merchants due to the risk of financial corruption, whilst another may restrict the practice to only those who are part of the nobility, creating an enclave of merchant princes.

Games Masters should decide if a career is denied to a particular social class, but some interesting roleplaying possibilities can present themselves if a character decides to ignore social norms, and enter a vocation usually treated with disdain. How will that character be viewed: pioneer or social pariah? What are the consequences? How will the profession accept him? These are all golden opportunities for roleplaying and plot development.

may learn a great deal about politics and scandal in high places. Whatever their political standing, the machinations of courtiers can save or undermine a nation.

SKILLS

- ❖ Standard Skills: Customs, Dance, Deceit, Influence, Insight, Locale, Perception
- ❖ Professional Skills: Art (any), Bureaucracy, Courtesy, Culture (any), Language (any), Lore (any), Oratory

CRAFTER

Artificer, Artisan...

Skilled artisans, professional craftsmen cover a huge range of trades: from basket making through to weaving. Most craftsmen specialise in one particular area, but it is not uncommon to find those skilled in a second field related to their primary craft. Some crafters have associated experience in buying materials and selling their own wares, depending on their scale of their business. Primitive crafters may simply be individuals who produce objects for their family or tribe. Civilised crafters on the other hand might be part of a family enterprise or members of an official guild. Some crafts may be unavailable or illogical for particular cultures, such as a smith for primitives.

SKILLS

- ❖ Standard Skills: Brawn, Drive, Influence, Insight, Locale, Perception, Willpower
- ❖ Professional Skills: Art (any), Commerce, Craft (Primary), Craft (Secondary), Engineering, Mechanisms, Streetwise

ENTERTAINER

Acrobat, Bard, Dancer, Player, Poet...

Professional entertainers, have a range of skills in which they can specialise. Acrobats perform feats of balance, gymnastics, and hand-eye co-ordination. Actors present plays or ribald pantomimes. Dancers entertain with diverse dances ranging from the erotic to ceremonial. Musicians use their instruments to perform private

concerts or provide background music. Poets recite great works of literature, and lyric poetry, whereas singers perform choral works, often as choirs. Story-tellers recount apocryphal tales, and so on. Entertainers sometimes learn several complimentary arts to increase their repertoire and create unique acts. For instance, a bard might combine the arts of music, singing and poetry.

SKILLS

- ❖ Standard Skills: Athletics, Brawn, Dance, Deceit, Influence, Insight, Sing
- ❖ Professional Skills: Acrobatics, Acting, Oratory, Musicianship, Seduction, Sleight, Streetwise

FARMER

Gardener, Estate Owner, Forager, Harvester, Ploughman...

Farmers cultivate the land, raising or harvesting crops, but they are often generalists in a range of skills necessary for foraging or maintaining their chattels. Usually their produce is food and other useful flora, such as medicinal herbs or plants which produce fibres for clothing. Not all agriculturalists necessarily tend a farm or plantation. Some wander through wild regions harvesting the naturally occurring vegetation, whilst others are employed to supervise formal gardens for rich patrons. Likewise not all farmers are necessarily yokels tied to a small pasture, orchard or vineyard. Many cultures may place high status on owners of large estates who manage the running of their property.

SKILLS

- ❖ Standard Skills: Athletics, Brawn, Drive, Endurance, Locale, Perception, Ride
- ❖ Professional Skills: Commerce, Craft (any), Lore (Agriculture), Lore (Animal Husbandry), Navigation, Survival, Track

FISHER

Beach Comber, Net Tender, Pearl Diver, Whaler...

Fishermen work the waters, braving the elements and dangers to bring back its bounty. Mostly they trawl for edible food, anything from shellfish to whales. A few seek commodities other than food however, particularly valuable items like rare shells, pearls or even medicinal types of water plants. The social rank of fishermen depends on the value of what they recover; a primitive island based culture for example, might grant high status to those who bring back the greatest amount or most dangerous produce. Fishermen do not necessarily need boats, and neither are they tied to the sea. Many live beside lakes or along rivers, using nets, baskets, and weirs to trap their catch.

SKILLS

- ❖ Standard Skills: Athletics, Boating, Endurance, Locale, Perception, Stealth, Swim
- ❖ Professional Skills: Commerce, Craft (Any), Lore (Primary Catch²), Lore (Secondary Catch²), Navigation, Seamanship, Survival

² These represent different techniques of fishing, such as whaling, lobster potting, trawling, and so on.

HERDER

Breeder, Herdsman, Sacred Goose Tender, Wrangler...

Herders are those who raise and tend flocks of creatures, not necessarily domesticated animals; anything from goats to migrating mammoths. Most herdsmen spend days or even weeks out on the plains or hills, ensuring their beasts have sufficient food and water, whilst also watching for predators. A herder does not necessarily raise his own livestock; some hire themselves out to escort herds over large distances to far off markets or use their skills to purchase stock for less discerning customers. It can be a solitary profession, but herdsmen generally know the land, the seasons, and the habits of their animals.

SKILLS

- ❖ Standard Skills: Endurance, First Aid, Insight, Locale, Perception, Ride; Combat Style (Specific Herding or Cultural Style)
- ❖ Professional Skills: Commerce, Craft (Animal Husbandry), Healing (Specific Species), Navigation, Musicianship, Survival, Track

HUNTER

Forester, Poacher, Scavenger, Stalker, Trapper...

Responsible for finding, tracking, and killing creatures, the hunter, like the herder, is knowledgeable about the land and the behaviour of animals. A hunter may hunt in a variety of ways: simple stalking, trap laying or driving creatures into pens. The purpose of the hunt depends on the culture of the hunter. Most seek out prey for the simple purpose of gathering food, but some hunters specialise in the extermination of deadly predators or the culling of animals for valuable body parts: furs, horns or teeth for instance. Hunters often learn a supplemental craft for preserving or skinning the creatures they kill.

SKILLS

- ❖ Standard Skills: Athletics, Endurance, Locale, Perception, Ride, Stealth; Combat Style (Specific Hunting or Cultural Style)
- ❖ Professional Skills: Commerce, Craft (Hunting Related), Lore (Regional or Specific Species), Mechanisms, Navigation, Survival, Track

MERCHANT

Broker, Hawker, Money Lender, Smuggler, Trader...

Merchants come in many forms: the street vendor, small shopkeeper, wily caravanserai, intrepid merchant-venturer, and many more. Although their methods or merchandise are different, all have one thing in common: to trade commodities (be it goods, food, livestock, people, property or even money) for the highest profit. Merchants know a bargain, and how to drive a good one; and not all trade in legal merchandise. Due to their dealings as middle men, many merchants pick up some knowledge of foreign cultures and languages.

SKILLS

- ❖ Standard Skills: Boating, Drive, Deceit, Insight, Influence, Locale, Ride
- ❖ Professional Skills: Commerce, Courtesy, Culture (any), Language (any), Navigation, Seamanship, Streetwise

MINER

Prospector, Quarryman, Sapper, Well Digger...

Miners are those who excavate the ground, for a number of reasons. Some dig for ore and precious metals, a few seek out special types of stone for building or statuary, whilst others dig to create catacombs or sewers, or to penetrate the defences of towns. Whatever the purpose, miners are prepared to go deep into the ground, risking life and limb. As a result, miners tend to be both physically and mentally strong; used to working in hot, cramped conditions for hours on end.

SKILLS

- ❖ Standard Skills: Athletics, Brawn, Endurance, Locale, Perception, Sing, Willpower
- ❖ Professional Skills: Commerce, Craft (Mining), Engineering, Lore (Minerals), Mechanisms, Navigation (Underground), Survival

MYSTIC

Guru, Hermit, Illuminate, Master...

Mystics are those who seek mastery of the world by the attainment of perfection, spiritual insight or by becoming inured to physical discomfort. Depending on the culture from which they originate, mystics may be found as anything from reclusive mountaintop hermits to respected teachers of martial or artistic schools. The path of their development is always via mastery of self, and most are sagacious as an result of their studies.

SKILLS

- ❖ Standard Skills: Athletics, Endurance, Evade, Insight, Perception, Willpower; Combat Style (Cultural Style)
- ❖ Professional Skills: Art (any), Folk Magic, Literacy, Lore (any), Meditation, Musicianship, Mysticism

OFFICIAL

Minister, Overseer, Steward, Tax Collector...

Officials are those appointed or elected to an office, charged with performing certain administrative duties and granted a degree of authority to ensure their commands are followed. Examples include slave managers of large estates, guild masters, bureaucratic scribes, legal advocates or tax collectors. Depending on the size and complexity of the organisation or government, most officials control a body of men to help perform their duties.

SKILLS

- « Standard Skills: Customs, Deceit, Influence, Insight, Locale, Perception, Willpower
- « Professional Skills: Bureaucracy, Commerce, Courtesy, Language (any), Literacy, Lore (any), Oratory

PHYSICIAN

Doctor, Healer, Medicine Man, Torturer, Vivisectionist...

Physicians have detailed knowledge of how the body works, although they do not necessarily use that learning to heal. Some instead offer their skills to extract information by coercion, or further the depth of their education by questionable practices. A physician can take many guises, some examples being the medicine man of a tribe with his totems and fetishes; a local hermit or wise woman with their knowledge of herbs and poultices; or a court physician who can cure fevers and agues with complex chemical remedies. Depending on the sophistication of the culture, many doctors embellish their treatments with ceremonial theatrics, bogus medications, and manipulative psychology.

SKILLS

- « Standard Skills: Dance, First Aid, Influence, Insight, Locale, Sing, Willpower
- « Professional Skills: Commerce, Craft (Specific Physiological Speciality³), Healing, Language (any), Literacy, Lore (Specific Alchemical Speciality⁴), Streetwise

PRiest

Arbiter, Cultist, Druid, Mendicant, Prophet...

Priests can take a variety of different roles in society; an official leading worship of the gods, an illuminated seer leading followers on an exodus to find their god, an administrator in a theocracy, and so on. Priests do not necessarily need to be religious or even believe in the faith they serve, whilst others might be granted miracles from their deity to reward suitable propitiation.

SKILLS

- « Standard Skills: Customs, Dance, Deceit, Influence, Insight, Locale, Willpower
- « Professional Skills: Bureaucracy, Devotion (Pantheon, Cult or God), Exhort, Folk Magic, Literacy, Lore (any), Oratory

SAILOR

Captain, Galley Slave, Marine, Pirate, Raft man...

Sailors and boatmen have a myriad of roles upon the lakes, rivers, and seas, from the simple crew of a trading ship to hardened convict rowers. Those sailors employed as professional raiders or marines are often given shipboard combat training. Wise to the ways of the waves, but superstitious with it, sailors are used to long dangerous travels, and the hardships that go with it.

³ Prosthetics, Scrimshaw, Torture, Vivisection, etc.

⁴ Such as Herbs, Medicines, Poisons etc.

SKILLS

- « Standard Skills: Athletics, Boating, Brawn, Endurance, Locale, Swim; Combat Style (Specific Shipboard or Cultural Style)
- « Professional Skills: Craft (Specific Shipboard Speciality⁵), Culture (any), Language (any), Lore (any), Navigate, Seamanship, Survival

SCHOLAR

Annalist, Librarian, Philosopher, Skald, Scribe...

The keepers and seekers of knowledge and learning, scholars and scribes are people who are fascinated by knowledge and the powers contained within it. Scholars are not necessarily confined to dusty libraries or suffocating scriptoriums; they may be active explorers and archivists, intent on advancing their learning or collections of tomes. Neither are they dependent on literacy to learn; some scholars memorise and hand down their knowledge orally. Some scholars are specialists in particular areas of knowledge, such as a lawspeaker who is employed to memorise and quote legal codes during law cases.

SKILLS

- « Standard Skills: Customs, Influence, Insight, Locale, Native Tongue, Perception, Willpower
- « Professional Skills: Culture (any), Language (any), Literacy, Lore (Primary), Lore (Secondary), Oratory, Teach

SCOUT

Bounty Hunter, Explorer, Pioneer, Ranger, Wayfarer...

Scouts are those who thrive beyond the reach of their native civilisation. They may be pioneers seeking out new territory or rangers employed by the military to keep an eye on the borders. Some are employed to seek out natural commodities which they sell to merchants of more settled lands, whilst others are hired to hunt down fugitives. A few are scholarly explorers, high ranked men seeking to document new cultures or simply folks cursed with chronic wanderlust. Hardened by their life, scouts often live from what the land provides, understanding the plants, animals and seasons of the wilderness they inhabit.

SKILLS

- « Standard Skills: Athletics, Endurance, First Aid, Perception, Stealth, Swim; Combat Style (Specific Hunting or Cultural Style)
- « Professional Skills: Culture (any), Healing, Language (any), Lore (any), Navigation, Survival, Track

SHAMAN

Animist, Diabolist, Exorcist, Madman, Witch Doctor...

The medicine-man, the witch-doctor, the wise-woman: all can commune with the spirits and the ancestors; understanding the secrets of the spirit plane which lies over, under, and around the

⁵ Carpentry, Sail Making, Rope Making, etc.

world we live in. The shaman has great insight and power, or so they would have you believe. Not all have magical powers, some merely follow the rituals and traditions handed down to them. Others are outright charlatans using trickery to fool the gullible members of their community. Despite the primitive associations, many civilised cultures also believe in the powers of the spirit world, propitiating dead ancestors for instance.

SKILLS

- ❖ Standard Skills: Customs, Dance, Deceit, Influence, Insight, Locale, Willpower
- ❖ Professional Skills: Binding (Cult, Totem or Tradition), Folk Magic, Healing, Lore (any), Oratory, Sleight, Trance

SORCERER

Enchantress, Magi, Warlock, Witch, Wizard...

The dedicated practitioners of sorcery who seek to control the world around them through spells, incantations and rituals that are not necessarily tied to any gods or spirits, but directly alter the fabric of reality. A sorcerer is often fascinated by all aspects of magic, driven to master its subtleties, and discover lost incantations. Some gain their power from a lifetime of studying dusty tomes, whereas others might offer sacrifices to learn from the diabolic entities of forbidden realms. A few are deceivers with no supernatural powers at all, using legerdemain and prestidigitation to fool others into paying them respect.

SKILLS

- ❖ Standard Skills: Customs, Deceit, Influence, Insight, Locale, Perception, Willpower
- ❖ Professional Skills: Folk Magic, Invocation (Cult, School or Grimoire), Language (any), Literacy, Lore (any), Shaping, Sleight

THIEF

Burglar, Conman, Fence, Mugger, Tomb Robber...

Thieves are those who delight in stealing, or are forced to steal from others to support themselves. They range from petty criminals who mug or pickpocket folk on the streets, to gang leaders and golden-tongued swindlers. Whilst thieves thrive in urban environments they also exist in less civilised cultures too, operating as outlawed brigands, and raiders of neighbouring tribes. Some thieves specialise in tomb robbing, stealing the grave goods of the dead. A few independently wealthy cutpurses and burglars are simply bored individuals who thieve for adventurous excitement.

SKILLS

- ❖ Standard Skills: Athletics, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Concealable Weapons Style)
- ❖ Professional Skills: Acting, Commerce, Disguise, Lockpicking, Mechanisms, Sleight, Streetwise

CREATING A CUSTOM CAREER

Players can create custom careers subject to the following guidelines:

- ❖ Agree the career with your Games Master. Your concept of 'Death Knight Assassin' might not fit with the themes and style of the MYTHRAS game.
- ❖ Standard Skills: Choose up to seven Standard Skills and seven Professional Skills for the profession, reflecting its nature. Remember that magical abilities are considered Professional Skills.
- ❖ Also remember that Combat Styles are treated as Standard Skills. Try to avoid granting Combat Styles except to those careers where physical conflict is a regular occurrence or fundamental to survival.

WARRIOR

Bodyguard, Champion, Mercenary, Pit Fighter, Soldier...

Professional soldiers are the warrior class of a community; this is the career of the fighting man. Most of their time is spent patrolling, guarding and training – focusing on the use of weapons, close-quarter tactics, and the study of enemy styles to make the most of any future opportunities. The warrior may or may not follow a particular martial code, and similarly he might focus on finesse or simple brute-force.

SKILLS

- ❖ Standard Skills: Athletics, Brawn, Endurance, Evade, Unarmed; Combat Style (Cultural Style⁶), Combat Style (Speciality Style⁷)
- ❖ Professional Skills: Craft (any), Engineering, Gambling, Lore (Military History), Lore (Strategy and Tactics), Oratory, Survival

AGE

How old is your character? An Adventurer may start as young or old as the player desires, subject to the agreement of the Games Master. It is recommended that beginning characters start as youths or young adults, but much depends on the setting, and whether the game will be but a short one-off adventure or a long running campaign.

A table is provided, breaking age into Age Categories. Note that this table can be used for non-human characters by simply substituting the actual number of years for longer or shorter lived races. A character's age has a direct effect on their skill competence; as older characters naturally have more life experience than younger compatriots.

⁶ This is the warrior's default starting cultural style.

⁷ Speciality styles are those catering to particular troop types, martial school or career (see Combat Styles on page 86 in the Combat chapter).

To determine how old a character is, a player may either choose an age within the Age Category permitted, or simply roll the value randomly.

AGE TABLE

Age Category	Age	Bonus Skill Points	Maximum Skill Increase	Background Event Rolls
Young	1d6+10	100	+10	0
Adult	2d6+15	150	+15	1
Middle Aged	3d6+25	200	+20	2
Senior*	4d6+40	250	+25	3
Old*	5d6+60	300	+30	4

AGE TABLE NOTES

Bonus Skill Points determines how many additional skill points the character has to spend on developing his skills – see the following section.

Maximum Skill Increase limits how many of the Bonus Points can be applied to any one particular skill.

Background Event Rolls are used for characters starting at different ages, requiring the player to potentially roll additional times on the Background Event Table in the Culture and Community chapter.

***Ageing:** If a character is Senior or older he is subject to Ageing; see the rules for Ageing on page [70](#).

BONUS SKILL POINTS

At this stage every character gains an additional pool of ‘free’ skill points based on age, which can be distributed amongst his existing skills. These are provided so that the character can be rounded out, and given particular interests or areas of expertise. The default for adult characters is a pool of 150 points, with a limit of assigning no more than 15 points per skill. If characters are younger or older, then the number of Skill Points and restrictions will differ, as previously indicated on the Age Table.

The number of Bonus Skill Points does not necessarily need to be tied to age. If the characters are to be seasoned veterans, cultural heroes or even the sons of gods, the Games Master is free to grant additional points or modify the maximum number which can be applied to a specific skill.

Bonus Skill Points are used in the following way:

- « Allow the character the option of choosing one final new Combat Style or Professional Skill, reflecting a personal hobby or interest.
- « Distribute points amongst whatever skills the character currently has; increasing each skill by 1% for every point spent on improving it. No individual skill can receive more points than indicated by their Age Category.
- « Save for the optional hobby skill, no points may be assigned to those Combat Styles or Professional Skills not learned as part of their Culture or Career.

STARTING EQUIPMENT

Every character begins with some starting money and starting equipment, determined by their culture and social class. In addition they may augment their belongings by buying additional items (or upgrading ones they already have) from the Equipment section of this book.

The table on page [35](#) gives some examples of personal possessions available to a character of that social class. These are merely guidelines, and are open to change according to the campaign or setting.

ANATHAYM'S SAGA

As a member of the aristocracy Anathaym begins the game with the following:

Four sets of good quality clothing: a court dress, day, and evening wear and a formal gown. Mostly though, she opts for a simple, but well-made, tunic akin to the kind worn by Meerish soldiers.

Four weapons, chosen from her father's armoury: a shortsword, dagger, spear, and shield. Her sling she makes herself from a length of strong leather.

A suit of Meerish Hoplite armour - again chosen from her father's armoury. Although the protective value is determined by 1d3+3 roll, the Games Master declares that Anathaym is given a mixture of leather and bronze with appropriate Armour Point values.

She also has a horse, chosen from the family stables. Anathaym's mount is a chestnut gelding named Arrow, for his speed and sharp temper.

CLOTHING

Finery and decorations are dependent on the culture and its climate. The higher the class the more exclusive the fabric used in its manufacture. An example would be rough spun wool for the poor, followed by linens, brocades, and silks as social class or wealth increases. In a land full of silk worms and no sheep, these relative values may be reversed. Decorations are also culturally dependent. Feathers may be the height of décor for a primitive tribe, whilst embroidery using gold threads may be de riguer for a barbarian king. Example decorations are fabrics of bright or rare colours, the attachment of precious substances, pelts or fur trims, detailed embroidery and pattern woven fabrics.

WEAPONS

Not everyone in a society is expected to be armed; in fact some cultures expressly forbid weapons to those of a particular class or caste. The most common weapons are usually simple and inexpensive; spears and axes for example which can be mass produced or improvised. Only the higher classes tend to have ‘prestige’ weapons such as swords which require significant amounts of time to manufacture.

ARMOUR

Perhaps even more restricted than weaponry, few members of the lower classes possess armour, and what they own is usually hand crafted from fabrics or leather by their own family. Culture and environment plays a big part in who is expected to own armour, for example it would be rare to see common folk of a city storing armour at home, whereas it might be ubiquitous amongst a tribe of horse nomads. Metallic armours tend to be restricted to the wealthy

BACKGROUND EQUIPMENT TABLE

<i>Class</i>	<i>Clothing</i>	<i>Weapons</i>	<i>Armour</i>	<i>Transport</i>
Exile	One set of ragged, probably dirty clothes	One well used weapon of a provenance suitable to the character's origin	Roll 1d6-3. If the result is greater than zero the outworn armour is worth that many AP, and covers 1d3 locations. Otherwise no armour is owned	None
Slave	One or two sets of clothes of a quality suitable for the position and type of work performed by the slave	None	None	None
Freeman	Two sets of common, undecorated clothes suitable to the freeman's occupation	1d2 simple weapons suited to the culture. Axes, clubs, knives, spears, slings, and the like	Roll 1d3. This represents the Armour Points for the armour the character has. Armour is available to cover 1d6 locations	Own back, Raft, Handcart or Beast of Burden
Gentry	1d6+1 sets of clothing, made of good quality fabrics and a modest level of decoration	1d3+1 weapons of higher status, and/or quality. Swords, maces, shields, bows, great weapons, and so on	Full set of protection worth 1d2+2 Armour Points	Hired or Slave Porter, Boat, Wagon or Riding Mount
Aristocracy	1d6+3 sets of clothing, made of expensive fabrics and sporting lots of decoration	1d3+3 weapons of expensive quality, decorated with precious substances	Full set of protection worth 1d2+3 Armour Points	Palanquin, Ship, Chariot or Several Fine Mounts
Ruling	1d6+6 sets of clothing, made of rare, priceless materials and as opulent as good taste allows	1d3+6 weapons of exquisite craftsmanship, each of which are priceless due to heredity or materials	Full set of protection worth 1d2+4 Armour Points	Expensive Palanquin with matched Bearers, Warship, Exquisite Carriage or Several Magnificent Mounts

or those of noble class, and are often passed down as heirlooms. However, culture and setting might restrict the type of armour available to upper classes; for example the sons of a primitive tribal chieftain might not have access to iron mail hauberks, but could conceivably possess a type of hoplite plate carved from the bones or scales of monsters instead.

TRANSPORT

Choose a vessel or mount suited to the culture or environment the character comes from. Examples are given based upon the primary mode of travel: foot, vessel, wheeled or mount. Some interpretation or leeway may be required, for instance a freeman from a nomadic society might be expected to at least own a mount, or perhaps it is something loaned to him by the patron or patriarch of his family.

MAGIC

MYTHRAS offers several different types of magic. Whether characters begin play with access to these arts depends on their cultural background, starting career, and the accessibility of magic in the setting. More information on the kinds of magic available, how they differ, how they work and the spells or abilities they begin with is given later in the respective magic chapters. For now, it is necessary only to know what sort of magic, if any, a character has learned, rather than a detailed knowledge of how it works.

FOLK MAGIC

Usually only learned by petty magicians or common folk in lands where magic is ubiquitous, folk magic has minor effects upon the world, outshone in comparison to the higher arts, but can be potent for all that. Folk magic originates from, and is connected to, the natural world, and the emotions of those within it. The ability to use folk magic is controlled by the skill of the same name.

ANIMISM

Animists derive their magic from the summoning and control of spirits and other supernatural creatures. These beings of the otherworld are negotiated with or enslaved at the animist's determination, forming agreements with allied spirits or binding the less willing into fetishes for later use. In exchange the animist must follow strict taboos or fulfil binding contracts. Animism relies on the skills of Trance and Binding.

MYSTICISM

Mystics draw their magic from the knowledge of self mastery and understanding. Their insight into the inner self allows them to achieve incredible acts of mental and physical excellence, making them difficult to defeat in direct confrontation. Whilst their magic does not extend beyond themselves, they themselves become a tool to manipulate the world about them. Mysticism uses the skill of the same name in addition to Meditation.

SORCERY

Sorcerers express their magical abilities by twisting the laws of the world using the invocation of powerful spells. Whilst sorcery is exceptionally flexible, it can often be unbound or dismissed by the strength of other magics. Yet their independence from supernatural beings means sorcerers never need to rely on anyone but themselves. Sorcery uses the skills of Invocation and Shaping.

THEISM

Theists are those who are rewarded with power from the gods in exchange for loyalty and service. Their miracles are potent as they merely channel their gods' own divine power, and can be utterly devastating. Yet maintaining the bond requires continual dedication and constant sacrifices to ensure the deity remains appeased, or at least aware of their worshipper. Theism requires the skills of Devotion and Exhort.

CULT MEMBERSHIP

An optional stage for character development is cult or brotherhood membership. Many cultures of all types initiate their young adults into a cult or other form of social organisation as a rite of passage. If the character joins a cult it is likely one that either reflects the faith and beliefs of their family or their choice of career. Cults and Brotherhoods offer access to training, and perhaps magic as well as providing a social, cultural, and professional network that characters will find useful.

Cults and Brotherhoods are covered at length in their own chapter beginning on page 192. If Games Masters allow cult membership at this stage of character creation it is suggested that no character should have a rank higher than Common Member.

CHARACTER CREATION COMPLETE

Working through the first three chapters should now have left you with a well-rounded, competent character with an established culture, career, community and back-story. You have everything you need to begin play.

Hopefully the character creation process will have also set you thinking about your character's life, history and aspirations. What does he want from life? Why is she adventuring? What are the things driving this character to risk life and limb?

These are not questions that need to be answered immediately. Many answers will suggest themselves through play, and one of the joys of MYTHRAS is discovering more about your character as he or she develops in experience and maturity.



A hoplite from Meeros. He carries the traditional shortspear, scimitar, and shield of the 6th cohort. The crest on his helm marks him as a sergeant, and the stylised symbol on his shield as an initiate of the warrior cult of Myceras.