

## 2) CLASS AND CAREER

Your Class determines your general place in society. Your Career describes your current job and determines your Status, which also influences how much money you earn.

You can simply choose your Class and Career from the options below, write them down on your Character Sheet and move on to step 3. Alternatively, if you are unsure which to choose, or just want to randomly select for bonus XP:

1. Roll 1d100 on the **Random Class and Career** Table. If you don't like the result, move to step 2. If you keep the result, gain +50 XP.
2. Roll twice more on the table, bringing your total to 3 choices. If one of the three now suits you, select one and gain +25 XP. If not, move to Step 3.
3. Choose your Class and Career, or keep rerolling on the table until you get something you like. There is no XP bonus for this.



RANDOM CLASS AND CAREER TABLE

Class	Career/Species	Human	Dwarf	Halfling	High Elf	Wood Elf
ACADEMICS	Apothecary	01	01	01	01-02	—
	Engineer	02	02-04	02	—	—
	Lawyer	03	05-06	03-04	03-06	—
	Nun	04-05	—	—	—	—
	Physician	06	07	05-06	07-08	—
	Priest	07-11	—	—	—	—
	Scholar	12-13	08-09	07-08	09-12	01
	Wizard	14	—	—	13-16	02-05
BURGHERS	Agitator	15	10-11	09-10	—	—
	Artisan	16-17	12-17	11-15	17-19	06-10
	Beggar	18-19	18	16-19	—	—
	Investigator	20	19-20	20-21	20-21	—
	Merchant	21	21-24	22-25	22-26	—
	Rat Catcher	22-23	25	26-28	—	—
	Townsmen	24-26	26-31	29-31	27-28	—
	Watchman	27	32-34	32-33	29	—
COURTIERS	Advisor	28	35-36	34	30-31	11-14
	Artist	29	37	35-36	32	15-18
	Duellist	30	38	—	33-34	—
	Envoy	31	39-40	37	35-37	19-25
	Noble	32	41	—	38-40	26-31
	Servant	33-35	42	38-43	—	—
	Spy	36	43	44	41-43	32-35
	Warden	37	44-45	45-46	44-45	—
PEASANTS	Bailiff	38	46-47	47	—	—
	Hedge Witch	39	—	—	—	—
	Herbalist	40	—	48-50	46-47	36-42
	Hunter	41-42	48-49	51-52	48-50	43-52
	Miner	43	50-54	53	—	—
	Mystic	44	—	—	—	53-57
	Scout	45	55	54	51-56	58-68
	Villager	46-50	56	55-57	—	—



## CLASS

**Summary:** Choose one of the eight Classes.

Your choice of Class determines from which Careers you can choose. The Careers under each Class are of a broadly equivalent social level that offer similar types of opportunities between adventures.

**Academics:** Learned people who use their education to make a living. Often, Academics are the only characters who can read and write. They start with low Status but can secure important positions if they advance through the ranks. **Career options:** Apothecary, Engineer, Lawyer, Nun, Physician, Priest, Scholar, Wizard.

**Burghers:** Generally law-abiding townsfolk who live and work in the many towns and cities of the Empire. Many Burghers are middle class and earn a decent living. **Career options:** Agitator, Artisan, Beggar, Investigator, Merchant, Rat Catcher, Townsman, Watchman.

**Courtiers:** Those who rule or who provide specialist services to those who rule. Even lowly born Courtiers have higher Status than most, and all have an opportunity to secure positions of significant influence. **Career options:** Advisor, Artist, Duellist, Envoy, Noble, Servant, Spy, Warden.

**Peasants:** People who live and work in the farms, villages, and countryside. Peasants are all lower class, though it's possible to secure significant influence locally. **Career options:** Bailiff, Hedge Witch, Herbalist, Hunter, Miner, Mystic, Scout, Villager.

**Rangers:** Roving folk who make a living on the open roads, travelling far beyond their home towns and villages. Most Rangers are lower class, but some can secure positions of high Status if they persevere. **Career options:** Bounty Hunter, Coachman, Entertainer, Flagellant, Messenger, Pedlar, Road Warden, Witch Hunter.

**Riverfolk:** People who live and work on the rivers and waterways that wind through the Reikland and beyond. Riverfolk all begin

Class	Career/Species	Human	Dwarf	Halfling	High Elf	Wood Elf
RANGERS	Bounty Hunter	51	57–60	58	57–59	69–70
	Coachman	52	61	59–60	–	–
	Entertainer	53–54	62–63	61–63	60–62	71–75
	Flagellant	55–56	–	–	–	–
	Messenger	57	64–65	64–65	63	76–78
	Pedlar	58	66–67	66–67	–	–
	Road Warden	59	–	68	–	–
	Witch Hunter	60	–	–	–	–
RIVERFOLK	Boatman	61–62	68–69	69	64	–
	Huffer	63	70	70	–	–
	Riverwarden	64–65	–	71	–	–
	Riverwoman	66–68	71–72	72–74	–	–
	Seaman	69–70	73	75	65–79	–
	Smuggler	71	74–75	76–79	80	–
	Stevedore	72–73	76–77	80–82	–	–
	Wrecker	74	78	–	–	79
ROGUES	Bawd	75–76	–	83–85	81–82	–
	Charlatan	77	–	86	83–85	–
	Fence	78	79	87	–	–
	Grave Robber	79	–	88	–	–
	Outlaw	80–83	80–82	89	86–88	80–85
	Racketeer	84	83	90	–	–
	Thief	85–87	84	91–94	–	–
	Witch	88	–	–	–	–
WARRIORS	Cavalryman	89–90	–	–	89–92	86–90
	Guard	91–92	85–87	95–96	93–94	91–92
	Knight	93	–	–	95	93–94
	Pit Fighter	94	88–90	97	96–97	95–96
	Protagonist	95	91–93	–	98	–
	Soldier	96–99	94–96	98–100	99–100	97–100
	Slayer	–	97–100	–	–	–
	Warrior Priest	100	–	–	–	–