

# Character Creation

Race					
Race / Sub-Race	Cost	Attributes	Skills (ExP)	Traits	Misc.
<b>High-Man</b>	N/A	Array 1: 7, 6, 6, 6, 6, 5 or Array 2: 7, 7, 6, 6, 5, 5	Brawling (2) Detect Motive (3) Linguistic (4) Riding (3) Perception & Vigilance (2)	Natural Talent, Fast learner	Size: Medium Speed: 9m Min. Age: 16
<b>Northerner</b>	1	+6 ExP to Constitution	1-Handed Swords (3) Resist Cold (4) Seamanship (3) Confidence & Ego (2)	Heat Conservation	Cannot lean towards <i>Cowardice</i>
<b>Riverlander</b>	0	+6 ExP to Sagacity	Heraldry & nobility (4) Survival (2) Crossbows & Firearms (2) Riding (4)		
<b>Sandman</b>	3	+6 ExP to Persona	Appraise (2) Charm & Persuasion (4) Resist Heat (4) Sorcery (2)	Heat Expansion, ½ Bound to a Dark Pact	Cannot lean towards <i>Insensitivity</i>
<b>Highland Half-Man</b>	N/A	Agility 5 Power 7 Constitution 7 Erudition 6 Persona 6 Sagacity 6	Crafting (4) Lifting & Pushing (4) Resist Fatigue (2) Resist Shock (2) Resist Poison (3)	Low light Vision, Beast of Burden	Size: Medium Speed: 7m Min. Age: 23
<b>Deep Dweller</b>	3	+6 exP to Constitution	Athleticism (4) Brawling (4) Resist Fatigue (2) Stealth (2)	Dark Vision	
<b>Flat Dweller</b>	0	+6 ExP to Sagacity	Appraise (4), Geography (2) Polearms (2) Stonecutting (4)		Cannot lean towards <i>Debauchery</i>
<b>Peak Dweller</b>	1	+6 ExP to Erudition	2-Handed Swords (2) Engineering & Physics (4), Knowledge (3) Resist Cold (3)		
<b>Lowland Half-Man</b>	N/A	Agility 7 Power 5 Constitution 6 Erudition 6 Persona 6 Sagacity 7	Cooking (4) Luck (4) Reflex (3) Stealth (2) Sleight of Hand (2)	Low Light Vision, Lucky	Size: Small Speed: 9m Min. Age: 18

Race					
Race / Sub-Race	Cost	Attributes	Skills (ExP)	Traits	Misc.
<i>Hills Folk</i>	0	+6 ExP to Persona	Arts & Performance (4) Charm & Persuasion (2) Slings (3) Taming & Training (4)		Cannot lean towards <i>Surliness</i>
<i>Woods Folk</i>	2	+6 ExP to Sagacity	Bows (2) Perception & vigilance (3) Stealth (3) Survival (4)		
<b>Orc</b>	N/A	Agility 6 Power 7 Constitution 6 Erudition 5 Persona 7 Sagacity 6	Athleticism (4) Confidence & Ego (3) Insult & Intimidation (3) 1-Handed Axes & Maces (3) Resist Pain (2)	Fearsome, Strong Grip	Size: Medium Speed: 9m Min. Age: 15
<i>Black Skinned</i>	3	+6 ExP to Constitution	Brawling (3) Stealth (4) Perception & Vigilance (3) Resist Pain (2)		
<i>Pig Rider</i>	0	+6 ExP to Persona	Resist Poison (3) Polearms (3) Riding (4) Taming & Training (2)		<i>Honour</i> move 1 rank towards <i>Honourable</i>
<i>Tide Crasher</i>	1	+6 ExP to Constitution	Crossbows & Firearms (3) Resist Cold (3) Seamanship (4) Survival (2)		
<b>Goblin</b>	N/A	Agility 7 Power 5 Constitution 6 Erudition 7 Persona 6 Sagacity 6	Appraise (4) Crossbows & Firearms (2) Knowledge (3) Science (3) Stealth (3)	Dark Vision, Greed	Size: Small Speed: 9m Min. Age: 21
<i>Night</i>	3	+6 ExP to Agility	Brawling (2) Sleight of Hand (4) Stealth (4) Survival (2)		
<i>Ravenous</i>	0	+6 ExP to Constitution	Charm & Persuasion (2) Polearms (3) Resist poison (3) Riding (4)		Cannot lean towards <i>Lavishness</i>
<i>Redcap</i>	0	+6 ExP to Sagacity	1-Handed Axes & Maces (2) Confidence & Ego (3) Mechanics (3) Seamanship (4)		

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Race / Sub-Race	Cost	Attributes	Skills (ExP)	Traits	Misc.
<b>Hobgoblin</b>	N/A	Agility 7 Constitution 6 Persona 7 Sagacity 6	1-Handed Axes & Maces (2) Athleticism (3) Detect Motive (4) Insult & Intimidation (4) Reflex (2)	Fearless, Low Light Vision, Infertile	Size: Medium Speed: 9m Min. Age: 18
<b>Orc Fathered</b>	3	Power 6 Erudition 5	1-Handed Axes & Maces (2) Confidence & Ego (3) Insult & Intimidation (3) Seamanship / Taming & Training (4)		
<b>Goblin Fathered</b>	0	Power 5 Erudition 6	Crossbows & Firearms (2) Knowledge (3) Science (3) Appraise / Mechanics (4)		
<b>Elf</b>	N/A	Agility 7 Power 6 Constitution 6 Erudition 7 Persona 5 Sagacity 6	Bows (2) Reflex (3) Resist Hunger (4) Stealth (3) Perception & Vigilance (3)	Ascetic, Nimble Feet, Spirit Tree	Size: Medium Speed: 9m Min. Age: 55
<b>Summer Court</b>	0	+6 ExP to Persona	1-Handed Swords (2) Arts & Performance (4) Charm & Persuasion (4) Resist Heat (2)		
<b>Twilight Court</b>	3	+6 ExP to Erudition	Elementalism (2) Knowledge (4) Stealth (3) Resist Fatigue (3)		
<b>Winter Court</b>	1	+6 ExP to Sagacity	2-Handed Swords (2) Detect Motive (3) Perception & Vigilance (4) Resist Cold (3)		
<b>Faun</b>	N/A	Sagacity 7	Crafting (4) Luck (4) Polearms (2) Survival (2) Taming & Training (3)	Animal, Whisperer, Hoofed Feet, Horned Head	Speed: 11m Min. Age: 16
<b>Autumn Born</b>	0	Agility 6 Power 7 Constitution 7 Erudition:5 Persona 6	Athleticism (4) Detect Motive (3) Polearms (2) Resist Cold (3)		Size: Medium

Race					
Race / Sub-Race	Cost	Attributes	Skills (ExP)	Traits	Misc.
<i>Spring Born</i>	0	Agility 7 Power 5 Constitution 6 Erudition 6 Persona 7	Acrobatics (2) Arts & Performance (2) Slings (2) Stealth (3)		Size: Small
<b>Troll</b>	N/A	Agility 6 Power 7 Constitution 8 Erudition 4 Persona 6 Sagacity 5	1-Handed Axes & Maces (2) Athleticism (3) Insult & Intimidation (3) Resist Pain (3) Natural Healing (4)	Dark Vision, Fearsome, Turning to Stone, Regeneration	Size: Large Speed: 9 Min. Age: 12
<i>Basalt Clan</i>	3	+6 ExP to Sagacity	Brawling (3) Detect Motive (3) Survival (3) Stealth (3)		
<i>Dirt Clan</i>	1	+ 6 ExP to Agility	Acrobatics (3) Cooking (3) Crafting (4) Reflex (3) Thrown (2)		
<i>Granite Clan</i>	0	+6 ExP to Constitution	1-Handed Axes & Maces (2) Resist Cold (3) Resist Pain (3) Resist Shock (4)		
<i>Sand Clan</i>	3	+6 ExP to Persona	Confidence & Ego (3) Insult & Intimidation (3) Perception & Vigilance (4) Polearms (2)		

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Origin				
Place	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>High-Men City</b>	High-Men: 0 Highlander: 2 Lowlander: 1 Orc: 3 Goblin: 1 Hobgoblin: 1 Elf: 4 Faun: 3 Troll: 6	Appraise (4) Arts & Performance (2) Charm & Persuasion (2) Insult & Intimidation (4) Linguistic (3) Heraldry & Nobility (3)	Outfit (Wool pants, linen shirt, leather shoes) (10cp) 4cp	Opt. Trait: Urban Occ.: Commerce, Maritime, Unemployed or Service

Origin				
Place	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>High-Men Town</b>	High-Men: 0 Highlander: 3 Lowlander: 2 Orc: 4 Goblin: 3 Hobgoblin: 4 Elf: 4 Faun: 3 Troll: N/A	Brawling (2) Crafting (4) Charm & Persuasion (2) Mechanics (3) Perception & Vigilance (3) Riding (3)	Outfit (Wool pants, linen shirt, leather shoes) (8cp) 3cp	Occ.: Commerce, Craftsman, Maritime, Service or Primary
<b>High-Men Village</b>	High-Men: 0 Highlander: 5 Lowlander: 4 Orc: N/A Goblin: 5 Hobgoblin: N/A Elf: 6 Faun: 4 Troll: N/A	Athleticism (3) Brawling (2) Crafting (3) Mechanics (3) Riding (3) Taming & Training (4)	Outfit (Wool pants, linen shirt, leather shoes) (7cp) 5cp	Occ.: Primary
<b>Highlander Citadel</b>	High-Men: 4 Highlander: 0 Lowlander: 6 Orc: N/A Goblin: 6 Hobgoblin: N/A Elf: 6 Faun: 4 Troll: N/A	Appraise (4) Crafting (4) Deduction & logic (3) Detect Motive (3) Melee Combat (2) Perception & Vigilance (2)	Outfit (Velvet Pants, linen shirt, leather boots, fur vest) (12cp) Jewellery (10cp)	Opt. Trait: Born Underground Occ.: Commerce, Craftsman, Military or Scholar
<b>Lowlander Village</b>	High-Men: 3 Highlander: 3 Lowlander: 0 Orc: 5 Goblin: 4 Hobgoblin: 5 Elf: 4 Faun: 3 Troll: N/A	Arts & Performance (3) Foraging & Hunting (4) Perception & Vigilance (2) Range Combat (2) Stealth (4) Survival (3)	Sling Pipe (3cp) Outfit (corduroy pants and vest, linen button shirt, leather shoes) (10cp)	Occ.: Arts, Craftsman, Commerce Primary or Service
<b>Orchish Hamlet</b>	High-Men: 3 Highlander: N/A Lowlander: 5 Orc: 0 Goblin: 0 Hobgoblin: 0 Elf: N/A Faun: 4 Troll: 6	Athleticism (4) Confidence & Ego (3) Insult & Intimidation (3) Melee Combat (2) Riding (3) Taming & Training (3)	Tomahawk (10cp) Outfit (wool pants, sheep vest, sheep moccasins) (6cp)	Occ.: Craftsman, Primary or Military

Origin				
Place	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Elven Village</b>	High-Men: 5 Highlander: N/A Lowlander: 3 Orc: N/A Goblin: N/A Hobgoblin: N/A Elf: 0 Faun: 2 Troll: 5	Acrobatics (3) Arts & Performance (3) Charm & Persuasion (3) Elementalism (2) Knowledge (3) Survival (4)	Outfit (silk pants, silk long tail shirt, hemp boots) (10cp) Musical instrument (5cp)	Trait: ½ Control of the Elements  Occ.: Arts, Primary, Scholar or Government
<b>Faun Community</b>	High-Men: 5 Highlander: N/A Lowlander: 3 Orc: 5 Goblin: 4 Hobgoblin: 6 Elf: 3 Faun: 0 Troll: 5	Arts & Performance (3) Crafting (4) Perception & Vigilance (2) Taming & Training (3) Shamanism (2) Survival (4)	Quarterstaff (5cp) Outfit (sheep vest, linen loincloth) (4cp)	Trait: ½ In Touch With Spirits  Occ.: Arts, Craftsman Commerce, Scholar or Primary
<b>Troll Camp</b>	High-Men: 6 Highlander: 6 Lowlander: 6 Orc: N/A Goblin: 4 Hobgoblin: 6 Elf: 5 Faun: 4 Troll: 0	Insult & Intimidation (4) Melee Combat (2) Perception & Vigilance (2) Resist Fatigue (3) Resist Pain (4) Torture (3)	Kanabo (5cp) Large canvas pants (4cp) 4cp	Opt. Trait: Born Underground  Occ.: Craftsman or Military
<b>In the Wild</b>	High-Men: 5 Highlander: 6 Lowlander: 3 Orc: 4 Goblin: 6 Hobgoblin: 3 Elf: 2 Faun: 2 Troll: 3	Perception & Vigilance (3) Resist Cold or Resist Heat (3) Resist Hunger (3) Survival (4) Taming & Training (3) Witchcraft (2)	Short Bow (5cp) Outfit (leather pants, shirt and moccasins) (10 cp)	Opt. Trait: Child of the Wild, Keeper of the Old Ways  Occ.: Unemployed, Criminal or Scholar

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Reason to Adventure				
Reason	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Could Not Make a Profit in their Trade</b>	0	2 ExP in 12 skills not granted by previous occupation.		Must have at least one previous occupation.

Reason to Adventure				
Reason	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Lost their Family or Tribe to Starvation or Exposure</b>	1	Confidence & Ego (2) Mysticism (2) Resist Cold or Resist Heat (4) Resist Hunger (4) Resist Pain (3) Survival (3)		
<b>Lost their Family or Tribe to War or Bandits</b>	2	Insult & Intimidation (3) Melee Combat or Sorcery(2) Perception & Vigilance (4) Resist Pain (3) Stealth (3) Torture (3)		
<b>Lost their Land due to Climate</b>	H-M City: N/A H-M Town: 4 H-M Village: 1 H H Citadel: N/A L H Village: 1 O Hamlet: 1 E Village: N/A F Community: N/A T Camp: N/A Wild: 6	Botany (3) Geography (2) Resist Cold or Resist Heat (4) Resist Hunger (4) Survival (2) Zoology (3)		
<b>Lost their Land due to Bandits or an Invasion</b>	H-M City: N/A H-M Town: 5 H-M Village: 2 H H Citadel: N/A L H Village: 3 O Hamlet: 3 E Village: 3 F Community: 3 T Camp: 3 Wild: 4	Botany (4) Melee Combat or Range Combat (2) Perception & Vigilance (4) Stealth (2) Survival (2) Zoology (4)		
<b>Lost their Wealth due to a Bad Deal or Gambling</b>	H-M City: 1 H-M Town: 1 H-M Village: 4 H H Citadel: 2 L H Village: 2 O Hamlet: 3 E Village: 5 F Community: N/A T Camp: N/A Wild: N/A	Appraise (4) Brawling (2) Charm & Persuasion (3) Detect Motive (3) Insult & Intimidation (3) Luck (3)		

Reason to Adventure				
Reason	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Rightfully Accused of a Crime</b>	H-M City: 1 H-M Town: 2 H-M Village: 2 H H Citadel: 1 L H Village: 3 O Hamlet: 1 E Village: 1 F Community: 2 T Camp: 4 Wild: 6	Melee Combat or Range Combat (2) Insult & Intimidation (4) Perception & Vigilance (3) Sleight of Hand (3) Stealth (3) Survival (3)		
<b>Wrongfully Accused of a Crime</b>	H-M City: 1 H-M Town: 4 H-M Village: 4 H H Citadel: 3 L H Village: 5 O Hamlet: 1 E Village: 2 F Community: 3 T Camp: N/A Wild: 5	Brawling (2) Deduction & Logic (3) Detect Motive (3) Laws & Legal Systems (4) Perception & Vigilance (3) Stealth (3)		
<b>Sent on a Mission</b>	H-M City: 5 H-M Town: 4 H-M Village: 3 H H Citadel: 4 L H Village: 3 O Hamlet: 3 E Village: 4 F Community: 3 T Camp: N/A Wild: 5	Riding (2) Skills from previous occupations (3)(4)		Must have at least one previous occupation.
<b>Wanderlust</b>	H-M City: 5 H-M Town: 4 H-M Village: 3 H H Citadel: 4 L H Village: 3 O Hamlet: 3 E Village: 4 F Community: 2 T Camp: 2 Wild: N/A	Athleticism (3) Confidence & Ego (3) Luck (3) Resist Fatigue (3) Resist Hunger (3) Riding (3)		

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Main Motivation				
Motivation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Profit</b>	High-Men: 0 Highlander: 0 Lowlander: 3 Orc: 3 Goblin: 0 Hobgoblin: 2 Elf: 4 Faun: 5 Troll: 1	Appraise (4) Charm & Persuasion (4) Crafting (2) Detect Motive (4) Knowledge (2) Sorcery (2)		
<b>Power</b>	High-Men: 0 Highlander: 0 Lowlander: 6 Orc: 0 Goblin: 4 Hobgoblin: 0 Elf: 6 Faun: N/A Troll: 0	Confidence & ego (4) Detect Motive (3) Elementalism, Melee Combat, Sorcery or Wizardry (2) Heraldry & nobility (3) Insult & Intimidation (4) Resist Fatigue (2)		
<b>Faith</b>	High-Men: 2 Highlander: 3 Lowlander: 6 Orc: 6 Goblin: N/A Hobgoblin: 6 Elf: 2 Faun: 2 Troll: 6	Confidence & Ego (3) Mysticism (2) Oratory & Poetry (3) Religions (4) Resist Fatigue (3) Resist Hunger (3)		
<b>Justice</b>	High-Men: 2 Highlander: 1 Lowlander: 3 Orc: 3 Goblin: 5 Hobgoblin: 0 Elf: 3 Faun: 3 Troll: 6	Charm & Persuasion (3) Deduction & logic (3) Detect Motive (4) Knowledge (2) Laws & Legal Systems (4) Melee Combat, Range Combat or Mysticism (2)		Opt. Trait: Witness of the Gods +4 Cost for the opt. skill and trait.
<b>Vengeance</b>	High-Men: 1 Highlander: 1 Lowlander: 5 Orc: 0 Goblin: 4 Hobgoblin: 0 Elf: 5 Faun: 4 Troll: 0	Confidence & Ego (3) Detect Motive (4) Insult & intimidation (2) Melee Combat, Range Combat or Sorcery (2) Resist Fatigue (3) Tracking (4)		Opt. Trait: Bound to a Dark Pact +4 Cost for the opt. skill and trait.

Main Motivation				
Motivation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Renown</b>	High-Men: 0 Highlander: 3 Lowlander: 5 Orc: 0 Goblin: 4 Hobgoblin: 0 Elf: 5 Faun: 4 Troll: 0	Athleticism (3) Charm & Persuasion (3) Confidence & Ego (4) Detect Motive (3) Heraldry & Nobility (3) Melee Combat, Range Combat or Wizardry (2)		
<b>Fame</b>	High-Men: 2 Highlander: 6 Lowlander: 1 Orc: 5 Goblin: 5 Hobgoblin: 5 Elf: 1 Faun: 3 Troll: 6	Acrobatics (4) Arts & Performance (4) Confidence & Ego (4) Detect Motive (2) Sleight of Hand (2) Thrown (2)		
<b>Helping People</b>	High-Men: 3 Highlander: 4 Lowlander: 2 Orc: 5 Goblin: 5 Hobgoblin: 5 Elf: 1 Faun: 0 Troll: N/A	Arts & Performance (2) Cooking (4) Detect Motive (2) First-Aid or Medicine (4) Resist Hunger (4) Witchcraft (2)		Opt. Trait: Keeper of the Old Ways +4 Cost for opt. skill and trait.
<b>Joining Nobility</b>	High-Men: 0 Highlander: 0 Lowlander: 6 Orc: 6 Goblin: 5 Hobgoblin: 4 Elf: 2 Faun: 6 Troll: 0	Charm & Persuasion (3) Confidence & Ego (4) Detect Motive (3) Heraldry & Nobility (4) Laws & Legal Systems (2) Melee Combat (2)		
<b>Knowledge</b>	High-Men: 2 Highlander: 2 Lowlander: 4 Orc: 5 Goblin: 0 Hobgoblin: 3 Elf: 2 Faun: 0 Troll: 6	Appraise (2) Deduction & Logic (3) Elementalism or Wizardry (2) Knowledge (4) Science (4) Laws & Legal Systems (3)		Opt. Trait: Arcane Initiate  +4 Cost for opt. skill and trait.

Main Motivation				
Motivation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Pushing Physical Limit</b>	High-Men: 4 Highlander: 3 Lowlander: 5 Orc: 0 Goblin: 6 Hobgoblin: 0 Elf: 6 Faun: 4 Troll: 0	Acrobatics (4) Athleticism (4) Confidence & Ego (3) Melee Combat or Range Combat (2) Resist Fatigue (3) Resist Pain (3)		

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Life Events				
Event	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>A Parent Been Executed, Rightfully</b>	4	Brawling or Sorcery (2) Insult & Intimidation (4) Perception & Vigilance (3)		
<b>A Parent Been Executed, Wrongfully</b>	5	Detect Motive (3) Deduction & Logic (3) Laws & Legal Systems (3)		
<b>A Parent Been Murdered</b>	5	Deduction & Logic (3) Detect Motive (3) Perception & Vigilance (3)		
<b>A Parent Died at War</b>	4	Melee Combat or Range Combat (3) Heraldry & Nobility (3) Insult & Intimidation (3)		
<b>A Parent Died From War</b>	4	Perception & Vigilance (4) Stealth (3) Survival (3)		
<b>A Parent Died of a Disease</b>	2	Medicine (3) Mysticism (2) Natural Healing (4)		
<b>Almost Drown</b>	3	Seamanship (3) Swimming (4) Water or Lakes & Rivers (2)		
<b>Became an Orphan</b>	Free with two parent deaths	Resist Cold or Resist Heat (3) Resist Hunger (3) Sleight of Hand (3)		
<b>Became Seriously Sick</b>	3	Mysticism or Sorcery (2) Natural Healing (4) Resist Pain (3)		

Life Events				
Event	Cost	Skills (ExP)	Res. (Worth)	Misc.
Been Accused of a Crime	4	Laws & Legal Systems (3) Perception & Vigilance (3) Stealth (3)		
Been Attacked by Criminals	4	Melee Combat (2) Natural Healing (3) Perception & Vigilance (4)		
Been Exiled	5	Insult & Intimidation (3) Survival (3) Witchcraft (3)		
Been Left for Dead	5	Natural Healing (4) Resist Pain (3) Sorcery or Mysticism (2)		
Been Raised by an Hermit	5	Botany or Zoology (3) Shamanism or Witchcraft (2) Survival (4)		
Been Severely Burnt	4	Fire (2) Natural Healing (4) Perception & Vigilance (3)		
Been to a Good School	3	Deduction & Logic (3) Knowledge (3) Science (3)		
Been to an Orphanage	2	Brawling (2) Insult & Intimidation (4) Resist Hunger (3)		
Born a Noble	5	Heraldry & Nobility (4) Laws & Legal Systems (3) Melee Combat (2)		
Born a Slave	5	Lifting & Pushing (4) Resist Hunger (3) Resist Pain (3)		
Entered an Elementalism or Wizardry Academy	5	Elementalism or Wizardry (4) Knowledge (2) Science (3)		
Got a Child	1	Cooking (3) Perception & Vigilance (3) Resist Fatigue (3)		
Has a Rich Relative	3	Appraise (4) Charm & Persuasion (3) Luck (3)		
Joined a Religious Order	4	Confidence & Ego (3) Mysticism (2) Religions (4)		

Life Events				
Event	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Joined a Street Gang</b>	3	Brawling (2) Insult & Intimidation (3) Sleight of Hand (4)		
<b>Killed Someone</b>	5	Detect Motive (3) Insult & intimidation (4) Melee Combat or Range Combat (2)		
<b>Lost a Parent Due to Exposure or Starvation</b>	3	Elementalism or Mysticism (2) Resist Hunger (4) Resist Cold or Resist Heat (3)		
<b>Mother Died in Childbirth</b>	1			
<b>Neglectful Childhood</b>	2	Resist Hunger (4) Sleight of Hand (4) Thrown or Slings (2)		
<b>Saw a Monster</b>	3			
<b>Spent Time in Jail</b>	4	Brawling (2) Insult & Intimidation (4) Resist Hunger or Resist Pain (3)		
<b>Violent Childhood</b>	3	Brawling (2) Insult & Intimidation (4) Resist Pain or Resist Shock (3)		
<b>Witnessed a Miracle</b>	5	Confidence & Ego (3) Mysticism (2) Religions (4)		

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Arts / Military: Warband Musician</b>	Arts: 5 Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: 5 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Insult & Intimidation (4) Melee Combat (2) Music & Singing (4)		Must have at least 1 arts or military occupation+  Age: +3
<b>Arts: Actor</b>	Arts: 5 Craftsman: 10 Commerce: 10 Criminal: 8 Government: 9 Maritime: 10 Military: 8 Primary: 10 Religious: 8 Scholar: 10 Service: 8 Unemployed: 7	Acting (4) Charm & Persuasion (3) Confidence & Ego (2)	Musical instrument, writing material or painting material (5cp) Colourful outfit (12cp) 5cp	Age: +2
<b>Arts: Illuminator</b>	Arts: 5 Craftsman: 5 Commerce: 10 Criminal: 10 Government: 10 Maritime: 10 Military: 9 Primary: 10 Religious: 5 Scholar: 5 Service: 9 Unemployed: 9	Drawing & painting (4) Linguistic (2) Scribing (3)		Age: +4
<b>Arts: Aspiring Artist</b>	Arts: N/A Craftsman: 0 Commerce: 0 Criminal: 0 Government: 1 Maritime: 0 Military: 0 Primary: 1 Religious: 2 Scholar: 2 Service: 0 Unemployed: 0	Confidence & Ego (3) Detect Motive (2) Arts & Performance (2)		Age: +3

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Arts: Dancer</b>	Arts: 5 Craftsman: 10 Commerce: 10 Criminal: 8 Government: 10 Maritime: 9 Military: 8 Primary: 10 Religious: 9 Scholar: 10 Service: 9 Unemployed: 7	Acrobatics (3) Dancing (4) Confidence & Ego (2)		Age: +3
<b>Arts: Musician</b>	Arts: 5 Craftsman: 9 Commerce: 10 Criminal: 8 Government: 10 Maritime: 8 Military: 8 Primary: 9 Religious: 8 Scholar: 10 Service: 9 Unemployed: 7	Charm & Persuasion (3) Confidence & Ego (2) Music & Singing (4)		Age: +3
<b>Arts: Opera Composer</b>	Arts: 8 Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Arts & Performance (4) Music & Singing (3) Oratory & Poetry (3)		Must have at least 1 arts occupation  Age: +5
<b>Arts: Painter</b>	Arts: 5 Craftsman: 8 Commerce: 9 Criminal: 9 Government: 10 Maritime: 9 Military: 8 Primary: 10 Religious: 8 Scholar: 10 Service: 9 Unemployed: 7	Botany or Zoology (2) Drawing & Painting (4) Perception & Vigilance (3)		Age: +3

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Arts: Playwright</b>	Arts: 5 Craftsman: 8 Commerce: 10 Criminal: 8 Government: 10 Maritime: 10 Military: 8 Primary: 9 Religious: 7 Scholar: 7 Service: 9 Unemployed: 7	Acting (2) Oratory & Poetry (4) Scribing (3)		Age: +3
<b>Arts: Poet</b>	Arts: 5 Craftsman: 9 Commerce: 10 Criminal: 7 Government: 10 Maritime: 8 Military: 8 Primary: 10 Religious: 7 Scholar: 10 Service: 9 Unemployed: 7	Confidence & Ego (2) Oratory & Poetry (4) Scribing (3)		Age: +3
<b>Arts: Sculptor</b>	Arts: 5 Craftsman: 5 Commerce: 10 Criminal: 9 Government: 10 Maritime: 10 Military: 8 Primary: 9 Religious: 9 Scholar: 9 Service: 9 Unemployed: 7	Drawing & Painting (3) Stonecutting (4) Metal Working (2)		Age: +4
<b>Commerce: Trader</b>	Arts: 10 Craftsman: 5 Commerce: 5 Criminal: 8 Government: 10 Maritime: 5 Military: 8 Primary: 8 Religious: 10 Scholar: 10 Service: 8 Unemployed: 7	Appraise (4) Charm & Persuasion (4) Detect Motive (4)	Old draught horse worth 9sp Thick wool outfit worth 12cp 35cp	Age: +4



Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Commerce: Banker</b>	Arts: N/A Craftsman: N/A Commerce: 8 Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Appraise (4) Detect motive (4) Heraldry & Nobility (3)		Must have at least 2 commerce occupation  Age: +5
<b>Craftsman / Military: Armourer</b>	Arts: N/A Craftsman: 5 Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: 5 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Melee Combat (2) Metalworking (4) Resist Heat (3)		Must have at least 1 craftsman or military occupation  Age: +3
<b>Craftsman: Blacksmith</b>	Arts: 10 Craftsman: 5 Commerce: 8 Criminal: 9 Government: 10 Maritime: 9 Military: 8 Primary: 7 Religious: 10 Scholar: 10 Service: 9 Unemployed: 9	Appraise (2) Metalworking (4) Resist Heat (3)	Tool of the trade (8cp) Strurdy outfit with apron (8cp) 5cp	Age: +4
<b>Craftsman: Apprentice</b>	Arts: 2 Craftsman: N/A Commerce: 0 Criminal: 2 Government: 2 Maritime: 2 Military: 0 Primary: 0 Religious: 2 Scholar: 2 Service: 0 Unemployed: 0	Detect Motive (3) Lifting & Pushing (2) 1 skill from another craftsman occupation (2)		Age: +2

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Craftsman: Carpenter</b>	Arts: 10 Craftsman: 5 Commerce: 9 Criminal: 10 Government: 10 Maritime: 8 Military: 8 Primary: 6 Religious: 9 Scholar: 10 Service: 9 Unemployed: 7	Appraise (2) Engineering & Physics (3) Woodworking (4)		Age: +4
<b>Craftsman: Jeweller</b>	Arts: NA Craftsman: 8 Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Appraise (2) Metalworking (4) Stonecutting (4)		Must have at least 1 craftsman occupation  Age: +3
<b>Craftsman: Mason</b>	Arts: 10 Craftsman: 5 Commerce: 9 Criminal: 9 Government: 10 Maritime: 10 Military: 8 Primary: 6 Religious: 10 Scholar: 10 Service: 9 Unemployed: 7	Appraise (2) Lifting & Pushing (3) Stonecutting (4)		Age: +3
<b>Craftsman: Scribe</b>	Arts: 8 Craftsman: 5 Commerce: 9 Criminal: 10 Government: 7 Maritime: 9 Military: 9 Primary: 10 Religious: 6 Scholar: 7 Service: 8 Unemployed: 9	Appraise (2) Drawing & Painting (3) Scribing (4)		Age: +5

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Craftsman: Shipwright</b>	Arts: 10 Craftsman: 5 Commerce: 9 Criminal: 10 Government: 10 Maritime: 7 Military: 8 Primary: 7 Religious: 10 Scholar: 10 Service: 10 Unemployed: 8	Appraise (2) Seamanship (3) Woodworking (4)		Age: +5
<b>Craftsman: Tailor</b>	Arts: 8 Craftsman: 5 Commerce: 8 Criminal: 10 Government: 10 Maritime: 10 Military: 9 Primary: 9 Religious: 10 Scholar: 10 Service: 9 Unemployed: 9	Appraise (2) Heraldry & Nobility (3) Tailoring (4)		Age: +4
<b>Criminal / Commerce: Fence</b>	Arts: 9 Craftsman: 10 Commerce: 5 Criminal: 5 Government: 9 Maritime: 8 Military: 10 Primary: 10 Religious: 10 Scholar: 10 Service: 10 Unemployed: 8	Appraise (4) Charm & Persuasion (3) Detect Motive (2)		Age: +5
<b>Criminal / Maritime: Pirate</b>	Arts: 10 Craftsman: 10 Commerce: 10 Criminal: 5 Government: 11 Maritime: 5 Military: 8 Primary: 9 Religious: 10 Scholar: 11 Service: 10 Unemployed: 8	Insult & Intimidation (3) 1-Handed Swords or 1- Handed Axes & Clubs (3) Seamanship (3)	Short sword, boarding axe, short box or light crossbow worth 9cp Warm wool outfit worth 12cp 5cp	Age: +3

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Criminal / Service: Prostitute</b>	Arts: 5 Craftsman: 10 Commerce: 9 Criminal: 5 Government: 10 Maritime: 10 Military: 8 Primary: 9 Religious: 9 Scholar: 9 Service: 5 Unemployed: 5	Charm & Persuasion (4) Detect Motive (3) Sleight of Hand (2)		Age: +1
<b>Criminal: Highwayman</b>	Arts: 7 Craftsman: 9 Commerce: 9 Criminal: 5 Government: 11 Maritime: 9 Military: 6 Primary: 8 Religious: 11 Scholar: 11 Service: 9 Unemployed: 7	Insult & Intimidation (3) Melee Combat or Range Combat (3) Stealth (3)	Short sword, boarding axe, short box or light crossbow worth 9cp Worn leather outfit worth 12cp 5cp	Age: +3
<b>Criminal: Outlaw</b>	Arts: 5 Craftsman: 5 Commerce: 5 Criminal: N/A Government: 6 Maritime: 4 Military: 4 Primary: 5 Religious: 6 Scholar: 6 Service: 5 Unemployed: 3	Insult & Intimidation (2) Brawling (3) Detect Motive (2)	Knife or dagger worth 5cp Worn warm outfit worth 12cp 5cp	Age: +3
<b>Criminal: Burglar</b>	Arts: 10 Craftsman: 10 Commerce: 9 Criminal: 5 Government: 11 Maritime: 9 Military: 8 Primary: 10 Religious: 10 Scholar: 10 Service: 10 Unemployed: 8	Mechanics (2) Perception & Vigilance (3) Stealth (4)	Knife or dagger worth 5cp Dark linen outfit worth 12cp 5cp	Age: +5

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Criminal: Assassin</b>	Arts: 10 Craftsman: 10 Commerce: 10 Criminal: 5 Government: 10 Maritime: 10 Military: 7 Primary: 10 Religious: 10 Scholar: 10 Service: 10 Unemployed: 9	Brawling (3) Perception & Vigilance (3) Stealth (3)		Age: +5
<b>Criminal: Conman</b>	Arts: 8 Craftsman: 10 Commerce: 8 Criminal: 5 Government: 8 Maritime: 10 Military: 10 Primary: 10 Religious: 8 Scholar: 8 Service: 8 Unemployed: 9	Charm & Persuasion (4) Detect Motive (3) Insult & Intimidation (2)		Age: +4
<b>Criminal: Pickpocket</b>	Arts: 10 Craftsman: 10 Commerce: 10 Criminal: 5 Government: 10 Maritime: 10 Military: 8 Primary: 9 Religious: 10 Scholar: 10 Service: 9 Unemployed: 7	Perception & Vigilance (3) Sleight of Hand (4) Stealth (2)		Age: +3
<b>Government / Military: Noble / Patriarch</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: 8 Maritime: N/A Military: 8 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Heraldry & Nobility (4) Laws & Legal Systems (2) Melee Combat (3)	A sword worth 20cp Fashionable outfit worth 18cp 15cp	Only available for High-Men and Highlander  Must have at least 1 government or military occupation or the Born Noble trait  Age: +5

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Government / Religious: Inquisitor</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: 8 Maritime: N/A Military: N/A Primary: N/A Religious: 8 Scholar: N/A Service: N/A Unemployed: N/A	Insult & Intimidation (3) Religions (3) Torture (3)	Torturer tools worth 20cp Fashionable outfit worth 18cp 15cp	Must have at least 1 government or religious occupation  Age: +8
<b>Government: Chieftain / Mayor</b>	Arts: 12 Craftsman: 8 Commerce: 8 Criminal: 12 Government: 8 Maritime: 10 Military: 8 Primary: 8 Religious: 11 Scholar: 12 Service: 12 Unemployed: N/A	Confidence & Ego (4) Insult & Intimidation (4) Melee Combat (2)	Spear or short sword (1sp) Fine outfit (12cp) 9cp	Only available to Lowlander, Orcs and Trolls  Must have at least 2 previous occupations  Age: +5
<b>Government: Diplomat</b>	Arts: 9 Craftsman: 10 Commerce: 8 Criminal: N/A Government: 5 Maritime: 9 Military: 9 Primary: 11 Religious: 7 Scholar: 9 Service: 9 Unemployed: 11	Charm & Persuasion (3) Detect Motive (3) Knowledge (3)	Collection of maps worth 18cp Nice outfit worth 22cp 5cp	Age: +8
<b>Government: Clerk</b>	Arts: 5 Craftsman: 5 Commerce: 5 Criminal: 7 Government: N/A Maritime: 6 Military: 6 Primary: 6 Religious: 5 Scholar: 5 Service: 5 Unemployed: 5	Charm & Persuasion (2) Detect Motive (3) Insult & intimidation (2)		Age: +2

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Government: Tax Collector</b>	Arts: 10 Craftsman: 10 Commerce: 7 Criminal: N/A Government: 5 Maritime: 10 Military: 6 Primary: 10 Religious: 11 Scholar: 11 Service: 8 Unemployed: 10	Appraise (4) Brawling (2) Insult & Intimidation (3)		Age: +4
<b>Maritime / Primary: Fisherman</b>	Arts: 10 Craftsman: 7 Commerce: 8 Criminal: 6 Government: 10 Maritime: 5 Military: 8 Primary: 5 Religious: 10 Scholar: 11 Service: 10 Unemployed: 7	Foraging & Hunting (4) Swimming (3) Seamanship (2)	Small wide row-boat worth 9sp Heavy wool outfit worth 10cp 5cp	Age: +3
<b>Maritime: Deck Hand</b>	Arts: 8 Craftsman: 5 Commerce: 7 Criminal: 6 Government: 8 Maritime: N/A Military: 5 Primary: 5 Religious: 10 Scholar: 10 Service: 7 Unemployed: 5	1-Handed Swords or 1-Handed Axes & Maces (2) Lifting & Pushing (2) Seamanship (3)	Knife or dagger worth 5cp Warm wool outfit worth 12cp 5cp	Age: +5
<b>Maritime: First Mate</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: 8 Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	1-Handed Swords (3) Insult & intimidation (4) Navigation (3)		Must have at least 2 maritime occupations  Age: +6

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Maritime: Navigator</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: 5 Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Geography (3) Navigation (4) Seamanship (3)		Must have at least 1 maritime occupation  Age: +4
<b>Military / Scholar: Siege Engineer</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: 5 Primary: N/A Religious: N/A Scholar: 5 Service: N/A Unemployed: N/A	Engineering & Physics (4) Mechanics (3) Woodworking (3)		Must have at least 1 scholar or military occupation  Age: +4
<b>Military: Pikeman</b>	Arts: 10 Craftsman: 8 Commerce: 8 Criminal: 7 Government: 10 Maritime: 8 Military: 5 Primary: 7 Religious: 10 Scholar: 10 Service: 10 Unemployed: 7	Polearms (4) Reflex (3) Resist Pain or Resist Shock (2)		Age: +2
<b>Military: Guard</b>	Arts: 11 Craftsman: 9 Commerce: 10 Criminal: 8 Government: 11 Maritime: 8 Military: 5 Primary: 7 Religious: 9 Scholar: 11 Service: 10 Unemployed: 7	Detect Motive or Insult & Intimidation (2) Polearms or Crossbows & Firearms (3) Perception & Vigilance (4)	Sword, axe, spear, bow or crossbow worth 9cp Thick wool outfit worth 12cp 5cp	Age: +4



Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Military: Archer / Arbalestier</b>	Arts: 10 Craftsman: 8 Commerce: 8 Criminal: 7 Government: 11 Maritime: 8 Military: 5 Primary: 7 Religious: 10 Scholar: 10 Service: 10 Unemployed: 7	Bows or Crossbows & firearms (4) Reflex (3) Resist Pain or Resist Shock (2)		Age: +3
<b>Military: Camp Servant / Squire</b>	Arts: 8 Craftsman: 5 Commerce: 5 Criminal: 8 Government: 9 Maritime: 7 Military: N/A Primary: 5 Religious: 9 Scholar: 11 Service: 10 Unemployed: 5	Cooking (3) Heraldry & Nobility (2) Melee Combat (2)		Age: +2
<b>Military: Cavalryman</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: 5 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	1-Handed Swords or 1- Handed Axes & Maces (3) Polearms (3) Riding (4)		Must have at least 1 military occupation  Age: +4
<b>Military: Knight</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: 8 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Heraldry & Nobility (3) Melee Combat (4) Riding (3)		Must have at least 2 military occupations  Age: +5

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Military: Scout</b>	Arts: 9 Craftsman: 10 Commerce: 10 Criminal: 7 Government: 11 Maritime: 9 Military: 5 Primary: 10 Religious: 11 Scholar: 11 Service: 10 Unemployed: 8	Perception & Vigilance (4) Riding (2) Stealth (3)		Age: +3
<b>Primary: Hunter</b>	Arts: 10 Craftsman: 7 Commerce: 9 Criminal: 8 Government: 11 Maritime: 9 Military: 5 Primary: 5 Religious: 10 Scholar: 11 Service: 9 Unemployed: 7	Polearms or Range Combat (3) Resist Cold or Resist Heat (2) Survival (4)	Bow, arrow or spear worth 8cp (Goblins can take firearm worth 10cp) Dark wool outfit worth 10cp 5cp	Age: +4
<b>Primary: Lumberjack</b>	Arts: 10 Craftsman: 6 Commerce: 9 Criminal: 9 Government: 11 Maritime: 10 Military: 9 Primary: 5 Religious: 11 Scholar: 11 Service: 9 Unemployed: 7	1-Handed Axes & Maces (2) Lifting & Pushing (4) Woodworking (3)		Age: +2
<b>Primary: Miner</b>	Arts: 10 Craftsman: 6 Commerce: 9 Criminal: 7 Government: 11 Maritime: 8 Military: 7 Primary: 5 Religious: 10 Scholar: 11 Service: 8 Unemployed: 6	1-Handed Axes & Maces (2) Lifting & Pushing (4) Stonecutting (3)	Picckaxe worth 12cp Dirty linen outfit worht 8cp 5cp	Age: +2

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Primary: Peasant</b>	Arts: 9 Craftsman: 8 Commerce: 9 Criminal: 9 Government: 11 Maritime: 9 Military: 8 Primary: 5 Religious: 9 Scholar: 11 Service: 9 Unemployed: 8	Botany or Zoology (3) Crafting (3) Taming & Training (3)	Knife or dagger worth 5cp Worn linen outfit worth 8cp 5cp	Age: +5
<b>Primary: Shepherd</b>	Arts: 10 Craftsman: 9 Commerce: 10 Criminal: 7 Government: 10 Maritime: 7 Military: 7 Primary: 5 Religious: 7 Scholar: 10 Service: 8 Unemployed: 5	Perception & Vigilance (4) Slings (2) Taming & Training (4)	Knife or dagger worth 5cp Warm wool outfit worth 12cp 5cp	Age: +3
<b>Primary: Farm hand</b>	Arts: 7 Craftsman: 5 Commerce: 8 Criminal: 6 Government: 9 Maritime: 5 Military: 5 Primary: N/A Religious: 5 Scholar: 7 Service: 5 Unemployed: 5	Botany (2) Lifting & Pushing (3) Taming & Training (2)		Age: +2
<b>Religious: Shaman</b>	Arts: 10 Craftsman: 9 Commerce: 10 Criminal: 8 Government: 8 Maritime: 8 Military: 9 Primary: 6 Religious: 5 Scholar: 9 Service: 9 Unemployed: 8	Resist Hunger (2) Resist Poison (3) Shamanism (4)	Knife or dagger worth 5cp Colourful outfit worth 12cp 5cp	Age: +8

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Religious: Priest</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: 8 Scholar: N/A Service: N/A Unemployed: N/A	Charm & Persuasion (3) Mysticism (2) Religions (4)	Book of gospel worth 20cp Simple outfit worth 8cp 15cp	Must have at least 2 religious occupations  Age: +8
<b>Religious: Altar Boy</b>	Arts: 8 Craftsman: 10 Commerce: 10 Criminal: 9 Government: 10 Maritime: 8 Military: 8 Primary: 5 Religious: N/A Scholar: 9 Service: 5 Unemployed: 5	Detect Motive (2) Religions (2) Sleight of Hand (3)		Age: +2
<b>Religious: Beadle</b>	Arts: 10 Craftsman: 6 Commerce: 9 Criminal: 9 Government: 10 Maritime: 9 Military: 9 Primary: 6 Religious: 5 Scholar: 10 Service: 6 Unemployed: 7	Woodworking (2) Lifting & Pushing (3) Religions (4)		Age: +4
<b>Scholar / Service: Physician</b>	Arts: 10 Craftsman: 9 Commerce: 8 Criminal: 11 Government: 10 Maritime: 11 Military: 11 Primary: 11 Religious: 8 Scholar: 5 Service: 5 Unemployed: N/A	Medicine (4) Torture (3) Zoology (3)	Book of anatomy worth 23cp White robe worth 8cp 15cp	Age: +8

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Scholar / Service: Apothecary</b>	Arts: 10 Craftsman: 8 Commerce: 9 Criminal: 11 Government: 10 Maritime: 11 Military: 11 Primary: 11 Religious: 8 Scholar: 5 Service: 5 Unemployed: N/A	Alchemy & Chemistry (4) Botany (3) First-Aid (3)		Age: +5
<b>Scholar: Witch</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 8 Service: N/A Unemployed: N/A	Botany (3) Resist Poison (2) Witchcraft (4)	Old books of plants and recipes worth 35cp Thick wool robe worth 9cp 5cp	Must have at least 1 scholar occupation  Age: +8
<b>Scholar: Engineer</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 5 Service: N/A Unemployed: N/A	Mechanics (2) Deduction & Logic (3) Engineering & Physics (4)	Writing material, compass, rulers, square, etc worth 17cp Sturdy outfit worth 12cp 18cp	Must have at least 1 scholar occupation  Age: +5
<b>Scholar: Elementalist</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 8 Service: N/A Unemployed: N/A	Elementalism (3) Resist Cold (3) Resist Heat (3)	Collection of books worth 3sp Sober robe worth 8cp 5cp	Must have at least 1 scholar occupation  Age: +8

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Scholar: Scholar</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 5 Service: N/A Unemployed: N/A	Deduction & Logic (2) Knowledge (4) Science (3)	Collection of books worth 35cp Dusty wool robe worth 7cp 5cp	Must have at least 1 scholar occupation  Age: +5
<b>Scholar: Scientist</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 5 Service: N/A Unemployed: N/A	Deduction & Logic (3) Knowledge (2) Science (4)	Collection of old books worth 35cp Dusty linen outfit worth 7cp 5cp	Must have at least 1 scholar occupation  Age: +5
<b>Scholar: Wizard</b>	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 8 Service: N/A Unemployed: N/A	Alchemy & Chemistry (3) Linguistic (2) Wizardry (4)	Spell book worth 35cp Thick wool robe worth 9cp 5cp	Must have at least 1 scholar occupation  Age: +8
<b>Scholar: Student</b>	Arts: 5 Craftsman: 5 Commerce: 5 Criminal: 8 Government: 8 Maritime: 7 Military: 7 Primary: 5 Religious: 5 Scholar: N/A Service: 5 Unemployed: 5	Knowledge (2) Resist Fatigue (3) Science (2)		Age: +2  Can gain 1 of the following traits: Arcane Initiate, Control of the Elements or Keeper of the Old Ways

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Service: Guide</b>	Arts: 9 Craftsman: 9 Commerce: 8 Criminal: 9 Government: 11 Maritime: 9 Military: 7 Primary: 9 Religious: 8 Scholar: 10 Service: 5 Unemployed: 8	Geography (3) Navigation (4) Riding (2)	Collection of maps worth 18cp Traveller kit Warm wool outfit worth 10cp 5cp	Age: +5
<b>Service: Lawyer</b>	Arts: 8 Craftsman: 10 Commerce: 8 Criminal: 10 Government: 8 Maritime: 11 Military: 10 Primary: 11 Religious: 8 Scholar: 7 Service: 5 Unemployed: 11	Charm & Persuasion (3) Deduction & Logic (2) Laws & Legal Systems (4)	Book of laws worth 23cp Fashionable outfit worth 18cp 15cp	Age: +8
<b>Unemployed Outcast</b>	Arts: 8 Craftsman: 8 Commerce: 9 Criminal: 6 Government: 10 Maritime: 9 Military: 8 Primary: 8 Religious: 11 Scholar: 11 Service: 9 Unemployed: 5	Detect Motive (3) Insult & Intimidation (2) Survival (4)	Knife or dagger worth 5cp Worn warm outfit worth 12cp 5cp	Age: +1
<b>Unemployed: Sorcerer</b>	Arts: 10 Craftsman: 10 Commerce: 10 Criminal: 7 Government: 11 Maritime: 9 Military: 9 Primary: 10 Religious: 11 Scholar: 8 Service: 10 Unemployed: 5	Charm & Persuasion (2) Detect Motive (3) Sorcery (4)	Decorated knife worth 35cp Dark wool robe worth 12cp 5cp	Age: +8

Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Unemployed: Drunk</b>	Arts: 5 Craftsman: 8 Commerce: 7 Criminal: 6 Government: 8 Maritime: 6 Military: 5 Primary: 9 Religious: 8 Scholar: 9 Service: 8 Unemployed: 5	Brawling (2) Insult & Intimidation (3) Resist Poison (4)	Worn outfit Previous money is halved.	Age: +2
<b>Unemployed: Gambler</b>	Arts: 8 Craftsman: 9 Commerce: 8 Criminal: 7 Government: 9 Maritime: 7 Military: 7 Primary: 10 Religious: 10 Scholar: 10 Service: 8 Unemployed: 5	Detect Motive (3) Luck (4) Sleight of Hand (2)	Dice and cards Fashionable outfit worth 18cp 15cp	Age: +5
<b>Unemployed: Wanderer</b>	Arts: 10 Craftsman: 9 Commerce: 10 Criminal: 6 Government: 10 Maritime: 8 Military: 7 Primary: 8 Religious: 7 Scholar: 7 Service: 10 Unemployed: 5	Geography (4) Navigation (3) Sheltering (2)	Quarterstaff worth 5cp Warm wool outfit worth 12cp 5cp	Age: +5
<b>Unemployed: Beggar</b>	Arts: 6 Craftsman: 9 Commerce: 10 Criminal: 6 Government: 10 Maritime: 7 Military: 6 Primary: 7 Religious: 7 Scholar: 10 Service: 10 Unemployed: 5	Charm & Persuasion (3) Resist Cold or Resist Heat (2) Resist Hunger (4)		Age: +3



Occupations List				
Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
<b>Unemployed: Hermit</b>	Arts: 8 Craftsman: 8 Commerce: 9 Criminal: 7 Government: 10 Maritime: 8 Military: 7 Primary: 9 Religious: 7 Scholar: 7 Service: 10 Unemployed: 5	Athleticism (2) Resist Cold or Resist Heat (3) Survival (4)		Age: +8

Traits			
Trait	Effect	Cost	Prerequisite
<b>Animal Whisperer</b>	MoSes doubled for Taming & Training MoSes double for Riding MoSes doubled for Tracking animals	12 ExP from Taming & Training or 4 Background points	2 ranks in Taming & Training
<b>Arcane Initiate</b>	Can cast Wizardry spell	8 ExP from Wizardry or 8 Background points	Must gain Wizardry ExP from mentoring.
<b>Ascetic</b>	MoSes doubled for Resist Hunger Only need 1 meal a day	12 ExP from Resist Hunger or 4 Background points	2 ranks in Resist Hunger
<b>Assassin</b>			
<b>Beast of Burden</b>	Encumbrance calculated as one size bigger	8 ExP from Power and/or Constitution or 4 Background points	Power and Constitution greater than 7
<b>Berserker</b>	When receiving damage in combat, enter a berserker rage. When in rage: -Must attack in melee the closest target. -Every hits on attack must be used for damage. -Must spend Spirit to add at least 1 dice to their melee attack if possible. -Dice Pool not limited by Spirit. -Ignore damage effects. -Spirit Surge doubled.	12 ExP from Melee Combat or 4 Background points	Persona and Constitution greater than 7 At least 2 ranks in a Melee Combat speciality

Traits			
Trait	Effect	Cost	Prerequisite
<b>Blade Dancer</b>	Can make a Dancing test. Every MoSes obtained increase the Melee Attack Dice Pool by 1 on the next round, diminishing by 1 on subsequent rounds.	8 ExP from Dancing and 4 ExP from Melee Combat or 10 Background points	2 ranks in Dancing and 1 ranks in a Melee Combat speciality
<b>Blind</b>	-2 MoSes to Perception and Vigilance test based on sight	-8 Background points	
<b>Blind Sight</b>	Ignore Low Light Penalty Halved Darkness penalty Halved Blindness penalty Can be taken twice to completely negate	12 ExP from Perception & Vigilance or 4 Background points	2 ranks in Perception & Vigilance
<b>Born Underground</b>	Spirit loss halved while underground but double while outside	4 Background points	
<b>Bound to a Dark Pact</b>	Can cast Sorcery spells	8 ExP from Sorcery or 8 Background points	Must perform ritual Summon Master
<b>Child of the Wild</b>	Every spirit loss is halved while in the wild but double while in cities	4 Background points	
<b>Clumsy</b>	ExP needed to increase Agility is multiplied by 1½	-8 Background points	Agility no greater than 5
<b>Combat Caster</b>			
<b>Command of the Elements</b>	Can cast Elementalism spells	5 ExP from Elementalism or 8 background points	Must be initiated with the Five Death rituals
<b>Cool Headed</b>	MoSes from Taunt and Charm targeting the character are halved	12 ExP from Detect Motive or 8 Background points	Cannot lean towards Vanity 2 ranks in Detect Motive
<b>Creature of the Dark</b>	Every spirit loss while in darkness are halved but double while in sunlight	4 Background points	
<b>Dark Vision</b>	No penalty from lowlight vision or darkness		
<b>Deaf</b>	-2 MoSes on Perception & Vigilance test based on hearing	-4 Background points	
<b>Dynamo</b>	Every MoSes on Resist Fatigue test are doubled	12 ExP from Resist Fatigue or 4 Background points	2 ranks in Resist Fatigue

Traits			
Trait	Effect	Cost	Prerequisite
<b>Expert at it</b>	Must associate to a skill. Once a day, the dice giving no MoSes on a test can be rerolled.	16 ExP from the associated skills	3 ranks in the associated skill
<b>Eyes Behind the Head</b>	Penalty from being flanked ignored and from being reared halved.	12 ExP from Perception & Vigilance	2 ranks in Perception & Vigilance
<b>Fast Learner</b>	The first rank of skills cost 3 ExP	4 ExP from Erudition and/or Sagacity or 10 Background points	
<b>Fearless</b>	Spirit loss and Dice Pool reduction due to fear or Intimidation is halved.	12 ExP from Confidence & Ego or 8 Background points	2 ranks in Confidence & Ego Cannot lean towards Cowardice
<b>Fearsome</b>	MoSes on Intimidation are doubled but halved for Charm	8 ExP from Insult & Intimidation or 8 Background points	2 ranks in Insult & Intimidation Cannot lean towards Fawning
<b>Fist of Iron</b>	Unarmed strikes do Power damage	4 ExP from Power or 10 Background points	2 ranks in Brawling
<b>Fist of Steel</b>	Unarmed strikes do Power +2 damage	4 ExP from Power or 5 Background points	Fist of Iron trait
<b>Glory in Combat</b>	Spirit points gained from Spirit Surge are doubled	12 ExP from Confidence & Ego or 8 Background points	Must lean towards Rashness
<b>Greed</b>	Every test to extract money from the character receive -2 MoSes	8 ExP from Perception & Vigilance or 8 Background Points	Must lean towards Stinginess 1 ranks in Perception & Vigilance
<b>Hawkeye</b>	Range increment is reduced by 1	12 ExP from Range Combat or 8 Background points	2 ranks in a range combat speciality
<b>Heat Conservation</b>	Cold temperature are considered one level less severe	12 ExP from Resist Cold or 8 Background points	2 ranks in Resist Cold
<b>Heat Expansion</b>	Hot temperature are considered one level less severe	12 Exp from Resist Heat or 8 Background points	2 ranks Resist Heat

Traits			
Trait	Effect	Cost	Prerequisite
<b>Horned Head</b>	Can make horn attack, damage power. Must chose if piercing or bludgeoning when gaining the trait. 1 natural protection against cutting and bludgeoning. Helmet must be modified.		
<b>In Touch with Spirits</b>	Can cast Shamanism spells	4 ExP from Shamanism or 8 Background points	Must complete a Spirit Quest rituals
<b>Infertile</b>	If known, -2 MoSes on Charm test.	-2 Background points	
<b>Keeper of the Old Ways</b>	Can cast Witchcraft spells	4 ExP from Witchcraft or 8 Background points	Must gain Witchcraft ExP from mentoring
<b>Light Sleeper</b>	Penalty on Perception & Vigilance from sleeping is halved	8 ExP from Perception & Vigilance or 4 Background points	2 ranks in Perception & Vigilance
<b>Low Light Vision</b>	Penalty from low light vision is reduced by 1		
<b>Lucky</b>	Once per day can add the MoSes from a Luck test to any other test.	12 ExP from Luck or 12 Background points	1 rank in Luck
<b>Masochist</b>	Gain 1 Spirit Points every time they receive a minor injury	12 ExP from Resist Pain or 8 Background points	2 ranks in Resist Pain
<b>Master at It</b>	Once per day, a test of the associated skill gain 1 MoS on every dice showing 3, 2 MoSes from dice showing 6, 3 MoSes from dice showing 9, etc.	20 ExP in the associated skill	4 ranks in associated Skill. Expert at it trait
<b>Natural Talent</b>	The cost to increase the associated skill is reduced by 2.	4 ExP from governing Attribute or 10 Background points	1 rank in associated skill
<b>Never Give Up</b>	Once per day, while not in combat, one first-fail rolling test can be turn into a step-back rolling test	6 ExP from Sagacity or 8 Balcground points	Sagacity greater than 5
<b>Nimble Feet</b>	Difficult terrain is considered one level less severe	4 ExP in agility or 8 Background points	Agility greater than 5
<b>Point Blank Shooter</b>	When at half the first range increment of the target, the attack receive an extra MoS	12 ExP from range combat or 8 Background points	2 ranks in Range Combat speciality

Traits			
Trait	Effect	Cost	Prerequisite
<b>Quick Hands</b>	If initiative greater than 3 can do 3 actions; 1 at Initiative, 1 at zero and 1 at negative initiative	12 ExP from Reflex or 10 Background points	2 ranks in Reflex
<b>Quick Hands II</b>	If initiative greater than 2 can do 3 actions; 1 at Initiative, 1 at zero and 1 at negative initiative	16 ExP from Reflex	3 ranks in Reflex Quick Hands trait
<b>Quick Hands III</b>	If initiative greater than 1 can do 3 actions; 1 at Initiative, 1 at zero and 1 at negative initiative	20 ExP from Reflex	4 ranks in Reflex Quick Hands II trait
<b>Quick Shooter</b>	Can declare a target on initiative number and attack at range as an attack of opportunity	12 ExP from Range Combat or 8 Background points	2 ranks in Range Combat speciality
<b>Racist</b>	Must choose a race or sub-race Every spirit loss cause to a member of this race is gained by the character	4 Background points	
<b>Regeneration</b>	Can make a Natural Healing test at every short rest MoSes obtained on a Natrual Healing test obtained after a full night of sleep are doubled		
<b>Relentless</b>	The Dice Pool limit is 1½ time the current amount of Spirit points	12 ExP from Resist Fatigue or 8 Background points	2 ranks in Resist Fatigue
<b>Sadist</b>	Gain 1 spirit points every time they inflict a major injury Gain 1 spirit points for every MoS on a Torture test	12 ExP in Torture or 8 Background points	1 ranks in Torture Must lean towards Debauchery
<b>Second Skin of Steel</b>	Encumbrance from worn amour is halved		
<b>Shield Master</b>			
<b>Short-Sleeper</b>	A full night of sleep is only 4 hours	12 ExP from Resist Fatigue or 8 Background points	2 ranks in Resist Fatigue
<b>Silent Step</b>			
<b>Spell Singer</b>			
<b>Strong Grip</b>			

*Details on page 172*

