

Sample Occupations

The occupations below are just a sample of the possibilities (Chaosium's *Investigator Handbook* provides details for many more). Use these as a guide when creating occupations not listed here. Occupations important in Lovecraft's stories are noted as [Lovecraftian], while those marked with [Modern] are only available for modern-day game settings.

If creating a new occupation, confine the number of skills to eight, otherwise the notion of an occupation being a concentration of knowledge and ability (skills) becomes pointless.

Some occupations, like Hacker, exist only in specific settings such as the modern day. You should choose only those skills appropriate to the historical setting in which your game is taking place. If you're unsure about this, talk to your Keeper.

Skill definitions can be found in **Chapter 4: Skills**.

ANTIQUARIAN [Lovecraftian]—Appraise, Art/Craft (any), History, Library Use, Other Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Spot Hidden, any one other skill.

Credit Rating: 30–70

Occupation Skill Points: EDU × 4

ARTIST—Art/Craft (any), History or Natural World, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Other Language, Psychology, Spot Hidden, any two other skills.

Credit Rating: 9–50

Occupation Skill Points: EDU × 2 + either POW × 2 or DEX × 2.

ATHLETE—Climb, Jump, Fighting (Brawl), Ride, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Swim, Throw, any one other skill.

Credit Rating: 9–70

Occupation Skill Points: EDU × 2 + either DEX × 2 or STR × 2.

AUTHOR [Lovecraftian]—Art (Literature), History, Library Use, Natural World or Occult, Other Language, Own Language, Psychology, any one other skill.

Credit Rating: 9–30

Occupation Skill Points: EDU × 4

CLERGY, MEMBER OF THE—Accounting, History, Library Use, Listen, Other Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any one other skill.

Credit Rating: 9–60

Occupation Skill Points: EDU × 4

CRIMINAL—one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden, Stealth, plus four specialisms from the following: Appraise, Disguise, Fighting, Firearms, Locksmith, Mechanical Repair, and Sleight of Hand.

Credit Rating: 5–65

Occupation Skill Points: EDU × 2 + either DEX × 2 or STR × 2

DILETTANTE [Lovecraftian]—Art/Craft (Any), Firearms, Other Languages, Ride, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any three other skills.

Credit Rating: 50–99

Occupation Skill Points: EDU × 2 + APP × 2

DOCTOR OF MEDICINE [Lovecraftian]—First Aid, Other Language (Latin), Medicine, Psychology, Science (Biology), Science (Pharmacy), any two other skills as academic or personal specialties (e.g. a psychiatrist might take Psychoanalysis).

Credit Rating: 30–80

Occupation Skill Points: EDU × 4

DRIFTER—Climb, Jump, Listen, Navigate, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Stealth, any two other skills.

Credit Rating: 0–5

Occupation Skill Points: EDU × 2 + either APP × 2, DEX × 2 or STR × 2

ENGINEER—Art/Craft (Technical Drawing), Electrical Repair, Library Use, Mechanical Repair, Operate Heavy Machinery, Science (Engineering), Science (Physics), any one other skill.

Credit Rating: 30–60

Occupation Skill Points: EDU × 4

ENTERTAINER—Art/Craft (Acting), Disguise, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Listen, Psychology, any two other skills.

Credit Rating: 9–70

Occupation Skill Points: EDU × 2 + APP × 2

FARMER—Art/Craft (Farming), Drive Auto (or Wagon), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Mechanical Repair, Natural World, Operate Heavy Machinery, Track, any one other skill.

Credit Rating: 9–30

Occupation Skill Points: EDU × 2 + either DEX × 2 or STR × 2



Sample Occupations

HACKER [Modern]—Computer Use, Electrical Repair, Electronics, Library Use, Spot Hidden, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any two other skills.

Credit Rating: 10–70

Occupation Skill Points: EDU × 4

JOURNALIST [Lovecraftian]—Art/Craft (Photography), History, Library Use, Own Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any two other skills.

Credit Rating: 9–30

Occupation Skill Points: EDU × 4

LAWYER—Accounting, Law, Library Use, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any two other skills.

Credit Rating: 30–80

Occupation Skill Points: EDU × 4

LIBRARIAN [Lovecraftian]—Accounting, Library Use, Other Language, Own Language, any four other skills as personal specialties or specialist reading topics.

Credit Rating: 9–35

Occupation Skill Points: EDU × 4

MILITARY OFFICER—Accounting, Firearms, Navigate, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Survival, any one other skill.

Credit Rating: 20–70

Occupation Skill Points: EDU × 2 + either DEX × 2 or STR × 2

MISSIONARY—Art/Craft, First Aid, Mechanical Repair, Medicine, Natural World, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any two other skills.

Credit Rating: 0–30

Occupation Skill Points: EDU × 4

MUSICIAN—Art/Craft (instrument), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Listen, Psychology, any four other skills.

Credit Rating: 9–30

Occupation Skill Points: EDU × 2 + either DEX × 2 or POW × 2

PARAPSYCHOLOGIST—Anthropology, Art/Craft (Photography), History, Library Use, Occult, Other Language, Psychology, any one other skill.

Credit Rating: 9–30

Occupation Skill Points: EDU × 4

PILOT—Electrical Repair, Mechanical Repair, Navigate, Operate Heavy Machinery, Pilot (aircraft), Science (Astronomy), any two other skills.

Credit Rating: 20–70

Occupation Skill Points: EDU × 2 + DEX × 2

POLICE DETECTIVE [Lovecraftian]—Art/Craft (Acting) or Disguise, Firearms, Law, Listen, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden, any one other skill.

Credit Rating: 20–50

Occupation Skill Points: EDU × 2 + either DEX × 2 or STR × 2

POLICE OFFICER—Fighting (Brawl), Firearms, First Aid, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Law, Psychology, Spot Hidden and either of the following as a personal specialty: Drive Automobile or Ride.

Credit Rating: 9–30

Occupation Skill Points: EDU × 2 + either DEX × 2 or STR × 2

PRIVATE INVESTIGATOR—Art/Craft (photography), Disguise, Law, Library Use, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden and any one other skill (e.g. Computer Use, Locksmith, Firearms).

Credit Rating: 9–30

Occupation Skill Points: EDU × 2 + either DEX × 2 or STR × 2

PROFESSOR [Lovecraftian]—Library Use, Other Language, Own Language, Psychology, any four other skills as academic or personal specialties.

Credit Rating: 20–70

Occupation Skill Points: EDU × 4

SOLDIER—Climb or Swim, Dodge, Fighting, Firearms, Stealth, Survival and two of the following: First Aid, Mechanical Repair, or Other Language.

Credit Rating: 9–30

Occupation Skill Points: EDU × 2 + either DEX × 2 or STR × 2

TRIBE MEMBER—Climb, Fighting or Throw, Natural World, Listen, Occult, Spot Hidden, Swim, Survival (any).

Credit Rating: 0–15

Occupation Skill Points: EDU × 2 + either DEX × 2 or STR × 2

ZEALOT—History, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Stealth, and any three other skills.

Credit Rating: 0–30

Occupation Skill Points: EDU × 2 + either APP × 2 or POW × 2