

Historical Folks

Conversion for use with GURPS® Fourth Edition



Conversions written by Jeff Klein and Informific and compiled and edited by Rev. Pee Kitty

The original Historical Folks supplement was compiled and edited by Brian C. Smithson

and can be found at <http://meekmok.com/sassy/ghf/>

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Please direct any errata or comments to pkitty@brainpuke.com

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Introduction

Collecting templates from over a dozen authors, *Historical Folks* was originally slated to be an official **GURPS** supplement. After its compilation, Steve Jackson Games decided not to go forward with the book and the rights reverted back to Brian C. Smithson. Brian decided to make this supplement freely available to the gaming community and spent many hours turning the rough draft into a professional quality sourcebook, which has been downloaded and used by countless **GURPS** players.

This book updates the templates from *Historical Folks* to make them compatible for use with **GURPS** Fourth Edition. It is not a standalone product, as none of the design notes, customization notes, or sample characters have been copied over. Rather, think of this as an appendix to the original, updating it to the newest edition of **GURPS**.

Conversion Notes

Advantages

Languages (p. B23)

In many of the templates herein, languages are listed with the skills instead of with the advantages. This is intentional; characters are as likely to pick up a “background language” as they are a “background skill”, for example, and the two are learned in the same manner.

Illiteracy is very common at lower TLs. Though it is not explicitly listed as a disadvantage in any template here, any character made with these rules should consider lowering their Written proficiency in their native language to Accented, Broken, or None (for -1, -2, or -3 points respectively.)

Perks (p. B100)

Any template which includes the *Honest Face* perk can substitute *Above Suspicion* or *Below Suspicion* instead. The game effect is the same, but it is a social perk instead of a physical one. The social standing of the character makes them more likely to be overlooked when accusations begin flying.

Talents (p. B89)

Many of these templates make judicious use of Talents, including two new ones:

Detail-Oriented: Accounting, Administration, Heraldry, Law, Research, and Savoir-Faire. Bonus from bureaucrats, accountants, and the fastidious. 5 points/level.

Thespian: Acting, Performance, Public Speaking, and Sex Appeal. Bonus from actors, performers, and those looking to hire them. 5 points/level.

This conversion also references several Talents from **GURPS** Fourth Edition sourcebooks:

Allure, *Bard*, *Devotion*, *Mariner*, *Master Builder* and *Sage* are Talents from **GURPS Fantasy** (p. 132).

Talker and *Tough Guy* are Talents from **GURPS Mysteries** (p. 108).

Disadvantages

In all templates, a * next to the point cost of a disadvantage (e.g., "Bad Temper [-10*]") means that the value should be modified for the self-control number as per p. B120.

Code of Honor (p. B127)

Huntsman: Give quarry a fair chance, be humane to prey, avoid killing indiscriminately, don't waste any game and avoid unbalancing the environment. -5 points.

Social Stigma (p. B155)

Untouchable: You are an outcast, unclean and doomed to live on the edge of society. Others react to you at -3. The exception is those who share your plight; they have no reaction penalty and may (at the GM's discretion) react at a +2 bonus. On the bright side, you have +3 on reaction and influence rolls to convince someone to leave you alone. -15 points.

Skills

Several templates make reference to "craft skills". Per **GURPS Skill Categories** (a free supplement from <http://e23.sjgames.com>), this refers to Artist (Pottery, Sculpting, or Woodworking) (IQ/H), Carpentry (IQ/E), Jeweler/TL (IQ/H), Leatherworking (DX/E), Masonry (IQ/E), Sewing/TL (DX/E), and Smith/TL (any) IQ/A. For the purpose of this conversion, it should also include Armoury/TL (any) (IQ/A) and any appropriate Professional Skill (DX/A or IQ/A).

Every new skill introduced in **Historical Folks** converts to an appropriate Professional Skill (DX/A or IQ/A). The exception is *Beekeeping*, which becomes Animal Handling (Bees).



Actor [25 points]

Adapted by Inforfic from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from Absolute Timing [2]; Allure [5/level]; Ally Group [varies]; Bard [5/level]; Charisma [5/level]; Musical Ability [5/level]; Patron [varies]; Reputation [varies]; Smooth Operator [15/level]; Thespian [5/level]; Versatile [5] and Voice [10]

Disadvantages: A total of -15 points chosen from Cowardice [-10]; Compulsive Behavior (Seeks Publicity) [-5*]; Congenial, Chummy or Gregarious [-1, -5 or -10]; Disciplines of Faith [varies]; Dull, Hidebound or Incurious [-1, -5 or -5*]; Duty [varies]; Jealousy [-10]; Overconfident [-5*]; Poverty [varies]; Proud [-1]; Reputation [varies]; Social Stigma [varies] and Status [-5/level].

Primary Skills: Performance (A) IQ+2 [8]-12 and one of Dancing (A) DX+2 [8]-12, Public Speaking (A) IQ+2 [8]-12, Professional Skill (Puppetry) (A) IQ+2 [8]-12, or Singing (E) HT+3 [8]-13

Secondary Skills: A total of 5 points in Acting (IQ/A); Combat Art (any) (varies); Gesture (IQ/E); Group Performance (Directing) (IQ/A); Musical Instrument (IQ/H); Religious Ritual (IQ/H); Savoir-Faire (IQ/E); Stage Combat (DX/A) and further primary skills.

Background Skills: A total of 4 points in any of Acrobatics (DX/H); Area Knowledge (IQ/E); Artist (any) (IQ/H); Carpentry (IQ/E); Disguise (IQ/A); Engineer (Special Effects Equipment) (IQ/H); Group Performance (Choreography) (IQ/A); Group Performance (Fight Choreography) (IQ/A); Hair Dressing (IQ/A); Hobby Skill (Juggling) (DX/E); Literature (IQ/H); Makeup/TL (IQ/E); Mechanic (Special Effects Equipment) (IQ/A); Musical Composition (IQ/H); Philosophy (IQ/H); Poetry (IQ/A); Professional Skill (Puppet Making) (IQ/A); Sewing (DX/E); Sex Appeal (HT/A); Theology (IQ/H) and Writing (IQ/A).



Alchemist [40 points]

Adapted by Inforfic from a template by Kieran Turley

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Acute Taste/Smell [2/level]; Less Sleep [2/level]; Lightning Calculator [2]; Mathematical Ability +1 [10]; Patron [varies]; Reputation [varies]; Resistant to Poison +3 or +8 [5 or 8]; Sage [10/level]; Single-Minded [5]; Status [5/level]; Temperature Tolerance [1/level] and Wealth [varies].

Disadvantages: A total of -15 points taken from Absent Mindedness [-15]; Bad Smell [-10]; Curious [-5*]; Intolerance [-5 or -10]; Loner or Uncongenial [-5* or -1]; Obsession [-5 to -15]; Odious Personal Habit [-5 to -15]; Reputation [varies]; Shyness [varies]; Social Stigma (Excommunicated) [-5 or -10]; Stubbornness [-5]; Unfit or Very Unfit [-5 or -15] and Workaholic [-5].

Primary Skills: Chemistry/TL (H) IQ+1 [8]-12; Philosophy (any) (H) IQ [4]-11 and a total of 2 points in Naturalist (IQ/H) and Meditation (IQ/H).

Secondary Skills: A total of 7 points in any of Astrology (IQ/H); Diagnosis/TL (IQ/H); Metallurgy (IQ/H); Occultism (IQ/A); Pharmacy/TL (Herbalist) (IQ/H); Poisons (IQ/H); Professional Skill (Distilling) (IQ/A); Theology (IQ/H) and further primary skill.

Background Skills: A total of 4 points in Artist (any) (IQ/H); Professional Skill (Glassblowing) (DX/A); Research (IQ/A) and Writing (IQ/A).

Animal Handler [20 points]

Adapted by InforNific from a template by Jason Morningstar

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points from increased IQ [20/level], HT [10/level], HP [2/level], Per [5/level], or Will [5/level]; Animal Empathy [5]; Animal Friend [5/level]; Combat Reflexes [15]; Common Sense [10]; Danger Sense [15]; Fearlessness [2/level]; High Pain Threshold [10]; Less Sleep [2/level]; Outdoorsman [10/level]; Patron [varies]; Rapid Healing or Very Rapid Healing [5 or 15]; Reputation [varies]; Resistant to Poison +3 or +8 [5 or 8] and Single- minded [5].

Disadvantages: A total of -20 chosen from Duty [varies]; Loner or Uncongenial [-5* or -1]; Obsession [-5 to -15]; Overconfidence [-5*]; Pacifism [varies]; Poverty [varies]; Reputation [varies]; Sense of Duty [varies]; Shyness [varies]; Social Stigma [varies]; Stubbornness [-5] and Truthfulness [-5*].

Primary Skills: Animal Handling (any) (A) IQ+2 [8]-12.

Secondary Skills: A total of 7 points in any of further Animal Handling (IQ/A); Area Knowledge (any) (IQ/E); Farming (IQ/A); Merchant (IQ/A); Naturalist/TL (IQ/H); Pharmacy/TL (Herbalist) (IQ/H) and Veterinary/TL (IQ/H).

Background Skills: A total of 5 points in any of Hiking (HT/A); Leatherworking (DX/E); Mimicry (IQ/H); Packing (IQ/A); Performance (IQ/A); Professional Skill (Butcher) (IQ/A); Riding (DX/A); Survival (Per/A); Teamster (any) (IQ/A); Tracking (Per/A) and further Secondary skills.

Apothecary [35 points]

Adapted by InforNific from a template by Kieran Turley

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points in +1 IQ [20]; Claim to Hospitality [1 to 10]; Healer [10/level]; Patron [varies]; Single- minded [5]; Status [5/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from Callous [-5]; Code of Honor [-5 to -15]; Duty (Nonhazardous) [varies]; Hidebound [-5]; Humble or Selfless [-1 or -5*] Incurious [-5*]; Proud or Selfish [-1 or -5*]; Sense of Duty [-2 to -15] and Stubbornness [-5].

Primary Skills: Diagnosis (H) IQ+2 [12]-12 and Pharmacy/TL (H) IQ+2 [12]-12.

Secondary Skills: A total of 4 points in any of Chemistry/TL (IQ/H); Merchant (IQ/A); Poisons (IQ/H) and further Primary skills.

Background Skills: A total of 2 points from Area Knowledge (any) (IQ/E); Farming (IQ/A); Gardening (IQ/E); Physician/TL (IQ/H); Politics (IQ/A); Savoir Faire (High Society) (IQ/E) and Veterinary (IQ/H).

Apprentice [10 points]

Adapted by InforNific from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points in +1 DX or IQ [20]; Artificer [10/level]; Gifted Artist [5/level]; High Manual Dexterity [5/level]; Honest Face [1]; Master Builder [5/level]; Mathematical Ability [10/level]; Patron [varies] and Pitiable [5].

Disadvantages: A total of -15 chosen from Bad Temper [-10*]; Curious [-5*]; Distractible or Short Attention Span [-1 or -10*]; Impulsiveness [-10*]; Laziness [-10]; Overconfidence [-5*]; Poverty [varies]; Social Stigma (Youth) [-5]; Stubbornness [-5] and -1 ST [-10].

Primary Skills: A total of 2 points in an appropriate Craft or Professional skill.

Secondary Skills: A total of 2 points in any or Area Knowledge (IQ/E) or Streetwise (IQ/A).

Background Skills: One of Brawling (E) DX [1]-10; Farming (A) IQ-1 [1]-9 or a craft skill (varies) [1].

Architect / Master Builder [60 points]

Adapted by Inforific from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Comfortable Wealth [10]; Status +1 [5]; and 35 points chosen from +1 IQ [20]; Artificer [10/level]; Business Acumen [10/level]; Gifted Artist [5/level]; Master Builder [5/level]; Mathematical Ability [10/level]; Reputation [varies]; further Status [5/level]; Versatile [5] and further Wealth [varies].

Disadvantages: A total of -25 points chosen from Bad Back [-15 or -25]; Bad Sight [-10 or -25]; Bad Temper [-10*]; Greed [-15*]; Hidebound [-5]; Incurious [-5*]; Missing Digit [-2 or -5]; One Eye [-15]; One Hand [-15]; Proud or Selfish [-1 or -5*]; Stubbornness [-5]; Workaholic [-5] and -1 ST or HT [-10].

Primary Skills: Architecture/TL (A) IQ+2 [8]-12; Carpentry (E) IQ [1]-10; Masonry (E) IQ [1]-10 and +3 to either Carpentry or Masonry [7].

Secondary Skills: *Either* Administration (A) IQ [4]-11 *or* Leadership (A) IQ [4]-11; Artist (Sketching) (H) IQ-1 [2]-9; Artist (*either* Sculpting *or* Woodworking) (H) IQ-1 [2]-9; Mathematics (H) IQ-1 [2]-9 and a total of 4 points in any of Merchant (IQ/A); Professional Skill (Thatching) (IQ/A) and Savoir- Faire (High Society) (IQ/E).

Background Skills: A total of 4 points in any of Accounting (IQ/H); Area Knowledge (IQ/E); Forced Entry (DX/E); Philosophy (any) (IQ/H); Theology (IQ/H) and further Secondary skills.



Armorer [30 points]

Adapted by Inforific from a template by Thomas Barnes

Attributes: ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 1/1d+1; BL 24 lbs; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points chosen from +1 DX or IQ [20]; Artificer [10/level]; Fit [5]; High Pain Threshold [10]; High Manual Dexterity [5/level]; Patron [varies]; Reputation [varies]; Single- Minded [5]; Status [5/level]; Temperature Tolerance [1/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from Bad Back [-15]; Bad Temper [-10*]; Hard of Hearing [-10]; Odious Personal Habits [-5 to -15]; Overconfidence [-5*]; Reputation [varies]; Stubbornness [-5]; Unfit [-5] and Workaholic [-5].

Primary Skills: Armory/TL (A) IQ+2 [8]-12.

Secondary Skills: A total of 4 points in any of Accounting (IQ/H); Administration (IQ/A); Artist (Drawing or Woodworking) (IQ/H); Leatherworking (DX/E); Mechanic/TL (Locks (IQ/A); Mechanic/TL (Simple machines) (IQ/A); Merchant (IQ/A); Metallurgy/TL (IQ/H); Naturalist (IQ/H); Professional Skill (Tanner) (IQ/A); Savoir Faire (High Society or Military) (IQ/E); Sewing (DX/E); Scrounging (Per/E) and Smith (Iron) (IQ/A).

Background Skills: A total of 3 points in any of Animal Handling (IQ/A); Area Knowledge (any) (IQ/E); Fast Talk (IQ/A); Heraldry (IQ/A); Hiking (HT/A); Riding (DX/A); Teamster (any) (IQ/A) and any Melee Weapon (DX/varies).

Artisan [25 points]

Adapted by Informific from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points in +1 to DX or IQ [20]; Ally Group [varies]; Artificer [10/level]; Business Acumen [10/level]; Claim to Hospitality [1 to 10]; High Manual Dexterity [5/level]; Master Builder [5/level]; Reputation [varies]; Single- Minded [5]; Status [5/level]; Versatile [5] and Wealth [varies].

Disadvantages: A total of - 15 points of Bad Back [-15]; Bad Temper [-10*]; Code of Honor (Professional) [-5]; Greed [-15*]; Missing Digit [-2 or -5]; One Eye [-15]; One Arm [-15]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: A total of 12 points in any Craft or Professional skills with at least one skill at 12.

Secondary Skills: A total of 5 points in any of Administration (IQ/A) and Merchant (IQ/A).

Background Skills: A total of 3 points in any of Politics (IQ/A); Savoir- Faire (High Society) (IQ/E) and any supporting skills appropriate to Primary skills.

Artist [30 points]

Adapted by Informific from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 25 points in +1 IQ [20]; Acute Vision [2/level]; Artificer [10/level]; Gifted Artist [5/level]; High Manual Dexterity [5/level]; Less Sleep [2/level]; Lightning Calculator [2]; Mathematical Ability [10/level]; Patron [varies]; Reputation [varies] Single- Minded [5]; Versatile [5] and Wealth [varies].

Disadvantages: A total of - 20 points chosen from Bad Temper [-10*]; Compulsive Behavior (Seeks Publicity) [-5*]; Hidebound [-5]; Incurious [-5*]; Jealousy [-10]; Loner or Uncongenial [-5* or -1]; Obsession [-5 to -15]; Shyness [varies]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Artist (any) (H) IQ+2 [12]- 12.

Secondary Skills: A total of 10 points in any of Artist (other) (IQ/H); Cartography (IQ/A); Jeweler/TL (IQ/H); Professional Skill (Glassblowing or Weaving) (DX/A); Professional Skill (Production Artist) (IQ/A); Smith (Iron) (IQ/A) and further Primary skills.

Background Skills: A total of 3 points in any of Architecture/TL (IQ/A); Area Knowledge (IQ/E); Carpentry (IQ/E); Connoisseur (IQ/A); Philosophy (any) (IQ/H); Physiology (IQ/VH); Professional Skill (Dyer) (IQ/A); Propaganda (IQ/A); Religious Ritual (IQ/H) and Theology (IQ/A).

Astronomer [40 points]

Adapted by Informific from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Acute Vision [2/level]; Clerical Investment [5]; Language Talent [10]; Less Sleep [2/level]; Mathematical Ability [10/level]; Night Vision [1/level]; Patron [varies]; Sage [10/level] and Status [5/level].

Disadvantages: A total of - 15 points from Attentive [-1]; Clueless [-10]; Curious [-5*]; Duty [varies]; Hidebound [-5]; Insomniac [-10 or -15]; Loner [-5*]; Overweight [-1]; Selfish [-5*]; Stubbornness [-5]; Unfit or Very Unfit [-5 or -15] and Workaholic [-5].

Primary Skills: *Either* Astronomy/TL (H) IQ+1 [8]- 12 and Mathematics (H) IQ+1 [8]- 12 *or* Fortune Telling (Astrology) (H) IQ+1 [8]- 12, Astronomy (H) IQ [4]- 11 and Mathematics (H) IQ [4]- 11.

Secondary Skills: A total of 6 points in any of Languages (special); Navigation/TL (IQ/A); Philosophy (any) (IQ/H); Theology (any) (IQ/H) and further points in Primary skills.

Background Skills: A total of 3 points in any of Artist (any) (IQ/H); Diagnosis (IQ/H); History (IQ/H); Literature (IQ/H); Naturalist (IQ/H); Occultism (IQ/A); Physics/TL (IQ/H); Physiology (IQ/VH); Politics (IQ/A); Research (IQ/A); Smith (Iron) (IQ/A); Teaching (IQ/A) and Writing (IQ/A)

Athlete [40 points]

Adapted by InforNific from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Fit [5]; a total of 20 points chosen from increased ST [10/level], DX [20/level], or HT [10/level]; and an additional 15 points chosen from additional increased attributes [varies]; Acute Senses [2/level]; Ally Group [varies]; Animal Empathy [5]; Appearance [varies]; Charisma [5/level]; Combat Reflexes [15]; Daredevil [15]; Patron [varies]; Perfect Balance [15]; Reputation [varies]; upgrade Fit to Very Fit [10] and Wealth [varies].

Disadvantages: A total of -15 points from Chummy or Congenial [-5 or -1]; Compulsive Behavior (Seeks Publicity) [-5*]; Disciplines of Faith [varies]; Enemy (Rival) [varies]; Honesty [-10*]; Jealousy [-10]; Overconfidence [-5*]; Proud or Selfish [-1 or -5*]; Secret (Corrupt) [varies] and Workaholic.

Primary Skills: 8 points in any of the following: Boating (DX/A); Boxing Sport (DX/A); Bow Sport (DX/A); Bullfighting (DX/A); Judo Sport (DX/H); Jumping (DX/E); Karate Sport (DX/H); Lifting (HT/A); Riding (any) (DX/A); Running (HT/A); Skating (DX/H); Skiing (DX/H); Spear Throwing Sport (DX/E); Sports (any) (DX/A); Sumo Wrestling Sport (DX/A); Swimming (HT/E); Throwing (DX/A) and Wrestling Sport (DX/A), with at least one skill at 12.

Secondary Skills: A total of 5 points in any of Body Language (Per/A); Games (Appropriate Sport) (IQ/E); Intimidation (Will/A); Leadership (IQ/A); Performance (IQ/A); Savoir Faire (Dojo) (IQ/E) and further points in Primary skills .

Background Skills: A total of 2 points in any of Area Knowledge (IQ/E); Bard (IQ/A); Carousing (HT/E); First Aid/TL (IQ/E) and Gesture (IQ/E).

Banker [40 points]

Adapted by InforNific from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].



Advantages: Comfortable Wealth [10] and 10 points in any of Business Acumen [10/level]; Common Sense [10]; Contacts [varies]; Lightning Calculator [2]; Mathematical Ability [10/level]; Reputation [varies]; Single-Minded [5]; Status [5/level] and further Wealth [varies].

Disadvantages: A total of -20 points from Enemy [varies]; Greed [-15*]; Honesty [-10*]; Incurious [-5*]; Miserliness [-10*]; Proud or Selfish [-1 or -5*]; Reputation [varies]; Sense of Duty (Clients) [-5 or -10]; Social Stigma [varies]; Status [-5/level] and Workaholic [-5].

Primary Skills: Merchant (A) IQ-1 [1]-10 and Finance (H) IQ+1 [8]-12.

Secondary Skills: 6 points in any of Accounting (IQ/H); Administration (IQ/A); Area Knowledge (IQ/E); Diplomacy (IQ/H); Detect Lies (Per/H); Economics (IQ/H); Fast Talk (IQ/A); Savoir Faire (High Society) (IQ/E) and further Primary skills.

Background Skills: 5 points in any of Forgery (IQ/H); Gambling (IQ/A); Languages (special); Law (IQ/H); Mathematics (IQ/H); Politics (IQ/A) and Streetwise (IQ/A).

Barbarian [20 points]

Adapted by InforNific from a template by Jamie Revell

Attributes: ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 1/1d+1; BL 24 lbs; HP 11 [0]; Will 10 [0]; Per 11 [5]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased ST [10/level], HT [10/level], HP [2/level], Per [5/level] or Move [5/level]; Alcohol Tolerance [1]; Ally Group (Tribe or Clan) [varies]; Animal Friend [5/level]; Fit [5]; Hard to Kill [2/level]; High Pain Threshold [10]; Outdoorsman [10/level]; Rapid Healing [5] and Resistant to Disease +3 or +8 [5 or 8].

Disadvantages: Low TL -1 [-5]; Social Stigma (Barbarian) [-10] and -10 points from Bloodlust [-10*]; Bully [-10*]; Callous [-5]; Odious Personal Habit [-5 or -10]; Overconfidence [-5*]; Phobia [varies] and further levels of Low TL [-5/level].

Primary Skills: Survival (any) (A) Per+1 [4]-12 and a total of 6 points in any of Axe/Mace (DX/A); Bow (DX/A); Broadsword (DX/A); Shield (DX/E); Spear (DX/A) and Spear Throwing (DX/E).

Secondary Skills: Stealth (A) DX [2]-10 and a total of 4 points in any of Animal Handling (IQ/A); Camouflage (IQ/E); Hiking (HT/A); Knife (DX/E); Riding (DX/A); Running (HT/A) and Tracking (Per/A).

Background Skills: A total of 4 points in any of Boating (DX/A); Brawling (DX/E); Climbing (DX/A); Cooking (IQ/A); any craft skill (carries); First Aid/TL (IQ/E); Fishing (IQ/E); Mimicry (IQ/H); Traps (IQ/A) and Weather Sense (IQ/A).

Barber [25 points]

Adapted by InforNific from a template by Kieran Turley

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Allies or Ally Group [varies]; Charisma [5/level]; Fearlessness [2/level]; Fashion Sense [5]; Gifted Artist [5/level] and High Manual Dexterity [5/level].

Disadvantages: A total of -10 points chosen from Callous [-5]; Chummy [-5]; Compulsive Behavior (Extravagant) [-10*]; Proud or Selfish [-1 or -5*]; Reputation [varies]; Social Stigma [varies]; Status [-5/level]; Stubbornness [-5]; Unfit [-5] and Workaholic [-5].

Primary Skills: Professional Skill (Hairdressing) (A) IQ+2 [8]-12.

Secondary Skills: A total of 4 points in Diagnosis (IQ/H); Merchant (IQ/A); Pharmacy/TL (Herbalist) (IQ/H) and Surgery (IQ/VH).

Background Skills: A total of 3 points in any of Area Knowledge (IQ/E); Bard (IQ/A); Knife (DX/E); Languages (Special); Philosophy (any) (IQ/H) and Savoir Faire (High Society (IQ/E)).

Barkeep [25 points]

Adapted by InforNific from a template by Duff McCourt

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Alcohol Tolerance [1]; Allies [varies]; Business Acumen [10/level]; Charisma [5/level]; Common Sense [10]; Contacts [varies]; Fearlessness [2/level]; Reputation [varies]; Sensitive [5]; Talker [5/level] and Tough Guy [5/level].

Disadvantages: -5 points in any of Chummy [-5]; Compulsive Carousing [-5*]; Fat, Overweight or Very Fat [-3, -1 or -5]; Gluttony [-5*] and Unfit [-5].

Primary Skills: Bartender (A) IQ+2 [8]-12 and Cooking (A) IQ+1 [4]-11.

Secondary Skills: A total of 4 points in any of Area Knowledge (IQ/E); Carousing (HT/E); Gambling (IQ/A); History (IQ/H); Languages (special) and Literature (IQ/H).

Background Skills: A total of 4 points in any of Brawling (DX/E); Diplomacy (IQ/H); Intimidation (Will/A); Professional Skill (Distiller) (IQ/A); Short Sword (DX/A); Staff (DX/A) and Wrestling (DX/A).

Barmaid [0 points]

Adapted by Inforific from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased Will [5/level]; Alcohol Tolerance [1]; Allure [5/level]; Appearance (Attractive) [4]; Charisma [5/level]; Less Sleep [2/level]; No Hangover [1] and Talker [5/level].

Disadvantages: Social Stigma (Second Class Citizen) [-5]; Struggling [-10] and total of -10 points from Alcohol-Related Quirks [-1 each]; Broad Minded [-1]; Chummy or Gregarious [-5 or -10]; Incompetence [-1 per skill]; further Poverty [varies]; Reputation [varies]; Social Stigma (Uneducated) [-5]; Social Stigma (Youth) [-5]; Status [-5/level]; Undiscriminating [-1] and Unfit [-5].

Primary Skills: Professional Skill (Server) (A) IQ+1 [4]-11.

Secondary Skills: A total of 6 points in any of Bartender (IQ/A); Carousing (HT/E); Cooking (IQ/A); Professional Skill (Distiller) (IQ/A); Savoir Faire (Servant) (IQ/E); Sex Appeal (HT/A) and Streetwise (IQ/A).

Background Skills: A total of 5 points in any of Artist (Needlecraft) (IQ/H); Gambling (IQ/A); Gardening (IQ/E); Pickpocket (DX/H); Professional Skill (any craft) (IQ/A); Professional Skill (Spinning or Weaving) (DX/A) and Sewing (DX/E).



Beekeeper [40 points]

Adapted by Inforific from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased HP [2/level] or Per [5/level]; Acute Hearing [2/level]; Acute Taste and Smell [2/level]; Animal Empathy [5]; Animal Friend [5/level]; Goodwife [5/level]; Hard to Kill [2/level]; High Pain Threshold [10]; Rapid Healing [5]; Reputation [varies] and Resistant to Poison +3 or +8 [5 or 8].

Disadvantages: A total of -10 points from any of -1 to ST or HT [-10]; Addiction (Psychoactive Honey) [varies]; Gluttony [-5*]; Loner or Uncongenial [-5* or -1]; Oblivious [-5]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Shyness [-5 or -10] or Unfit [-5].

Primary Skills: Animal Handling (Bees) (A) IQ+2 [8]-12.

Secondary Skills: A total of 4 points in any of Area Knowledge (any) (IQ/E); Artist (Pottery) (IQ/H); Carpentry (IQ/E); Farming (IQ/A); Gardening (IQ/E); Merchant (IQ/A); Naturalist (IQ/H); Professional Skill (Weaving) (DX/A) and Religious Ritual (IQ/H).

Background Skills: A total of 3 points in any of Artist (Sculpting) (IQ/H); Cooking (IQ/A); Pharmacy/TL (IQ/H) and Professional Skill (Chandler, Distiller, Dyer, or Mortician) (IQ/A).

Beggar [-40 points]

Adapted by Reverend Pee Kitty from a template by Phil Masters

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased HT [10/level] or Per [5/level]; Deep Sleeper [1]; Resistant to Disease +3 or +8 [3 or 5]; Pitiable [5] and Rapid Healing [5].

Disadvantages: Dead Broke [-25]; Status -2 [-10] and a total of -25 points chosen from reduced DX [-20/level], IQ [-20/level], ST [-10/level] or HT [-10/level]; Absent-Mindedness [-15]; Addiction [varies]; Alcoholism [-15 or -20]; Appearance [varies]; Bad Back [-15 or -25]; Bad Smell [-10]; Careful or Paranoia [-1 or -10]; Compulsive Behavior [varies]; Confused [-10]; Distractible or Short Attention Span [-1 or -10]; Flashbacks [varies]; Hunchback [-10]; Incurious [-5]; Indecisive [-10]; Lane [varies]; Laziness [-10]; Low Self-Image [-10]; Manic-Depressive [-20]; Missing Digit [-2 or -5]; Mute [-15 or -25]; Nightmares [-5]; Odious Personal Habits [-5 to -15]; One Arm [-20]; One Eye [-15]; One Hand [-15]; Phantom Voices [-5 to -15]; Skinny [-5]; Social Stigma [varies]; Stuttering [-10]; Unfit or Very Unfit [-5 or -15] and Unluckiness [-10].

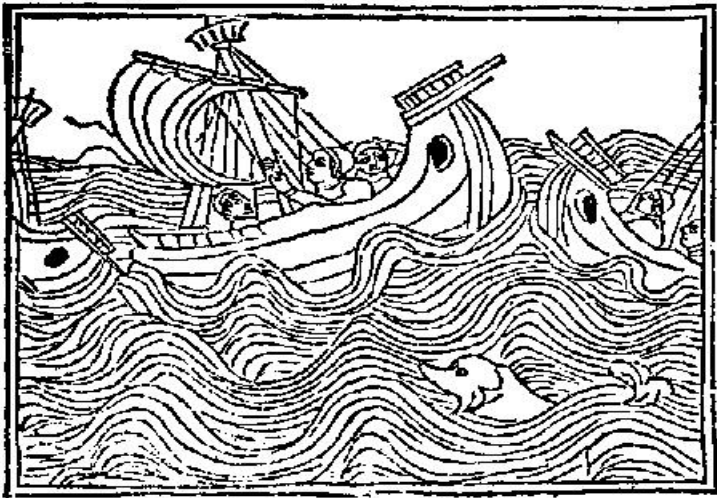
Primary Skills: Panhandling (E) IQ+1 [2]-11 and either Survival (Woodlands) (A) Per-1 [1]-9 or Urban Survival (A) Per-1 [1]-9.

Secondary Skills: Area Knowledge (Town) (E) IQ [1]-10.

Background Skills: A total of 6 points in any of Acting (IQ/A); Brawling (DX/E); Counterfeiting (IQ/H); Fast-Talk (IQ/A); Filch (DX/A); Holdout (IQ/A); Make-Up (IQ/E); Pickpocket (DX/H); Running (HT/H); Scrounging (Per/E); Stealth (DX/A) and Streetwise (IQ/A).

Boatman [25 points]

Adapted by Infornific from a template by Andrea Kotter



Attributes: ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 1/1d+1; BL 24 lbs; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: 10 points chosen from any of increased FP [3/level] or Per [5/level]; Absolute Direction [5]; Absolute Timing [2]; Acute Hearing or Vision [2/level]; Contacts [varies]; Favors [varies]; Fit [5]; High Manual Dexterity [5/level]; Mariner [10/level]; Reputation [varies] and Tough Guy [5/level].

Disadvantages: A total of -15 points chosen from Bad Temper [-10*]; Claustrophobia [-15*]; Duty (Non-hazardous) [varies]; Greed [-15*]; Loner or Uncongenial [-5* or -1]; Odious

Personal Habits [-5 to -15]; Poverty [varies]; Reputation [varies] and Status [-5/level].

Primary Skills: Area Knowledge (River/Harbor/Landings) (E) IQ+2 [4]-12 and Boating (Sailboat or Unpowered) (A) DX+2 [8]-12.

Secondary Skills: A total of 5 points in any of Freight Handling/TL (IQ/A); Merchant (IQ/A); Navigation (IQ/A); Seamanship/TL (IQ/E) and Weather Sense (IQ/A).

Background Skills: A total of 3 points in any of Carpentry (IQ/E); Jumping (DX/E); Savoir-Faire (Servant) (IQ/E); Streetwise (IQ/A); Survival (any) (Per/A) and Swimming (HT/E).

Brewer / Distiller / Vintner [20 points]

Adapted by InforNific from a template by Eric Nail

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Acute Smell [2/level]; Alcohol Tolerance [1]; Contacts [varies]; No Hangover [1]; Patron [varies]; Reputation [varies] and Wealth [varies].

Disadvantages: A total of -15 points from Alcoholism [-15 or -20]; Alcohol-related Quirks [-1 each]; Duty [varies]; Greed [-15*]; Incurious or Staid [-5* or -1]; Miserliness [-10*]; Social Stigma [varies] and Workaholic [-5].

Primary Skills: Professional Skill (Distiller) (A) IQ+1 [4]-12.

Secondary Skills: *Either* Animal Handling (Bees) (A) IQ-1 [1]-10 *or* Farming (A) IQ-1 [1]-10; *either* Artist (Pottery) (H) IQ-2 [1]-9 *or* Professional Skill (Cooper) (A) IQ-1 [1]-10; and a total of 5 points chosen from Mechanic/TL (Distilling Equipment) (IQ/A); Merchant (IQ/A); Professional Skill (Glassblower) (DX/A); Religious Ritual (IQ/H) and Smith (Iron) (IQ/A).

Background Skills: A total of 4 points chosen from Animal Handling (any) (IQ/A); Area Knowledge (any) (IQ/E); Languages (special); Packing (IQ/A); Professional Skill (Bartender) (IQ/A); Seamanship (IQ/E) and Teamster (any) (IQ/A).

Brothel Keeper [25 points]

Adapted by InforNific from a template by Kiernan Turley

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from Allure [5/level]; Allies [varies]; Appearance [varies]; Contacts [varies]; Favors [varies]; Less Sleep [2/level]; Reputation [varies]; Status [5/level]; Talker [5/level]; Tough Guy [5/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from Broad Minded [-1]; Bully [-10*]; Callous [-5]; Chummy or Gregarious [-5 or -10]; Greed [-15*]; Lecherousness [-15*]; Odious Personal Habit [-5 or -15]; Reputation [varies]; Sadism [-15*]; Sense of Duty [varies] and Social Stigma [varies].

Primary Skills: Administration (A) IQ+2 [8]-12 and Merchant (A) IQ+2 [8]-12.

Secondary Skills: A total of 5 points in Intimidation (Will/A); Law (IQ/H); Savoir Faire (High Society or Servant) (IQ/E); Streetwise (IQ/A) and further Primary skills.

Background Skills: A total of 4 points in any of Area Knowledge (IQ/E); Carousing (HT/E); Fast Talk (IQ/A); Politics (IQ/A); Professional Skill (Prostitute) (IQ/A) and Sex Appeal (HT/A).

Builder [5 points]

Adapted by InforNific from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from +1 ST [10]; Allies [varies]; Artificer [10/level]; Claim to Hospitality [varies]; Fit [5]; High Manual Dexterity [5/level]; Master Builder [5/level]; and Reputation [varies].

Disadvantages: A total of -15 points chosen from Bad Back [-15 or -25]; Duty (Family) [varies]; Greed [-15*]; Honesty [-10*]; Missing Digit [-2 or -5]; Proud or Selfish [-1 or -5*]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Carpentry (E) IQ+2 [4]-12 or Masonry (E) IQ+2 [4]-12.

Secondary Skills: Artist (Sculpting) (H) IQ-1 [2]-9 or Artist (Woodworking) (H) IQ-1 [2]-9.

Background Skills: A total of 4 points in any of Administration (IQ/A); Area Knowledge (IQ/E); Lifting (HT/A); Mechanic (Construction) (IQ/A); Merchant (IQ/A); Professional Skill (Thatching) (IQ/A) and Smith (Iron) (IQ/A).

Bureaucrat [15 points]

Adapted by InforNific from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

Advantages: Administrative Rank 1 [5] and 15 points chosen from increased Will [5/level]; further Administrative Rank [5/level]; Allies [varies]; Contacts [varies]; Detail- Oriented [5/level]; Eidetic Memory [5 or 10]; Favors [varies]; Lightning Calculator [2]; Mathematical Ability [10/level]; Patron [varies]; Reputation [varies]; Sage [10/level]; Status [5/level] and Wealth [varies].

Disadvantages: A total of -20 points chosen from any of Bully [-10*]; Delusion [varies]; Enemy [varies]; Greed [-15*]; Hidebound [-5]; Honesty [-10*]; Incurious [-5*]; Laziness [-10]; Miserliness [-10*]; Neutered [-1 plus a possible Social Stigma]; Reputation [varies]; Secret [varies]; Sense of Duty [varies]; Social Stigma [varies]; Stubbornness [-5]; and any physical disadvantage [varies].

Primary Skills: Administration (A) IQ+2 [8]-12 and a total of 4 points from any of Accounting (IQ/H); Law (any) (IQ/H) and Politics (IQ/A).

Secondary Skills: A total of 5 points in any of Area Knowledge (IQ/E); Artist (Calligraphy) (IQ/H); Diplomacy (IQ/H); Economics (IQ/H); Fast Talk (IQ/A); Research (IQ/A); Savoir- Faire (High Society or Bureaucracy) (IQ/E); Writing (IQ/A) and further Primary skills.

Background Skills: A total of 3 points in any of Detect Lies (Per/H); Forgery (IQ/H); Fortune- Telling (Astrology) (IQ/A); Heraldry (IQ/A); History (any) (IQ/H); Interrogation (IQ/A); Languages (special); Mathematics (IQ/H); Merchant (IQ/A) and Religious Ritual (IQ/H).

Butcher [25 points]

Adapted by InforNific from a template by Eric Nail

Attributes: ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 1/1d+1; BL 24 lbs; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].



Advantages: A total of 15 points in any of the following: Contacts [varies]; Fearlessness [2/level]; Fit [5]; Reputation [varies]; Status [5/level]; Unfazeable [15] and Wealth [varies].

Disadvantages: A total of -15 points chosen from Callous [-5]; Greed [-15*]; Loner or Uncongenial [-5* or -1]; Miserliness [-10*]; No Sense of Smell/Taste [-5]; Odious Personal Habits [-5 to -15]; Reputation (Unclean) [varies] and Workaholic [-5].

Primary Skills: Professional Skill (Butcher) (A) IQ+2 [8]-12.

Secondary Skills: A total of 5 points chosen from Animal Handling (any) (IQ/A); Merchant (IQ/A) and Religious Ritual (any) (IQ/H).

Background Skills: A total of 2 points chosen from any Melee Weapon (varies); Area Knowledge (any) (IQ/E); Cooking (IQ/A); Naturalist (IQ/H); Physiology/TL (Animals) (IQ/VH); Poisons (IQ/H); Riding (DX/A); Stealth (DX/A); Tracking (Per/A); Veterinary/TL (IQ/H) and Zoology (IQ/H).

Caravan Leader [40 points]

Adapted by Inforfic from a template by Kieran Turley

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased HT [10/level], HP [2/level], FP [3/level] or Per [5/level]; Absolute Direction [5]; Acute Senses [2/level]; Animal Empathy [5]; Animal Friend [5/level]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Contacts [varies]; Danger Sense [15]; Fit or Very Fit [5 or 15]; Hard to Kill [2/level]; Less Sleep [2/level]; Outdoorsman [10/level]; Reputation [varies]; Status [5/level] and Temperature Tolerance [1/level].

Disadvantages: A total of -15 points chosen from Bad Temper [-10*]; Callous [-5]; Code of Honor [varies]; Loner or Uncongenial [-5* or -1]; Proud or Selfish [-1 or -5*]; Reputation [varies]; Sense of Duty (Caravan) [-5]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Area Knowledge (Caravan Route) (E) IQ+1 [2]-12; Survival (any) (A) Per [2]-11 and a total of 8 points in any of Area Knowledge (other) (IQ/E); Naturalist (IQ/H); Riding (any) (DX/A); Survival (other) (Per/A) and Weather Sense (IQ/A).

Secondary Skills: A total of 4 points in any of Animal Handling (any) (IQ/A); Languages (special); Leadership (IQ/A); Packing (IQ/A); Veterinary/TL (IQ/H) and further primary skills.

Background Skills: A total of 4 points in any Melee Weapon (varies); First Aid/TL (IQ/E); Fishing (IQ/E); Navigation (IQ/A); Shield (DX/E); Tracking (Per/A) and Traps/TL (IQ/A).

Cartographer [35 points]

Adapted by Jeff Klein from a template by Kieran Turley

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Absolute Direction [5]; Acute Vision [2/level]; High Manual Dexterity [5/level]; Lightning Calculator [5]; Mathematical Ability [10/level]; Patron [varies]; Reputation [varies] and Wealth [varies].

Disadvantages: A total of -15 points chosen from Duty [varies]; Hidebound [-5]; Incurious [-5*]; Jealousy [-10]; Loner or Uncongenial [-5* or -1] and Reputation [varies].

Primary Skills: Cartography/TL (A) [4]-12 and Mathematics (Surveying)/TL (H) [8]-11.

Secondary Skills: A total of 5 points in any of Area Knowledge (any) (IQ/E); Artist (any) (IQ/H); Mathematics (any)/TL (IQ/H); Navigation (any)/TL (IQ/A) and further Primary Skills.

Background Skills: 3 points total in Languages (special); Merchant (IQ/A) or Professional Skill (Dyer) (IQ/A).

Charioteer [30 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 25 points chosen from increased Per [5/level]; Animal Friend [5/level]; Combat Reflexes [15]; Daredevil [15]; Fearlessness [2/level]; Fit [5]; Luck [15]; Patron [varies]; Peripheral Vision [15]; Reputation [varies] and Wealth [varies].

Disadvantages: A total of -20 points chosen from Bloodlust [-10*]; Bully [-10*]; Code of Honor [-5 to -15]; Duty [varies]; Impulsiveness [-10*]; On the Edge [-15*]; Overconfidence [-5*]; Poverty [varies]; Sense of Duty [varies]; Social Stigma (any) [varies]; Status [-5/level]; and Vow [varies].

Primary Skills: Animal Handling (any) (A) IQ+1 [4]-11 and Teamster (same) (A) IQ+2 [8]-12.

Secondary Skills: A total of 7 points in any of Leatherworking (DX/E); Performance (IQ/A); Riding (any) (DX/A); Shortsword (DX/A); Spear (DX/A); Tactics (IQ/H); Tracking (Per/A); Veterinary/TL (IQ/H) and Whip (DX/A).

Background Skills: A total of 6 points in any of any Melee Weapon (varies); Area Knowledge (any) (IQ/E); Brawling (DX/E); First-Aid/TL (IQ/E); Gambling (IQ/A); Knife (DX/E); Mechanic (Chariots)/TL (IQ/A); Spear Throwing (DX/E) and Streetwise (IQ/A).

Clock-Maker [55 points]

Adapted by Jeff Klein from a template by Phil Masters

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: High Manual Dexterity +2 [10] and a total of 15 points chosen from Administrative Rank [5/level]; Clerical Investment [5]; Less Sleep [2/level]; Lightning Calculator [5]; additional High Manual Dexterity [5/level]; Mathematical Ability [10/level]; Patron [varies]; Single- Minded [5]; Status [5/level] and Versatile [5].

Disadvantages: A total of - 15 points chosen from Absent- Mindedness [-15]; Attentive [-1]; Clueless [-10]; Curious [-5*]; Disciplines of Faith [varies]; Dreamer [-1]; Duty [varies]; Oblivious [-5]; Obsession [-5 to -10]; Poverty [varies]; Shyness [varies]; Stubbornness [-5]; Unfit [-5] and Workaholic [-5].

Primary Skills: Either Engineer (Clockwork)/TL (H) IQ+1 [8]- 12 and Mechanic (Clockwork)/TL (A) IQ [2]- 11 or Engineer (Clockwork)/TL (H) IQ- 1 [2]- 10 and Mechanic (Clockwork)/TL (A) IQ+2 [8]- 13.

Secondary Skills: Astronomy (H) IQ- 1 [2]- 12; Mathematics (any) (H) IQ- 2 [1]- 9 and Carpentry (E) IQ [1]- 11.

Background Skills: A total of 11 points in any of Architecture/TL (IQ/A); Artist (any) (IQ/H); Climbing (DX/A); Connoisseur (any) (IQ/A); Engineer (other)/TL (IQ/H); Languages (special); Masonry (IQ/E); Mechanic (other)/TL (IQ/A); Metallurgy (IQ/H)/TL; Religious Ritual (any) (IQ/H); Philosophy (any) (IQ/H); Smith (any) (IQ/A); Teaching (IQ/A); Theology (IQ/H) and further Primary or Secondary Skills.

Clothworker [10 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Ally Group [varies]; Ambidexterity [10]; Artificer [10/level]; Claim to Hospitality [1 to 10]; Common Sense [10]; Fashion Sense [5]; Gifted Artist [5/level]; High Manual Dexterity [5/level]; High Pain Threshold [10]; Honest Face [1]; Less Sleep [2/level]; Pitiable [5]; Reputation [varies]; Single- Minded [5]; Temperature Tolerance [1/level] and Wealth [varies].

Disadvantages: A total of - 15 points chosen from Attentive [-1]; Bad Back [-15 or -25]; Chummy or Gregarious [-5 or -10]; Dependents [varies]; Dull or Hidebound [-1 or -5]; Incurious [-5*]; No Sense of Smell/Taste [-5]; Nosy [-1]; Poverty [varies]; Social Stigma [varies]; Unfit or Very Unfit [-5 or -15]; Unnatural Features [-1/level] and Workaholic [-5].

Primary Skills: Any one of Artist (Needlecraft) (H) IQ+1 [8]- 11, Professional Skill (Dyer, Felting, or Fulling) (A) IQ+2 [8]- 12, Professional Skill (Spinning or Weaving) (A) DX+2 [8]- 12 or Sewing (E) DX+3 [8]- 13.

Secondary Skills: A total of 4 points in any of Administration (IQ/A); Animal Handling (Silkworms or other) (IQ/A); Farming/TL (IQ/A); Merchant (IQ/A) and further Primary Skills.

Background Skills: A total of 3 points in any of Area Knowledge (IQ/E); Carousing (HT/E); Connoisseur (any) (IQ/A); Artist (Featherworking) (IQ/H); Leatherworking (DX/E); Naturalist (IQ/H); Professional Skill (Fashion Design or Milling) (IQ/A); Savoir- Faire (any) (M/E) and Singing (HT/E).



Commander [60 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Military Rank 2 [10]; a total of 20 points spent on increasing attributes; and a total of 15 points chosen from Administrative Rank [5/level]; Allies [varies]; Charisma [5/level]; Combat Reflexes [15]; Common Sense [10]; Danger Sense [15]; Daredevil [15]; Empathy or Sensitive [15 or 5]; Fearlessness [2/level]; Fit [5]; Intuition [15]; further Military Rank [5/level]; Patron [varies]; Reputation [varies]; Single-Minded [5]; Status [5/level]; Unfazeable [15]; Versatile [5] and Wealth [varies].

Disadvantages: Duty (Superiors, 12-) [-10] and a total of -20 points chosen from Alcoholism [-15 or -20]; Bad Temper [-10*]; Bloodlust [-10*]; Bully [-10*]; Callous [-5]; Chummy or Gregarious [-5 or -10]; Code of Honor [-5 to -15]; Duty (Increased Frequency or Extremely Hazardous) [varies]; Enemies [varies]; Fanaticism [-15]; Fearfulness or Paranoia [-2/level or -10]; Greed [-15]; Hidebound [-5]; Intolerance [-5 or -10]; Obsession [-5 to -10]; Overconfidence [-5*]; any physical disadvantage [varies]; Proud or Selfish [-1 or -5]; Reputation [varies] and Sense of Duty [varies].

Primary Skills: Administration (A) IQ+2 [8]-12; *either* Intimidation (A) Will+2 [8]-12 *or* Leadership (A) IQ+2 [8]-12; and *either* Strategy (any) (H) IQ+2 [12]-12 *or* Tactics (H) IQ+2 [12]-12.

Secondary Skills: A total of 4 points in any Melee Weapon (varies) and a total of 8 points in any of Area Knowledge (any) (IQ/E); Carousing (HT/E); further Melee Weapons (varies); Diplomacy (IQ/H); Fast-Talk (IQ/A); Heraldry (IQ/A); Hiking (HT/A); Intelligence Analysis/TL (IQ/H); Navigation (any)/TL (IQ/A); Politics (IQ/A); Public Speaking (IQ/A); Psychology (IQ/H); Riding (any) (DX/A); Savoir-Faire (Military or any) (IQ/E); Teaching (IQ/A); Weather Sense (IQ/A) and further Primary Skills.

Background Skills: A total of 5 points in any of Armoury (any)/TL (IQ/A); Camouflage (IQ/E); Cooking (IQ/A); Cryptography/TL (IQ/H); Detect Lies (Per/H); First Aid/TL (IQ/E); History (IQ/H); Interrogation (IQ/A); Languages (special); Scrounging (Per/E); Survival (any) (Per/A) and Writing (IQ/A).



Concubine [10 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Total of 15 points chosen from Allure [5/level]; Appearance [varies]; Charisma [5/level]; Honest Face [1]; Patron [varies]; and Pitiable [5].

Disadvantages: Social Stigma (Valuable Property) [-10] and a total of -10 points chosen from Bad Temper [-10*]; Bully [-10*];

Dependents [varies]; Gullibility [-10*]; Intolerance [-5 or -10]; Jealousy [-10]; Squeamish [-10*]; Proud or Selfish [-1 or -5]; Sense of Duty [varies] and Unfit [-5].

Primary Skills: Sex Appeal (A) HT+1 [4]-11 and Carousing (E) HT [1]-10.

Secondary Skills: A total of 6 points in any of Animal Handling (any) (IQ/A); Artist (Needlecraft) (IQ/H); Cooking (IQ/A); Dancing (DX/A); Gardening (IQ/E); Musical Instrument (any) (IQ/H); Professional Skill (Childcare) (IQ/A); Professional Skill (Spinning or Weaving) (DX/A); Savoir-Faire (any) (IQ/E); Sewing (DX/E) and Singing (HT/E).

Background Skills: A total of 4 points in any of Administration (IQ/A); Erotic Art (DX/A); Public Speaking (IQ/A) and Politics (IQ/A).

Cook [20 points]

Adapted by Jeff Klein from a template by Donal Fallon

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased FP [3/level]; Acute Taste/Smell [2/level]; Alcohol Tolerance [1]; Allies [varies]; Claim to Hospitality [1 to 10]; Patron [varies]; Reputation [varies] and Temperature Tolerance [1/level].

Disadvantages: A total of -15 points chosen from Alcoholism [-15 or -20]; Alcohol-Related Quirks [-1 each]; Bad Temper [-10*]; Bully [-10*]; Code of Honor (Professional Ethics) [-5]; Duty (Nonhazardous) [varies]; Fat or Overweight [-5, -10 or -1]; Gluttony [-5*] and Lecherousness [-10*].

Primary Skills: Cooking (A) IQ+2 [8]-12.

Secondary Skills: A total of 7 points in any of Administration (IQ/A); Artist (Culinary) (IQ/H); Merchant (M/A); Professional Skill (Butcher, Distiller, Miller, or Server) (IQ/A) or Savoir-Faire (High Society or Servant) (IQ/E).

Background Skills: A total of 5 points in any of Area Knowledge (any) (IQ/E); First Aid/TL (IQ/E); Languages (special); Knife (DX/E) and Thrown Weapon (Knife) (DX/E).

Courtesan [10 points]

Adapted by Jeff Klein from a template by Andrea Kotter

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 25 points in any of increased HT [10/level]; Allure [5/level]; Ally [varies]; Appearance [varies]; Charisma [5/level]; Contacts [varies]; Resistant to Disease +3 or +8 [3 or 5]; Flexibility [5]; Empathy or Sensitive [15 or 5]; Fashion Sense [5]; Favor [varies]; High Pain Threshold [10]; Musical Ability [5/level]; Patron [varies]; Reputation [varies]; Status [5/level]; Thespian [5/level]; Voice [10] and Wealth [varies].

Disadvantages: A total of -20 points chosen from -1 or -2 Will [-5 or -10]; Alcoholism [-15 or -20]; Chummy or Gregarious [-5 or -10]; Dependents [varies]; Duty (Nonhazardous) [varies]; Gullibility [-10*]; Jealousy [-10]; Laziness [-10*]; Lecherousness [-15*]; Low Self-Image [-10]; Poverty [varies]; Reputation [varies]; Secret [varies]; Social Disease [-5]; further Social Stigma [varies] and Status [-5/level].

Primary Skills: A total of 10 points in any of Acting (IQ/A); Professional Skill (Prostitute) (IQ/A); Savoir-Faire (any) (IQ/E) and Sex-Appeal (HT/A).

Secondary Skills: A total of 5 points in any of Area Knowledge (any) (IQ/E); Carousing (HT/E); Erotic Art (DX/A); Make-Up/TL (IQ/E); Fast-Talk (IQ/A) and further Primary Skills.

Background Skills: A total of 5 points in Artist (Calligraphy) (IQ/H); Connoisseur (any) (IQ/A); Dancing (DX/A); Fast-Talk (IQ/A); Gambling (IQ/A); Games (any) (IQ/E); Musical Instrument (IQ/H); Performance (IQ/A); Public Speaking (IQ/A); Sewing (DX/E); Singing (HT/E) and Professional Skill (Spinning or Weaving) (DX/A).

Courtier [30 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 1 [5] and a total of 30 points chosen from increased DX [20/level] or IQ [20/level]; Appearance [varies]; Charisma [5/level]; Contacts [varies]; Fashion Sense [5]; Patron [varies]; Smooth Operator [15/level]; further Status [5/level] and Wealth [varies].

Disadvantages: A total of -20 points in any of Compulsive Behavior [varies]; Duty [varies]; Greed [-15*]; Intolerance [-5 to -10]; Laziness [-10]; Lecherousness [-15*]; Overconfidence [-5*] and Reputation [varies].

Primary Skills: Carousing (E) HT+2 [4]-12.

Secondary Skills: A total of 6 points in any of Artist (Needlecraft) (IQ/H); any Melee Weapon (varies); Fast Talk (IQ/A); Gambling (IQ/A); Musical Instrument (any) (IQ/H); Sports (any) (DX/A); Sewing (DX/E) and Sex Appeal (HT/A).

Background Skills: A total of 5 points in any of Acting (IQ/A); Connoisseur (any) (IQ/A); Dancing (DX/A); Politics (IQ/H) and Streetwise (IQ/A).

Diplomat [30 points]

Adapted by Jeff Klein from a template by Thomas Barnes

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 1 [5] and 15 points chosen from Administrative Rank [5/level]; Appearance [varies]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Contacts [varies]; Danger Sense [15]; Diplomatic Immunity [20]; Empathy or Sensitive [15 or 5]; Favors [varies]; Honest Face [1]; Intuition [15]; Language Talent [10]; Military Rank [5/level]; Patron [varies]; Reputation [varies]; Smooth Operator [15/level]; further Status [5/level]; Voice [10] and Wealth [varies].

Disadvantages: Duty (Employer, 6-) [-2 points] and -15 points chosen from Code of Honor [-5 to -15]; Duty (Increased Frequency) [varies]; Fanaticism [-15]; Intolerance [-5 to -10]; Jealousy [-10]; Odious Personal Habits [-5 to -15]; Overconfidence [-5*]; Pacifism [varies]; Reputation [varies]; Sense of Duty [varies] and Social Stigma [varies].

Primary Skills: Diplomacy (H) IQ+1 [8]-12; Savoir- Faire (E) IQ+1 [2]-12; and 8 points in Languages.

Secondary Skills: 8 points in any of Accounting (IQ/H); Acting (IQ/A); Administration (IQ/A); Artist (Calligraphy) (IQ/H); Carousing (HT/E); Cryptography/TL (IQ/H); Detect Lies (Per/H); Falconry (IQ/A); Fast- Talk (IQ/A); Heraldry (IQ/A); History (IQ/H); Intelligence Analysis/TL (IQ/H); Interrogation (IQ/A); further Languages (special); Law (any) (IQ/H); Leadership (IQ/A); Public Speaking (IQ/A); Psychology (IQ/H); Sex Appeal (HT/A); Singing (HT/E) and Writing (IQ/A).

Background Skills: 5 points in any of Animal Handling (any) (IQ/A); Area Knowledge (any) (IQ/E); any Melee Weapon (varies); Forgery/TL (IQ/H); Games (any) (IQ/E); Hiking (HT/A); Merchant (IQ/A); Packing (IQ/A); Politics (IQ/A); Riding (any) (DX/A); Streetwise (IQ/A); Tactics (IQ/H); Teamster (any) (IQ/A) and Theology (IQ/H).

Diver [35 points]

Adapted by Inforfic and Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased ST [10/level], HT [10/level], FP [3/level] or Will [5/level]; Absolute Direction [5]; Acute Vision [2/level]; Fearlessness [2/level]; Common Sense [10]; Fit or Very Fit [5 or 15]; Peripheral Vision [15]; Single-Minded [5]; Temperature Tolerance [1/level] and Wealth [varies].

Disadvantages: A total of -20 points chosen from Appearance [varies]; Attentive [-1]; Careful [-1]; Gullibility [-10*]; Hard of Hearing [-10]; Loner or Uncongenial [-5* or -1]; Oblivious [-5]; Odious Personal Habits [-5 to -15]; Shyness [varies]; Stubbornness [-5*] and Social Stigma (Uneducated) [-5].

Primary Skills: Area Knowledge (Underwater Coasts) (E) IQ+2 [4]-12; Breath Control (H) HT [4]-12; Survival (any aquatic) (A) Per [2]-10; and Swimming (E) HT [1]-12.

Secondary Skills: A total of 5 points in any of Fishing (Per/E); Gesture (IQ/E); Merchant (IQ/A) and Naturalist (IQ/H).

Background Skills: A total of 4 points in any of Armoury/TL (IQ/A); Boating (DX/A); Cooking (IQ/A); First Aid/TL (IQ/E); Knife (DX/E); Net (DX/H); Professional Skill (Spinning, Netmaking or Weaving) (DX/A); Scrounging (Per/E); Sewing (DX/E), Spear (DX/A) and Sports (Diving) (DX/A).



Diviner [30 points]

Adapted by Jeff Klein from a template by Thomas Barnes

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 30 points chosen from increased IQ [20/level]; Charisma [5/level]; Clerical Investment [5]; Danger Sense [15]; Empathy or Sensitive [15 or 5]; Honest Face [1]; Intuition [15]; Legal Immunity [5 to 20]; Luck [15]; Patron [varies]; Reputation [varies]; Smooth Operator [15/level]; Social Chameleon [5]; Status [5/level] and Voice [10].

Disadvantages: A total of -20 points chosen from Addiction [varies]; Compulsive Lying [-15*]; Delusion [varies]; Disciplines of Faith [varies]; Duty [varies]; Enemy [varies]; Fanaticism [-15]; Flashbacks [varies]; Greed [-15*]; Laziness [-10*]; Nightmares [-5*]; Obsession [-5 to -10]; Reputation [varies]; Secret [varies]; Selfish [-5*]; Split Personality [-15*]; Trickster [-15*]; Voices [-5 to -15] and Vow [-5 to -15].



Primary Skills: Fortune Telling (any) (A) IQ+1 [4]-11 and a total of 6 points in any of Acting (IQ/A); Fast-Talk (IQ/A); Public Speaking (IQ/A); Religious Ritual (any) (IQ/H) and Theology (IQ/H).

Secondary Skills: A total of 5 points in any of Astrology (IQ/H); Biology (Zoology)/TL (IQ/H); Public Speaking (IQ/A); Dancing (DX/A); Literature (IQ/H); Metallurgy/TL (IQ/H); Poetry (IQ/A); Singing (HT/E); Symbol-Drawing (Rune-Lore) (IQ/H); Writing (IQ/A) and further Primary Skills.

Background Skills: A total of 5 points in any of Area Knowledge (any) (IQ/E); Fast-Talk (IQ/A); Hidden Lore (any) (IQ/A); Occultism (IQ/A); Philosophy (any) (IQ/H); Mimicry (Human Speech) (IQ/H); Psychology (IQ/H); Savoir-Faire (any) (IQ/E) and Ventriloquism (IQ/H).

Domestic Servant [-15 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Ally [varies]; Common Sense [10]; Fearlessness [2/level]; High Manual Dexterity [5/level]; Honest Face [1]; Less Sleep [2/level]; Patron [varies]; Sensitive [5] and Unfazeable [15].

Disadvantages: Duty (Master; Nonhazardous, 12-) [-5]; Status -1 [-5]; Struggling [-10]; and a total of -15 points chosen from Chummy or Gregarious [-5 or -10]; Dependent [varies]; Dull or Hidebound [-1 or -5]; higher frequency of Duty [varies]; Fat or Overweight [-5, -10 or -1]; Gullibility [-10*]; Humble [-1]; Low Self-Image [-10]; Odious Personal Habits [-5 to -15]; further Poverty [varies]; Sense of Duty [varies]; Shyness [-5 to -15]; Social Stigma [particularly Uneducated or Ignorance]; further Status [-5/level] and Unfit [-5].

Primary Skills: Savoir-Faire (Servant) (E) IQ+2 [4]-12.

Secondary Skills: A total of 3 points in any of Animal Handling (any) (IQ/A); Cooking (IQ/A); Gardening (IQ/E); Merchant (IQ/A); Professional Skill (Server) (IQ/A) and Savoir-Faire (other) (IQ/E).

Background Skills: A total of 3 points in any of Administration (IQ/A); Area Knowledge (any) (IQ/E); Carousing (HT/E); Farming/TL (IQ/A); Professional Skill (Spinning or Weaving) (DX/A); Sewing (DX/E) and Sex Appeal (HT/A).

Explorer [25 points]

Adapted by Jeff Klein from a template by Donal Fallon

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points in increased attributes [varies]; Absolute Direction [5]; Acute Senses [2/level]; Allies [varies]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Common Sense [10]; Contacts [varies]; Danger Sense [15]; Fit or Very Fit [5 or 15]; Language Talent [10]; Patron [varies]; Resistant to Disease +3 or +8 [3 or 5]; Single-Minded [5]; Status [5/level]; Temperature Tolerance [1/level] and Wealth [varies].

Disadvantages: A total of -20 points chosen from Curious [-5*]; Fanaticism [-15]; Greed [-15*]; Gullibility [-10*]; Intolerance [-5 or -10]; Obsession [-5 to -10]; Overconfidence [-5*]; Proud or Selfish [-1 or -5*]; Sense of Duty [varies]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Navigation (any)/TL (A) IQ+2 [8]-12; Survival (any) (A) Per+1 [4]-11; and 2 points in one of Boating (any) (DX/A); Hiking (HT/A); Riding (any) (DX/A); Seamanship/TL (IQ/E) and Teamster (any) (IQ/A).

Secondary Skills: A total of 6 points in any of Climbing (DX/A); First Aid/TL (IQ/E); Fishing (Per/E); Leadership (IQ/A); Swimming (HT/E); Tracking (Per/A); Traps/TL (IQ/A) and further Primary Skills.

Background Skills: A total of 5 points in any of Animal Handling (any) (IQ/A); Area Knowledge (any) (IQ/E); Astronomy/TL (IQ/H); Cartography/TL (IQ/A); Diplomacy (IQ/H); Fast-Talk (IQ/E); Languages (special); Naturalist (IQ/H); Packing (IQ/A); Research/TL (IQ/A) and Savoir-Faire (any) (IQ/E).

Feudal Nobleman [25 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status +2 [10] and a total of 20 points chosen from increased attributes [varies]; Allies [varies]; Charisma [5/level]; Patron [varies]; Reputation [varies]; further Status [5/level] and Wealth [varies].

Disadvantages: Duty (Lord, 9-) [-5] and a total of -20 points in any of Compulsive Behavior (Carousing, Gambling, or other) [varies]; Bad Temper [-10*]; Bully [-10*]; Code of Honor [-5 to -15]; Impulsiveness [-10*]; Overconfidence [-5*]; Selfish [-5*] and Sense of Duty [varies].

Primary Skills: Riding (Horse) (A) DX+1 [4]-11 and 6 points in Melee Weapons (varies).

Secondary Skills: A total of 6 points in any of Administration (IQ/A); Farming/TL (IQ/A); Law (IQ/H); Leadership (IQ/A); Strategy (any) (IQ/H) and Tactics (IQ/H).

Background Skills: A total of 4 points in any of Carousing (HT/E); Falconry (IQ/A); Gambling (IQ/A); Heraldry (IQ/A) and Tracking (Per/A)

Firefighter [25 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points chosen from increased attributes [varies]; Absolute Direction [5]; Acute Senses [2/level]; Allies (Fellow Firefighters) [varies]; Common Sense [10]; Fearlessness [2/level]; Danger Sense [15]; Daredevil [15]; Intuition [15]; Legal Enforcement Powers [5 to 15]; Night Vision [1/level]; Rapid Healing [5]; Reputation [varies] and Temperature Tolerance [1/level].

Disadvantages: A total of -15 points chosen from Appearance [varies]; Bad Back [-15 or -25]; Callous [-5]; Careful [-1]; Code of Honor [-5 to -15]; Duty [varies]; Greed [-15*]; Guilt Complex [-5]; Missing Digit [-2 or -5]; Reputation [varies] and Sense of Duty [varies].

Primary Skills: Professional Skill (Firefighting) (A) IQ+2 [8]-12.

Secondary Skills: A total of 7 points in any of Area Knowledge (IQ/E); Breath Control (HT/H); Forced Entry (DX/E); Mechanic (Fire Engine)/TL (IQ/A) and Teamster (any) (IQ/A).

Background Skills: A total of 5 points in any of Architecture/TL (IQ/A); Axe/Mace (DX/A); Climbing (DX/A); First Aid/TL (IQ/E); Intimidation (Will/A); Leadership (IQ/A); Lifting (HT/A) and Shortsword (DX/A).

Fisherman [5 points]

Adapted by Jeff Klein from a template by Phil Masters

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

Advantages: A total of 10 points chosen from +1 ST or HT [10]; Animal Friend [5/level]; Common Sense [10]; Deep Sleeper [5]; Resistant to Disease or Immunity to Disease [5 or 10]; Fit [5]; Night Vision [1/level]; Pitiable [5]; Rapid Healing [5] and Single- Minded [5].

Disadvantages: A total of - 15 points chosen from Appearance [varies]; Attentive [-1]; Bad Smell [-10]; Claustrophobia [-15*]; Demophobia [-15*]; Dull or Hidebound [-1 or -5]; Gullibility [-10*]; Humble [-1]; Incurious or Staid [-5* or -1]; Jealousy [-10]; Loner or Uncongenial [-5* or -1]; Low Self- Image [-10]; Oblivious [-5*]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Shyness [varies]; Skinny [-5]; Status [-5/level]; Stubbornness [-5] and Truthfulness [-5*].

Primary Skills: Fishing (E) Per+2 [4]-12.

Secondary Skills: Area Knowledge (Fishing Grounds) (E) IQ [1]-10 and Knot- Tying (E) DX [1]-10.

Background Skills: A total of 4 points in any of Cooking (IQ/A); Lifting (HT/A); Merchant (IQ/A); Naturalist (IQ/H); Navigation (any)/TL (IQ/H); Net (DX/A); Scrounging (Per/E); Survival (Island/Beach) (Per/A); Swimming (HT/E); Weather Sense (IQ/A) and further Primary and Secondary Skills.

Gardener [10 points]

Adapted by Jeff Klein from a template by Phil Masters

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: A total of 5 points chosen from Deep Sleeper [1]; Fearlessness 2 [4]; Fit [5]; Green Thumb [5/level]; Honest Face [1]; Resistant to Disease +3 or +8 [3 or 5]; Single- Minded [5] or Social Chameleon [5].

Disadvantages: *Either* Disciplines of Faith (Monasticism or Mysticism) [-10] *or* Struggling [-10] and -5 points from Attentive [-1]; Dull or Hidebound [-1 or -5]; Incurious or Staid [-5* or -1]; Loner or Uncongenial [-5* or -1]; Oblivious [-5]; further Poverty [varies]; Shyness [varies] and Status [-5/level].

Primary Skills: Gardening (E) IQ+2 [4]-12.

Secondary Skills: *One* of Farming (A) IQ [2]-10; Biology/TL (Botany) (H) IQ-1 [2]-10; Professional Skill (Florist) (IQ/A) IQ [2]-10; Pharmacy/TL (Herbal) (H) IQ-1 [2]-9; Lifting (A) HT-1 [2]-9 *or* Naturalist (H) IQ-1 [2]-9.

Background Skills: A total of 4 points in any of Connoisseur (any) (IQ/A); Axe/Mace (DX/A); Camouflage (IQ/E); Carpentry (IQ/E); Masonry (IQ/E); Polearm (DX/A); Scrounging (Per/E); Staff (DX/A); Mathematics/TL (Surveying) (IQ/H); Throwing (DX/A) and further Secondary Skills.

Gatherer [15 points]

Adapted by Jeff Klein from a template by Jason Morningstar

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

Advantages: A total of 10 points chosen from increased Per [5/level]; Acute Senses [2/level]; Single- Minded [5]; High Pain Threshold [10]; Reputation [varies]; and Status [5/level].

Disadvantages: A total of - 15 points chosen from Absent- Mindedness [-15]; Compulsive Behavior [varies]; Curious [-5*]; Dependent [varies]; Gluttony [-5*]; Impulsiveness [-10*]; Overweight [-1]; Reputation [varies]; Selfish [-5*]; Sense of Duty [varies]; Status [-5/level]; and Workaholic [-5].

Primary Skills: Area Knowledge (Village Surroundings) (E) IQ+2 [4]-12, Scrounging (E) Per+1 [2]-11 and Survival (any) (A) IQ+2 [8]-12.

Secondary Skills: A total 4 points in Biology/TL (Botany) (IQ/H); Climbing (DX/A); Fishing (Per/E); Knife (DX/E); Naturalist (IQ/H); Survival (other) (Per/A); Swimming (HT/E); Traps/TL (IQ/A) and Weather Sense (IQ/A).

Background Skills: A total of 2 points in any of Artist (Needlecraft) (IQ/H); Carpentry (IQ/E); Cooking (IQ/A); Pharmacy/TL (Herbal) (IQ/H); Knot Tying (DX/E); Literature (Oral) (IQ/H); Professional Skill (Spinning) (DX/A); Professional Skill (Thatching) (IQ/A); Religious Ritual (any) (IQ/H) and Sewing (DX/E).

Government Inspector [50 points]

Adapted by Jeff Klein from a template by Andrea Kotter

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [5]; Per 11 [5]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Legal Enforcement Powers [10]; a total of 20 points chosen from Administrative, Military or Religious Rank [5/level], Patron [varies] and Status [5/level]; and a total of 15 points chosen from Increased Per [5/level] or Will [5/level]; Acute Senses [2/level]; Allies [varies]; Contacts [varies]; Language Talent [10]; further Legal Enforcement Powers [varies]; Legal Immunity [varies]; Less Sleep [2/level]; further Rank [5/level]; Single- Minded [5]; further Status [5/level]; Talker [5/level]; Tough Guy [5/level]; and Wealth [varies].

Disadvantages: Duty (Government or Lord; 12 or less) [-10] and a total of -20 points chosen from Callous [-5]; Code of Honor [varies]; Duty (Increase Frequency to 15 or less) [-5]; Fearfulness [-2/level]; Enemy [varies]; Fanaticism [-15]; Intolerance [-5 or -10]; Obsession [-5 or -10]; Paranoia [-10]; Reputation [varies]; Secret [varies]; Sense of Duty [varies]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: A total of 4 points in any of Administration (IQ/A); Law (any) (IQ/H) and Politics (IQ/A); and a total of 8 points in any of Detect Lies (Per/H); Interrogation (IQ/A); Intimidation (Will/A) and Intelligence Analysis/TL (IQ/H).

Secondary Skills: A total of 8 points in any of Accounting (IQ/H); Acting (IQ/A); Area Knowledge (any) (IQ/E); Diplomacy (IQ/H); Riding (any) (DX/A); Savoir- Faire (any) (IQ/E); Writing (IQ/A) and further Primary Skills.

Background Skills: A total of 5 points in any of any Melee Weapon (varies); Cryptography/TL (IQ/H); Fast- Talk (IQ/A); Forgery/TL (IQ/H); Heraldry (IQ/A); History (any) (IQ/H) and Languages (special).

Guildmaster [40 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 1 [5] and a total of 15 points chosen from Allies [varies]; Claim to Hospitality [varies]; Contacts [varies]; Reputation [varies]; further Status [5/level] and Wealth [varies].

Disadvantages: A total of -25 points chosen from Bad Back [-15 or -25]; Bad Sight [-10 or -25]; Bad Temper [-10]; Code of Honor (Professional) [-5]; Dependents [varies]; Fat, Overweight, or Very Fat [-3, -1 or -5]; Greed [-15*]; and Stubbornness [-5].

Primary Skills: A total of 14 points chosen from any Politics (IQ/A) and any craft skills (varies), with at least two skills at 12.

Secondary Skills: A total of 7 points in any of Administration (IQ/A), Merchant (IQ/A), and further Primary Skills.

Background Skills: A total of 4 points in any of Diplomacy (IQ/H); Fast Talk (IQ/A); Law (any) (IQ/H); Savior- Faire (Guild) (IQ/E) and supporting skills from another template.



Herald [25 points]

Adapted by Jeff Klein from a template by Thomas Barnes

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from Charisma [5/level]; Honest Face [1]; Language Talent [10]; Patron [varies]; Reputation [varies] and Voice [10].

Disadvantages: Status - 1 [-5]; Struggling [-10] and - 15 points chosen from Alcoholism [-15 or -20]; Code of Honor (Herald) [-5]; Duty [varies]; Gluttony [-5*]; Greed [-15*]; Jealousy [-10]; Odious Personal Habits [-5 to -15]; Overconfidence [-5*]; Pacifism [varies]; Sense of Duty [varies] and further Poverty [varies].

Primary Skills: Public Speaking (A) IQ [2]- 11; Heraldry (A) IQ+1 [4]- 12 and Games (Jousts) (E) IQ+1 [2]- 12.

Secondary Skills: Area Knowledge (any) (E) IQ [1]- 11; Savoir- Faire (any) (E) IQ [1]- 11; and 5 points in Acting (IQ/A); Accounting (IQ/H); Administration (IQ/A); Artist (any) (IQ/H); Diplomacy (IQ/H); Fast- Talk (IQ/A); Languages (special); Musical Instrument (any) (IQ/H); Performance (IQ/A); Poetry (IQ/A) and Singing (HT/E).

Background Skills: 5 points in Animal Handling (any) (IQ/A); Carousing (HT/E); Melee Weapon (varies); Hiking (HT/A); Riding (any) (DX/A); Scrounging (Per/E); Streetwise (IQ/A); Survival (any) (Per/A) and Tactics (IQ/H).

Herder [40 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0] DX 10 [0] IQ 10 [0] HT 10 [0]

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased FP [3/level] or Per [5/level]; Absolute Direction [5]; Acute Vision [2/level]; Animal Friend [5/level]; Danger Sense [15]; Fit [5]; Less Sleep [3/level]; Status [5/level] and Wealth [varies].

Disadvantages: A total of - 20 points chosen from Bowlegged [-1]; Careful [-1]; Claustrophobia [-15*]; Demophobia [-15*]; Fearfulness [-2/level]; Code of Honor (Pay for lost animals) [-5]; Duty (Herd owners) [varies]; Guilt Complex [-5]; Loner [-5*]; Uncongenial [-1]; Oblivious [-5]; Odious Personal Habits [-5 to -15]; Sense of Duty (Herd) [-5]; and Shyness [varies].

Primary Skills: Animal Handling (any) (A) IQ+2 [8]- 12 and Area Knowledge (Pastures) (E) IQ+2 [4]- 12.

Secondary Skills: *Either* Hiking (A) HT [2]- 10 *or* Riding (any) (A) DX [2]- 10 and a total of 6 points in any Melee Weapon (varies); Naturalist (IQ/H); Navigation (Land) (IQ/A); Veterinary/TL (IQ/H) and Weather Sense (IQ/A).

Background Skills: A total of 5 points in any of Carpentry (IQ/E); Cooking (IQ/A); Farming/TL (IQ/A); Masonry (IQ/E); Merchant (IQ/A); Musical Instrument (any) (IQ/H); Packing (IQ/A); Professional Skill (Butcher or Tent-Making) (IQ/A); Professional Skill (Spinning or Weaving) (DX/A); Religious Ritual (Sacrifice) (IQ/H); Sewing (DX/E); Survival (any) (Per/A); Tracking (Per/A); and further Secondary Skills.

Hermit [25 points]

Adapted by Jeff Klein from a template by Ryan Crisp

Attributes: ST 9 [-10]; DX 10 [0]; IQ 11 [20]; HT 9 [-10].

Secondary Characteristics: Dmg 1d- 2/1d- 1; BL 16 lbs; HP 9 [0]; Will 10 [0]; Per 10 [0]; FP 9 [0]; Basic Speed 4.75 [0]; Basic Move 4 [0].

Advantages: A total of 30 points chosen from increased Will [5/level]; Clerical Investment [5]; Contacts [varies]; Honest Face [1]; Pitiable [5]; Reputation [varies]; Social Chameleon [5].

Disadvantages: *Either* Disciplines of Faith (Asceticism) [-15] *or* a Great Vow [-15] and a total of - 20 points in Appearance [varies]; Charitable [-15*]; Loner [-5*]; Intolerance (all) [-10]; Uncongenial [-1]; Odious Personal Habits [-5 to -15] and Skinny [-5].

Primary Skills: Meditation (H) IQ+1 [8]- 12; *either* Panhandling (E) IQ+1 [2]- 12 *or* Survival (any) (A) IQ [2]- 11; and *either* Philosophy (any) (H) IQ+1 [8]- 12 *or* Theology (any) (H) IQ+1 [8]- 12.

Secondary Skills: A total of 8 points in any of Area Knowledge (any) (IQ/E); Biology/TL (IQ/VH); Pharmacy/TL (Herbal) (IQ/H); Literature (IQ/H); Naturalist (IQ/H); Religious Ritual (any) (IQ/H); Religious Ritual (Sacrifice) (IQ/H); Teaching (IQ/A) and further Primary Skills.

Background Skills: A total of 4 points in any of Farming/TL (IQ/A); Fishing (Per/E); Public Speaking (IQ/A); Professional Skill (any) (varies); Psychology (IQ/H) and any craft skill.

Hunter [45 points]

Adapted by Jeff Klein from a template by Jason Morningstar

Attributes: ST 10 [0]; DX 11 [20]; IQ 10 [0]; HT 10 [0].

Secondary Attributes: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 11 [5]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased FP [3/level] or Per [5/level]; Acute Senses [2/level]; Fearlessness (2 or 3) [4 or 6]; Fit [5]; High Pain Threshold [10]; Reputation [varies]; Status [5/level] and Versatile [5].

Disadvantages: A total of -15 points chosen from Bad Back [-15]; Chummy or Gregarious [-5 or -10]; Compulsive Behavior (any) [varies]; Overconfidence [-5*]; Guilt Complex [-5]; Humble or Selfless [-1 or -5*]; Motion Sickness [-10]; Overweight [-5]; Phobia [varies] and Sense of Duty [varies].

Primary Skills: Area Knowledge (any) (E) IQ [1]-10; 4 points in any Melee Weapon skill (varies); Stealth (A) DX+1 [4]-11; Survival (any) (A) Per-1 [1]-10 and Tracking (A) Per+1 [4]-12.

Secondary Skills: A total of 4 points in any of Disguise/TL (IQ/A); Animal Handling (any) (IQ/A); Armoury/TL (any) (IQ/A); Boating/TL (DX/A); Bolas (DX/A); Bow (DX/A); Camouflage (IQ/E); Fishing (Per/E); Thrown Weapon (Harpoon) (DX/H); Hiking (HT/A); Knife (DX/E); Mimicry (Animal Sounds or Bird Calls) (IQ/H); Naturalist (IQ/H); Navigation/TL (Land or Water) (IQ/H); Net (DX/H); Poisons/TL (IQ/H); Running (HT/A); Spear (DX/A); Spear Thrower (DX/A); Swimming (HT/E) and Throwing (DX/A).

Background Skills: A total of 2 points in any of Carpentry (IQ/E); Cooking (IQ/A); Pharmacy/TL (Herbal) (IQ/H); Artist (Needlecraft) (IQ/H); Knot-tying (DX/E); Literature (IQ/H); Religious Ritual (any) (IQ/H); Scrounging (Per/E); Seamanship/TL (IQ/E); Sewing (DX/E); Engineer/TL (Ships) (IQ/H); Professional Skill (Butcher or Thatching) (IQ/A) and Weather Sense (IQ/A).



Innkeeper [15 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased Per [5/level]; Absolute Timing [5]; Alcohol Tolerance [1]; Allies [varies]; Business Acumen [10/level]; Danger Sense [15]; Deep Sleeper [1]; Resistant to Disease +3 or +8 [3 or 5]; Empathy or Sensitive [15 or 5]; Less Sleep [2/level]; Night Vision [1/level]; No Hangover [1]; Smooth Operator [15/level]; and Wealth [varies].

Disadvantages: A total of -20 points chosen from Alcoholism [-15 or -20]; Alcohol-Related Quirks [-1 each]; Broad-Minded or Xenophilia [-1 or -10*]; Careful [-1]; Chummy or Gregarious [-5 or -10]; Fat or Overweight [-3, -5 or -1]; Fearfulness [2/level]; Gluttony [-5*]; Greed [-15*]; Hard of Hearing [-10]; Miserliness [-10*]; Reputation [varies]; Secret [varies]; Stubbornness [-5]; Unfit or Very Unfit [-5 or -15] and Workaholic [-5].

Primary Skills: Administration (A) IQ+2 [8]-12 and Merchant (A) IQ [2]-10.

Secondary Skills: A total of 6 points in any of Accounting (IQ/H); Animal Handling (any) (IQ/A); Cooking (IQ/A); Farming/TL (IQ/A) and Languages (special).

Background Skills: A total of 4 points in any of Area Knowledge (any) (IQ/E); Brawling (DX/E); Carpentry (IQ/E); Carousing (HT/E); Diplomacy (IQ/H); Fast-Talk (IQ/A); First Aid/TL (IQ/E); Gambling (IQ/A); Packing (IQ/A); Masonry (IQ/E); Meditation (Tea Ceremony) (Will/H); Professional Skill (Bartender, Distiller, or Thatching) (IQ/A); Savoir-Faire (any) (IQ/E); Singing (HT/E); Veterinary/TL (IQ/H) and any Melee Weapon skill (varies).

Interpreter [30 points]

Adapted by Inforfic from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Language Talent [10] and a total of 20 points chosen from increased Per [5/level]; Acute Hearing [2/level]; Cultural Adaptability [10], Cultural Familiarity [1 each]; Empathy or Sensitive [15 or 5]; Patron [varies]; Fearlessness [2/level]; Sage [10/level]; Smooth Operator [15/level]; Talker [5/level] and Versatile [5].

Disadvantages: A total of -20 points chosen from Curious [-5*]; Duty [varies]; any physical disadvantage [varies]; Primitive [-5/level]; Social Stigma [varies]; Status [-5/level] and Xenophilia [-10*].

Primary Skills: One Language at Native/Native fluency [4] and a total of 8 points in any of other Languages (special) and Teaching (IQ/A). Remember to apply the discount from Language Talent!

Secondary Skills: A total of 4 points in any of Diplomacy (IQ/H); Gesture (IQ/E); Literature (IQ/H); Research (IQ/A); Savoir Faire (High Society) (IQ/E); Writing (IQ/A) and further Primary skills.

Background Skills: A total of 4 points in any of Administration (IQ/A); Area Knowledge (any) (IQ/E); Artist (Calligraphy) (IQ/H); Hiking (HT/A); Public-Speaking (IQ/A) and Riding (any) (DX/A).

Jailer [25 points]

Adapted by Jeff Klein from a template by Duff McCourt

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 11 [5]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: *Either* +1 ST [10] *or* +1 HT [10]; and a total of 15 points in increased Per [5/level]; Acute Senses [2/level]; Fearlessness [2/level]; Less Sleep [2/level]; Night Vision [1/level]; and Tough Guy [5/level].

Disadvantages: A total of -20 points chosen from Bully [-10*]; Callous [-5]; Duty [varies]; Honesty [-10*]; Intolerance [-5 or -10]; Loner or Uncongenial [-5* or -1]; No Sense of Humor [-10]; Overweight [-1]; Reputation [varies] and Workaholic [-5].

Primary Skills: Search (A) Per+1 [4]-12 and a total of 5 points in any of Diplomacy (IQ/H); Interrogation (IQ/A) and Intimidation (Will/A).

Secondary Skills: A total of 2 points in any of Brawling (DX/E); Crossbow (DX/E); Professional Skill (Execution) (IQ/A); Shortsword (DX/A); Staff (DX/A); Whip (DX/A) and Wrestling (DX/A).

Background Skills: A total of 3 points in any of Administration (IQ/A); Artist (Body Art) (IQ/H); Cooking (IQ/A); First Aid/TL (IQ/E); Law (any) (IQ/H) and Professional Skill (Law Enforcement or Locksmith) (IQ/A).

Jester [5 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Bardic Immunity [10]; Comfortable Wealth [10] and a total of 15 points chosen from Charisma [5/level]; Honest Face [1]; Musical Ability [5/level]; Patron [varies]; Pitiable [5]; Rapier Wit [5]; Reputation [varies]; Smooth Operator [15/level]; Talker [5/level]; Thespian [5/level] and Versatile [5].

Disadvantages: Duty (Lord; Nonhazardous; 12 or less) [-5]; Social Stigma (Valuable Property) [-10]; Status -1 [-5] and a total of -20 points chosen from -1 IQ [-20]; Appearance [varies]; Bowlegged [-1]; Broad-Minded or Undiscriminating [-1]; Bully [-10*]; Clueless [-10]; Compulsive Behavior [varies]; Confused [-10*]; Dwarfism [-15]; Gullibility [-10*]; Hunchback [-10]; Social Stigma (Ignorant) [-5/skill]; Social Stigma (Uneducated) [-5]; Impulsiveness [-10*]; Incompetence [-1/skill]; Klutz [-5 or -15]; Laziness [-10]; Oblivious [-5]; Odious Personal Habits [-5 to -15]; further Status [-5/level]; Short Attention Span [-10*]; Stuttering [-10]; and Truthfulness [-5*].

Primary Skills: A total of 5 points in any of Acrobatics (DX/H); Public Speaking (IQ/A) and Performance (IQ/A).

Secondary Skills: A total of 3 points in any of Dancing (DX/A); Hobby Skill (Juggling) (DX/E); Musical Instrument (any) (IQ/H); Poetry (IQ/A) and Singing (HT/E).

Background Skills: 2 points total in Acting (IQ/A); Carousing (HT/E); Diplomacy (IQ/H) and Fast-Talk (IQ/A).

Jeweler [25 points]

Adapted by Jeff Klein from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Comfortable [10]; High Manual Dexterity +1 [5] and a total of 10 points chosen from Acute Vision [2/level]; Artificer [10/level]; Gifted Artist [5/level]; Patron [varies]; Reputation [varies]; Single-Minded [5]; Versatile [5] and further Wealth [varies].

Disadvantages: A total of -15 points chosen from Bad Back [-15 or -25]; Bad Temper [-10*]; Code of Honor (Professional) [-5]; Dependents [varies]; Greed [-15*]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Jeweler/TL (H) IQ+1 [8]-12.

Secondary Skills: Merchant (A) IQ [2]-10 and a total of 4 points in any of Artist (Sculpture or Woodworking) (IQ/H); Connoisseur (IQ/A) and Metallurgy/TL (IQ/H).

Background Skills: A total of 3 points in any of Accounting (IQ/H); Smith (any) (IQ/A); Chemistry/TL (IQ/H); Heraldry (IQ/A); History (any) (IQ/H) and Prospecting (IQ/A).

Judge [30 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 1 [5] and a total of 25 points chosen from Charisma [5/level]; Clerical Investment [varies]; Common Sense [10]; Empathy or Sensitive [15 or 5]; Favor [varies]; Intuition [15]; Legal Enforcement Powers [5 to 15]; Legal Immunity [varies]; Reputation [varies]; Single-Minded [5]; Wealth [varies] and further Status [5/level].

Disadvantages: A total of -20 points chosen from Bad Temper [-10*]; Bloodlust [-10*]; Bully [-10*]; Code of Honor [-5 to -15]; Hidebound [-5]; Honesty [-10*]; Intolerance [varies]; Reputation [varies]; Secret [varies]; Sense of Duty [varies] and Stubbornness [-5].

Primary Skills: Law (Local Criminal) (M/H) IQ+2 [12]-12 and a total of 8 points in any of Detect Lies (Per/H) and Interrogation (IQ/A).

Secondary Skills: A total of 6 points in any of Criminology/TL (IQ/A); Diplomacy (IQ/H); Intimidation (Will/A); Merchant (IQ/A); Psychology (IQ/H) and Research (IQ/A).

Background Skills: A total of 5 points in any of Area Knowledge (any) (IQ/E); Body Language (Per/A); History (any) (IQ/H); Literature (any) (IQ/H); Religious Ritual (any) (IQ/H); Philosophy (any) (IQ/H) and Theology (any) (IQ/H).

Laborer [5 points]

Adapted by Jeff Klein from a template by Donal Fallon

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points in any of increased ST [10/level], HT [10/level] or FP [3/level]; Acute Senses [2/level]; Common Sense [10]; Fit [5]; High Pain Threshold [10]; Less Sleep [2/level]; High Manual Dexterity [5/level]; Patron [varies]; Single-Minded [5]; Temperature Tolerance [1/level]; and Tough Guy [5/level].

Disadvantages: Status -1 [-5]; Struggling [-10] and a total of -10 points chosen from Dull or Hidebound [-1 or -5]; Duty (Nonhazardous) [varies]; Incurious [-5*]; Odious Personal Habits [varies]; further Poverty [varies]; Social Stigma (Ignorant, Uneducated or other) [varies]; further Status [-5/level]; Stubbornness [-5]; and Workaholic [-5].

Primary and Secondary Skills: None

Background Skills: A total of 5 points in any of Animal Handling (any) (IQ/A); Area Knowledge (any) (IQ/E); Carousing (HT/E); Farming/TL (IQ/A); Hiking (HT/A); Lifting (HT/A); Professional Skill (any) (varies); Savoir-Faire (Servant or other) (IQ/E); Streetwise (IQ/A); Survival (Urban) (Per/A) and any craft skill.



Lawyer [35 points]

Adapted by InforNific from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: 15 points chosen from any of Allies [varies]; Appearance [varies]; Bard [5/level]; Contacts [varies]; Empathy or Sensitive [15 or 5]; Favor [varies]; Less Sleep [2/level]; Reputation [varies]; Single- Minded [5]; Smooth Operator [15/level]; Status [5/level]; Talker [5/level]; Voice [10] and Wealth [varies].

Disadvantages: A total of - 25 points chosen from Alcoholism [- 15 or - 20] Bad Temper [- 10*]; Compulsive Behavior (Lying) [- 15*]; Compulsive Behavior (Seeks Publicity) [- 5*]; Enemy [varies]; Greed [- 15*]; Jealousy [- 10]; Overconfident [- 5*]; Paranoia [- 10]; any physical disadvantage [varies]; Proud or Selfish [- 1 or - 5*]; Reputation [varies]; Secret (Corrupt) [varies]; Sense of Duty (Clients) [- 5] and Workaholic [- 5]

Primary Skills: Law (any) (H) IQ+1 [8]- 12; Public- Speaking (A) IQ+1 [4]- 12 and a total of 4 points in any of Diplomacy (IQ/H); Fast Talk (IQ/A) and Writing (IQ/A).

Secondary Skills: A total of 5 points in any of Detect Lies (Per/H); Gesture (IQ/E); History (any) (IQ/H); Literature (IQ/H); Research (IQ/A); Savoir Faire (High Society) (IQ/E) and further Primary skills.

Background Skills: A total of 4 points in any of Area Knowledge (IQ/E); Criminology/TL (IQ/A); Language (special); Merchant (IQ/A); Philosophy (any) (IQ/H); Politics (IQ/A); Psychology (IQ/H); Streetwise (IQ/A) and Theology (any) (IQ/H).

Leatherworker [15 points]

Adapted by Jeff Klein from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from +1 HT [10]; Artificer [10/level]; Gifted Artist [5/level]; High Manual Dexterity [5/level]; Reputation [varies]; Resistant to Poison (+3) [5]; Single- Minded [5]; Versatile [5] and Wealth [varies].

Disadvantages: A total of - 15 points chosen from Bad Back [- 15 or - 25]; Bad Smell [- 10]; Hidebound [- 5]; No Sense of Smell/Taste [- 5]; Poverty [varies]; Status [- 5/level]; Social Stigma [varies]; Uncongenial [- 1] and Workaholic [- 5].

Primary Skills: Leatherworking (E) DX+2 [4]- 12 and Professional Skill (Tanner) (A) IQ+2 [8]- 12.

Secondary Skills: Merchant (IQ/A) IQ [2]- 10 and a total of 3 points in any of Artist (any) (IQ/H); Carpentry (IQ/E); Jeweler/TL (IQ/H); Naturalist (IQ/H) Professional Skill (Dyer or Miller) (IQ/A) and Smith (Iron) (IQ/A).

Background Skills: A total of 3 points in any of Animal Handling (any) (IQ/A); Area Knowledge (any) (IQ/E); Armoury/TL (Body Armor) (IQ/A); Artist (Woodworking) (IQ/H); Chemistry/TL (IQ/H); Connoisseur (any) (IQ/A); and Sewing (DX/E).

Locksmith [10 points]

Adapted by Jeff Klein from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: High Manual Dexterity +1 [5] and 10 points chosen from Acute Vision [2/level]; Artificer [10/level]; Patron [varies]; Reputation [varies]; Resistant to Poison (+3) [5]; Versatile [5] and Wealth [varies].

Disadvantages: A total of - 15 points chosen from Bad Temper [- 10*]; Code of Honor (Professional) [- 5]; Dependents [varies]; Greed [- 15*]; Secret [varies]; Stubbornness [- 5] and Workaholic [- 5].

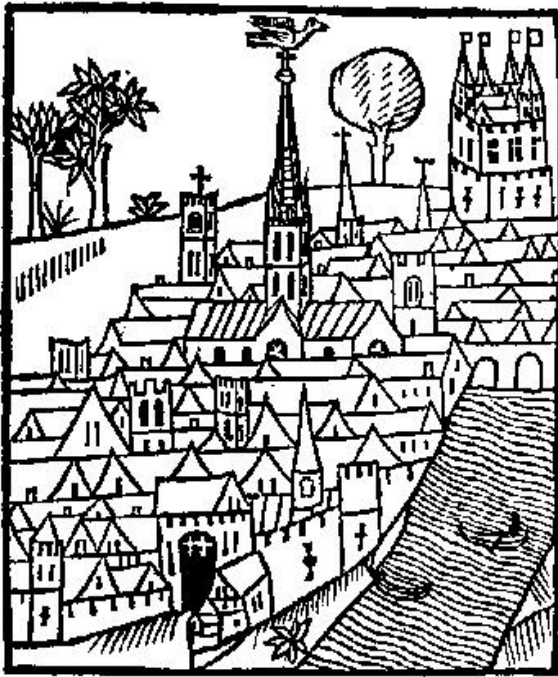
Primary Skills: Professional skill (Locksmith)/TL (A) IQ+1 [4]- 11.

Secondary Skills: A total of 5 points in any of Lockpicking/TL (IQ/A); Mechanic (Simple Devices)/TL (IQ/A); Merchant (IQ/A); Smith (Iron) (IQ/A) and Traps/TL (IQ/A).

Background Skills: A total of 1 point in any of Artist (Woodworking) (IQ/H); Carpentry (IQ/E); Poisons/TL (IQ/H); and Streetwise (IQ/A) or further Primary or Secondary Skills.

Majordomo [25 points]

Adapted by Jeff Klein from a template by Ryan Crisp



Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Administrative Rank [5/level]; Contacts [varies]; Detail-Oriented [5/level]; Patron [varies] and Status [5/level].

Disadvantages: Duty (Lord; Nonhazardous; 12 or less) [-5] and a total of -15 points chosen from Bad Temper [-10*]; Compulsive Behavior [varies]; Miserliness [-10*]; any physical disadvantage [varies]; Sense of Duty [varies]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Administration (IQ/A) IQ+1 [4]-12 and a total of 4 points in any of Diplomacy (IQ/H); Leadership (IQ/A) and Savoir-Faire (Servant or other) (IQ/E).

Secondary Skills: A total of 9 points in any of Accounting (IQ/H); Area Knowledge (any) (IQ/E); Farming/TL (IQ/A); Law (any) (IQ/H); Scrounging (Per/E) and further Primary Skills.

Background Skills: A total of 3 points in any of Carousing (HT/E); Heraldry (IQ/A); Knife (DX/E); Politics (IQ/A) and Riding (any) (DX/A).

Masseur [40 points]

Adapted by Jeff Klein from a template by Michael Suileabhain-Wilson.

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased FP [3/level]; Allure [5/level]; Empathy or Sensitive [15 or 5]; Fit or Very Fit [5 or 15]; Flexibility [5]; High Manual Dexterity [5/level]; Reputation [varies] and Single-Minded [5].

Disadvantages: A total of -30 points chosen from Charitable [-15*]; Chummy or Gregarious [-5 or -10]; Pacifism [varies]; Poverty [varies]; Reputation [varies]; Selfless [-10*]; Sense of Duty [varies]; and Social Disease [-5].

Primary Skills: Professional Skill (Massage) (A) DX+1 [4]-12 and Physiology (H) IQ-1 [2]-10.

Secondary Skills: *Either* Erotic Art (A) DX-1 [1]-10, Sex Appeal (A) HT-1 [1]-9 and Streetwise (A) IQ [2]-11 *or* Diagnosis/TL (H) IQ-2 [1]-9, Naturalist (H) IQ-1 [2]-10 and Pharmacy/TL (Herbal) (H) IQ-1 [2]-10 *or* Politics (A) IQ-1 [1]-10; Poisons (H) IQ-1 [2]-10 and Savoir-Faire (Servant) (E) IQ+1 [2]-12.

Background Skills: A total of 4 points in any of Body Language (Per/A); Detect Lies (Per/H); Diplomacy (IQ/H); Hiking (HT/A); Meditation (IQ/H); Philosophy (any) (IQ/H) and Psychology (IQ/H).

Cinematic Lens [+29 points]: Some people ascribe almost mystical potency to massage techniques. Raise IQ to 12 [20] and Professional Skill (Massage) to 13 [+4]. Add Esoteric Medicine (H) Per+1 [4]-13; Muscle Reading (VH) IQ-2 [2]-10; and Pressure Points (H) IQ-2 [1]-10 to Secondary Skills. Note that Muscle Reading will be covered in the upcoming **GURPS Martial Arts** and the difficulty and skill level is subject to change upon its release.

Merchant [30 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Allies [varies]; Contacts [varies]; Merchant Rank [5/level]; Patron [varies] and Wealth [varies].

Disadvantages: A total of -15 points chosen from Code of Honor (Professional) [-5]; Greed [-15*]; Miserliness [-10*]; Reputation [varies] and Social Stigma [varies].

Primary Skills: Merchant (A) [4] IQ+1- 12.

Secondary Skills: A total of 6 points in any of Accounting (IQ/H); Administration (IQ/A); Carousing (HT/E); Fast-Talk (IQ/A); Savoir-Faire (any) (IQ/E) and Streetwise (Per/A).

Background Skills: A total of 5 points in any of Area Knowledge (any) (IQ/E); any Craft Skill (varies); Economics (IQ/H); Law (any) (IQ/H); Packing (IQ/A); Politics (IQ/A); Market Analysis (IQ/H); Seamanship/TL (IQ/E) and Teamster (any) (IQ/A).

Messenger [40 points]

Adapted by Jeff Klein from a template by David Morgan-Mar

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Legal Immunity [5] and a total of 10 points chosen from Absolute Direction [5]; Animal Friend [5/level]; Claim to Hospitality [1 to 10]; Fit [5]; and Legal Enforcement Powers [varies].

Disadvantages: Duty (Employer; 12 or less) [-10] and a total of -10 points chosen from Compulsive Carousing [-5*]; Honesty [-10*]; Loner or Uncongenial [-5* or -1]; Overconfidence [-10*]; Sense of Duty [varies]; and Truthfulness [-5*].

Primary Skills: Area Knowledge (any) (E) IQ+1 [2]- 11 and *one* of Boating (A) DX+2 [8]- 12; Hiking (A) HT+2 [8]- 13; Riding (any) (A) DX+2 [8]- 12; Running (A) HT+2 [8]- 13; Skiing (A) DX+2 [8]- 12 or Teamster (any) (A) IQ+2 [8]- 12.

Secondary Skills: A total of 6 points in any of Broadsword (DX/A); Knife (DX/E); Navigation/TL (any) (IQ/A); Shortsword (DX/A); Staff (DX/A) and further Primary Skills.

Background Skills: A total of 4 points in any of Animal Handling (any) (IQ/A); First Aid/TL (IQ/E); Heraldry (IQ/A); Public Speaking (IQ/A); Savoir-Faire (any) (IQ/E); Survival (any) (Per/A); Veterinary/TL (IQ/H) and further Secondary Skills.

Midwife [10 points]

Adapted by Jeff Klein from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased Will [5/level]; Common Sense [10]; High Manual Dexterity [5/level]; Honest Face [1]; Reputation [varies]; Resistant to Disease +3 or +8 [3 or 5]; Sensitive [5]; and Social Chameleon [5].

Disadvantages: -20 points chosen from Appearance [varies]; Charitable [-15*]; Humble or Selfless [-1 or -5*]; Pacifism [varies]; Poverty [varies]; Reputation (Witch) [varies]; Sense of Duty [varies]; Social Stigma (Second-Class Citizen or other) [varies]; Status [-5/level] and Stubbornness [-5].

Primary Skills: Fast-Talk (A) IQ+1 [4]- 11 and Physician (Childbirth)/TL (A) IQ [2]- 10.

Secondary Skills: A total of 8 points in any of Diagnosis/TL (IQ/H); First Aid/TL (IQ/E); Housekeeping (IQ/E); Pharmacy (Herbal)/TL (IQ/H); Religious Ritual (any) (IQ/H); Physiology (any)/TL (IQ/H); Psychology (IQ/H) and Surgery/TL (IQ/VH).

Background Skills: A total of 6 points in Area Knowledge (any) (IQ/E); Cooking (IQ/A); Fortune-Telling (any) (IQ/A); Naturalist (IQ/H); Occultism (IQ/A); Poisons (IQ/H); Professional Skill (Spinning or Weaving) (DX/A); Savoir-Faire (Servant) (IQ/E); Sewing (DX/E); Veterinary/TL (IQ/H) and Weather Sense (IQ/A).

Miller [20 points]

Adapted by Jeff Klein from a template by Thomas Barnes

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

Advantages: A total of 20 points chosen from increased ST [10/level], IQ [20/level] or Per [5/level]; Artificer [10/level]; Common Sense [10]; Contacts [varies]; Favors [varies]; Patron [varies]; Reputation [varies] and Wealth [varies].

Disadvantages: A total of -15 points chosen from -1 HT [-10]; Alcoholism [varies]; Bad Temper [-10*]; Code of Honor [-5 to -15]; Duty [varies]; Fat, Overweight or Very Fat [-3, -1 or -5]; Greed [-15*]; Honesty [-10*]; Jealousy [-10]; Miserliness [-10*]; Odious Personal Habits [-5 to -15]; Reputation [varies]; Sense of Duty [varies] and Stubbornness [-5].

Primary Skills: Professional Skill (Miller) (A) IQ+2 [8]-12.

Secondary Skills: A total of 4 points in any of Accounting (IQ/H); Administration (IQ/A); Animal Handling (any) (IQ/A); Carpentry (IQ/E); Diplomacy (IQ/H); Fast-Talk (IQ/A); Mechanic (Millwork)/TL (IQ/A); Merchant (IQ/A); Packing (IQ/A); Professional Skill (Thatching) (IQ/A); Savoir-Faire (any) (IQ/E); and Teamster (any) (IQ/A).

Background Skills: A total of 4 points in any of Armoury/TL (Body Armor) (IQ/A); Boating (any) (DX/A); Carousing (HT/E); any Melee Weapon skill (varies); Farming/TL (IQ/A); Filch (DX/A); Hiking (HT/A); Holdout (IQ/A); Leadership (IQ/A); Metallurgy/TL (IQ/H); Smith (Iron) (IQ/A); Professional Skill (Distilling or Fulling) (IQ/A); Riding (any) (DX/A); Scrounging (Per/E); Sex Appeal (HT/A); Sleight of Hand (DX/H); Streetwise (IQ/A); Survival (any) (Per/A); Swimming (HT/E) and Weather Sense (IQ/A).

Miner [30 points]

Adapted by Jeff Klein from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].



Advantages: A total of 20 points chosen from increased ST [10/level], FP [3/level], Per [5/level] or Will [5/level]; Common Sense [10]; Fearlessness [2/level]; Fit [5]; Night Vision [1/level]; Rapid Healing [5]; Resistant to Poison (+3) [5]; and Tough Guy [5/level].

Disadvantages: A total of -15 points chosen from Chummy or Gregarious [-5 or -10]; Code of Honor (any) [-5 to -15]; Duty [varies]; Hidebound [-5]; Poverty [varies]; Reputation [varies]; Social Stigma [varies] and Status [-5/level].

Primary Skills: Climbing (A) DX+1 [4]-11 and Lifting (A) HT+1 [4]-12.

Secondary Skills: A total of 4 points in any of Animal Handling (any) (IQ/A); Artist (Woodworking) (IQ/H); Carpentry (IQ/E); Geology (any)/TL (IQ/H); Masonry (IQ/E); Mechanic (Mining)/TL (IQ/A); Packing (IQ/A); Prospecting (IQ/A); and Survival (any) (Per/A).

Background Skills: A total of 3 points in any of Axe/Mace (DX/A); Brawling (DX/E); Carousing (HT/E); Engineer (Mining)/TL (IQ/H); First Aid/TL (IQ/E); Leatherworking (DX/E); Metallurgy/TL (IQ/H); and Smith (Iron) (IQ/A).

Minstrel [25 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 25 points chosen from increased IQ [20/level] or HT [10/level]; Appearance [varies]; Bardic Immunity [10]; Charisma [5/level]; Language Talent [10]; Musical Ability [5/level]; Patron [varies]; Reputation [varies]; Thespian [5/level]; Versatile [5] and Voice [10].

Disadvantages: A total of -25 points chosen from Alcoholism [-15 or -20]; Chummy [-5]; Compulsive Behavior (any) [varies*]; Compulsive Carousing [-5*]; Delusion [varies]; Enemy [varies]; Overconfidence [-10*]; Impulsiveness [-10*]; Jealousy [-10]; Lecherousness [-15*]; Poverty [varies]; Selfish [-5*]; Status [-5/level] and Truthfulness [-5].

Primary Skills: Musical Instrument (any) (H) IQ+1 [8]-11; Singing (HT/E) HT+1 [2]-12; and a total of 4 points in any of Literature (IQ/H); Performance (IQ/A); Poetry (IQ/A) and Public Speaking (IQ/A).

Secondary Skills: A total of 6 points in any of Dancing (DX/A); Languages (special); Musical Composition (IQ/H) and Musical Instrument (other) (IQ/H).

Background Skills: A total of 5 points in any of Area Knowledge (IQ/E); Carousing (HT/E); Fast-Talk (IQ/A); Hiking (HT/A); Riding (any) (DX/A); Savoir-Faire (IQ/E); Sex-Appeal (HT/A); Streetwise (IQ/A) and Survival (any) (Per/A).

Monk [15 points]

Adapted by Jeff Klein from a template by Thomas Barnes

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from Allies [varies]; Autotrance [1]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Common Sense [10]; Detail Oriented [5/level]; Empathy or Sensitive [15 or 5]; High Pain Threshold [10]; Higher Purpose [5]; Honest Face [1]; Increased Will [5/level]; Intuition [15]; Legal Immunity [varies]; Less Sleep [2/level]; Patron [varies]; Pitiable [5]; Rapid Healing [5]; Religious Rank [5/level]; Reputation [varies]; Resistant to Disease +3 or +8 [3 or 5]; Social Chameleon [5]; Status [5/level]; and Voice [10].

Disadvantages: A total of -15 points chosen from Disciplines of Faith [varies] and Vows [-1 to -15]; and -15 points chosen from Charitable [-15*]; Clueless [-10]; Compulsive Behavior [varies]; Duty [varies]; Fanaticism [-15]; Gullibility [-10*]; Hidebound or Incurious [-5]; Honesty [-10*]; Intolerance [-5 or -10]; Oblivious [-5]; Pacifism [-15 or -30]; Poverty [varies]; Sense of Duty [varies]; Shyness [-5 to -15]; Skinny [-10 points]; Stubbornness [-5]; Truthfulness [-5*] and Unfit [-5].

Primary Skills: A total of 8 points in any of Administration (IQ/A); Artist (any) (IQ/H); Expert Skill (any) (IQ/H); Languages (special); Meditation (IQ/H); Musical Instrument (any) (IQ/H); Physician/TL (IQ/H); Singing (HT/E); Theology (IQ/H) and any craft skill.

Secondary Skills: A total of 6 points in any of Animal Handling (any) (IQ/A); Area Knowledge (any) (IQ/E); Farming/TL (IQ/A); Hiking (HT/A); Panhandling (IQ/E); Public Speaking (IQ/A); Riding (any) (DX/A); Teaching (IQ/A); Teamster (any) (IQ/A); Writing (IQ/A) and further Primary Skills.

Background Skills: A total of 6 points in any of Accounting (IQ/H); Astronomy/TL (IQ/H); Diplomacy (IQ/H); Fast Talk (IQ/A); Fishing (Per/E); Pharmacy/TL (Herbal) (IQ/H); Law (any) (IQ/H); Naturalist (IQ/H); Politics (IQ/A); Savoir-Faire (Monastery or other) (IQ/E); Survival (any) (Per/A) and further Primary and Secondary Skills.



Mortician [10 points]

Adapted by Jeff Klein from a template by Eric Nail

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Clerical Investment [5]; Honest Face [1]; Resistant to Disease +3 or +8 [3 or 5]; Reputation [varies]; Religious Rank [5/level]; Social Chameleon [5]; Status [5/level] and Wealth [varies].

Disadvantages: A total of -15 points chosen from Bad Smell [-10]; Code of Honor (Professional) [-5]; Duty [varies]; No Sense of Humor [-10]; No Sense of Smell/Taste [-5]; Reputation (Unclean) [varies]; Sense of Duty [varies]; Social Stigma (varies) and Workaholic [-5].

Primary Skills: Professional Skill (Mortician) (IQ/A) IQ+1 [4]-11.

Secondary Skills: A total of 4 points in any of Artist (any) (IQ/H); Naturalist (M/H); and Writing (IQ/A).

Background Skills: A total of 7 points in any of Expert Skill (Thanatology) (IQ/H); Jeweler/TL (IQ/H); Religious Ritual (any) (IQ/H); Physiology (any)/TL (IQ/H); Smith (Iron) (IQ/A); Professional Skill (Perfumery) (IQ/A); Savoir- Faire (any) (IQ/E); and Theology (any) (IQ/H).

Mourner [15 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]



Advantages: A total of 15 points chosen from Empathy or Sensitive [15 or 5]; High Pain Threshold [10]; Resistant to Disease +3 or +8 [3 or 5]; Musical Ability [5/level]; Reputation [varies]; Thespian [5/level] and Voice [10].

Disadvantages: A total of -15 points chosen from Callous [-5]; Dependents [varies]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Social Stigma [varies] and Status [-5/level].

Primary Skills: Religious Ritual (any) (H) IQ [4]-10 and a total of 3 points in any of Acting (IQ/A) and Singing (HT/E).

Secondary Skills: A total of 5 points in any of Dancing (DX/A); Literature (IQ/H); Makeup/TL (IQ/E); Musical Instrument (any) (IQ/H); Poetry (IQ/A); Professional Skill (Mortician) (IQ/A); Public Speaking (IQ/A); Theology (any) (IQ/H).

Background Skills: A total of 3 points in any of Carousing (HT/A); Performance (IQ/A); Savoir- Faire (any) (IQ/E) and further Secondary Skills.



Noblewoman [20 points]

Adapted by Jeff Klein from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 2 [10] and 15 points chosen from Allies [varies]; Ally Group [varies]; Appearance [varies]; Charisma [5/level]; Empathy or Sensitive [15 or 5]; Fashion Sense [5]; Honest Face [1]; Patron [varies]; Pitiabale [5]; Social Chameleon [5]; further Status [5/level] and Wealth [varies].

Disadvantages: Social Stigma (Valuable Property) [-10] and

-15 points chosen from reduced Will [-5/level]; Charitable [-15*]; Duty (Husband or Family) [varies]; Congenial, Chummy or Gregarious [-1, -5 or -10]; Gullibility [-10*]; Honesty [-10*]; Intolerance [-5 or -10]; Jealousy [-10]; Pacifism [varies]; Proud or Selfish [-1 or -5*]; Shyness [-5 to -20]; and Unfit or Very Unfit [-5 or -15].

Primary Skills: Savoir- Faire (High Society or Mafia) (IQ/E) IQ+3 [4]-13.

Secondary Skills: A total of 10 points in any of Artist (Needlecraft) (IQ/H); Carousing (HT/E); Dancing (DX/A); Falconry (IQ/A); Games (Chess) (IQ/E); Games (any) (IQ/E); Literature (IQ/H); Riding (any) (DX/A) and Sewing (DX/E).

Background Skills: A total of 6 points in any of Administration (IQ/A); Connoisseur (any) (IQ/A); Diplomacy (IQ/H); History (IQ/H); Languages (special); Law (any) (IQ/H); Musical Instrument (any) (IQ/H); Poetry (IQ/A); Politics (M/A); Sex Appeal (HT/A); Singing (HT/E) and Theology (IQ/H).

Nurse / Wet Nurse [0 points]

Adapted by Jeff Klein from a template by Thomas Barnes

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased Per [5/level]; Common Sense [10]; Contacts [varies]; Empathy or Sensitive [15 or 5]; Favors [varies]; Honest Face [1]; Less Sleep [2/level]; Patron [varies]; and Reputation [varies].

Disadvantages: Social Stigma (Second- Class Citizen) [-5]; Status -1 [-5]; Struggling [-10] and a total of -15 points chosen from Alcoholism [varies]; Appearance [varies]; Bad Temper [-10]; Charitable [-15*]; Clueless [-10]; Dependent (increased frequency or loved one) [varies]; Fat, Overweight, or Very Fat [-3, -1 or -5]; Gullibility [-10*]; Lecherousness [-10*]; Odious Personal Habits [-5 to -15]; Sense of Duty [varies]; further Social Stigma [varies]; further Status [-5/level]; Stubbornness [-5]; Unfit [-5] and further Poverty [varies]. **Note:** You must also take at least one Dependent, which is not included in the point cost of this template as the point cost varies greatly.

Primary Skills: Professional Skill (Childcare) (IQ/A) IQ+1 [4]-11 and Savoir- Faire (Servant) (IQ/E) IQ+2 [4]-12.

Secondary Skills: A total of 7 points in any of Public Speaking (IQ/A); Diplomacy (IQ/H); Fast- Talk (IQ/A); First Aid/TL (IQ/E); Pharmacy (Herbal)/TL (IQ/H); Literature (IQ/H); Psychology (IQ/H); Singing (HT/E) and Teaching (IQ/A).

Background Skills: A total of 5 points in any of Acting (IQ/A); Animal Handling (any) (IQ/A); Area Knowledge (any) (IQ/E); Artist (Needlecraft) (IQ/H); Brawling (DX/E); Carousing (HT/E); Farming/TL (IQ/A); Filch (DX/A); Gambling (IQ/A); Hiking (HT/A); Languages (special); Merchant (IQ/A); Occultism (IQ/A); Professional Skill (Spinning or Weaving) (DX/A); Scrounging (Per/E); Sewing (DX/E); Sex Appeal (HT/A); Streetwise (IQ/A); Survival (any) (Per/A); and Weather Sense (IQ/A).

Page [-35 points]

Adapted by Inforific from a template by Jamie Revell

Attributes: ST 8 [-20]; DX 10 [0]; IQ 9 [-20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 3/1d- 2; BL 12 lbs; HP 8 [0]; Will 9 [0]; Per 9 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 1 [5] and a total of 10 points from Charisma [5/level]; Heir [varies]; Patron [varies]; Pitiable [5]; Sanctity [5]; further Status [5/level] and Wealth [varies].

Disadvantages: Duty (Nonhazardous; 12 or less) [-5]; Social Stigma (Minor) [-5] and -10 points from Curious [-5*]; Distractible or Short Attention Span [-1 or -10*]; Gullibility [-10*]; Impulsiveness [-10*]; Intolerance [-5/-10]; Klutz [-5]; Laziness [-10]; Selfish [-5]; Sense of Duty [varies]; and Stubbornness [-5].

Primary Skills: Savoir- Faire (E) IQ+1 [2]-10.

Secondary Skills: A total of 5 points in Animal Handling (IQ/A); Dancing (DX/A); Heraldry (IQ/A) and Riding (any) (DX/A).

Background Skills: A total of 3 points in any of Bow (DX/A); Games (IQ/E); Falconry (IQ/A); Literature (IQ/H); Politics (IQ/A); Scrounging (Per/E); and Sports (any) (DX/A).

Palace Eunuch [5 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Administrative Rank 1 [5] and a total of 15 points chosen from increased Per [5/level]; further Administrative Rank [5/level]; Appearance [varies]; Claim to Hospitality [1 to 10]; High Pain Threshold [10]; Honest Face [1]; Patron [varies]; Rapid Healing [5]; Security Clearance [varies]; Sensitive [5]; Status [5/level]; Voice [10] and Wealth [varies].

Disadvantages: Neutered [-1]; Social Stigma (Minority Group) [-10] and a total of -20 points in Addiction [varies]; Appearance [varies]; Compulsive Gambling [-5*]; Disturbing Voice [-10]; Duty [varies]; Fat or Overweight [-3 or -1]; Low Self-Image [-10]; Odious Personal Habits [-5 to -15]; Reputation [varies]; Responsive [-1]; Selfish [-5*]; Selfless [-10*]; Sense of Duty [varies]; Social Stigma (other) [varies]; and Unfit [-5].

Primary Skills: Administration (IQ/A) IQ+1 [4]-11 and Savoir- Faire (Servant) (IQ/E) IQ+2 [4]-12.

Secondary Skills: A total of 5 points in any of Accounting (IQ/H); Brawling (DX/E); Cooking (IQ/A); Religious Ritual (any) (IQ/H); Politics (IQ/A); Savoir- Faire (any) (IQ/E); Teaching (IQ/A); Wrestling (DX/A) and any Melee Weapon skill (varies).

Background Skills: A total of 3 points in any of Acting (IQ/A); Diplomacy (IQ/H); Fast-Talk (IQ/A); Gambling (IQ/A); Philosophy (any) (IQ/H); Theology (IQ/H) and further Secondary Skills.

Pariah [5 points]

Adapted by Jeff Klein from a template by Jason Morningstar

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased Will [5/level] or Per [5/level]; Allies [varies]; Claim to Hospitality [varies]; Fearlessness [2/level]; High Pain Threshold [10]; Honest Face [1] and Pitiable [5].

Disadvantages: Social Stigma (Untouchable) [-15] and a total of -10 points chosen from Appearance [varies]; Guilt Complex [-5]; Light Sleeper [-5]; Low Self-Image [-10]; Nightmares [-5*]; Poverty [varies]; Reputation [varies]; Sense of Duty [varies]; Shyness [varies]; Social Disease [-5]; Social Stigma (other) [varies]; Status [-5/level] and Unfit [-5].

Primary Skills: *Either* Panhandling (E) IQ+2 [4]-12 *or* 4 points in any craft skill.

Secondary Skills: A total of 3 points in any of Area Knowledge (any) (IQ/E); Fast Talk (IQ/A); First Aid/TL (IQ/E); Gesture (IQ/E); Scrounging (Per/E); Stealth (DX/A); Streetwise (IQ/A) and Survival (any) (Per/A).

Background Skills: A total of 3 points in any of Camouflage (IQ/E); Disguise (IQ/A); Farming/TL (IQ/A); Hiking (HT/A) and further Secondary Skills.

Peasant [10 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased ST [10/level] or HT [10/level]; Allies [varies]; Animal Friend [5/level]; Claim to Hospitality [1 to 10]; Common Sense [10] and Green Thumb [5/level].

Disadvantages: A total of -20 points chosen from reduced DX [-20/level] or IQ [-20/level]; Dependents [varies]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Social Stigma [varies]; Status [-5/level]; and Workaholic [-5].

Primary Skills: Farming/TL (A) [8]-12 and Area Knowledge (Village) (A) [2]-10.

Secondary Skills: A total of 6 points in any of Animal Handling (any) (IQ/A); Artist (Pottery) (IQ/H); Carpentry (IQ/E); Cooking (IQ/A); any Craft Skill (varies); First Aid/TL (IQ/E); Masonry (IQ/E); Professional Skill (Distiller, Spinning or Weaving) (IQ/A); Sewing (DX/E) or Weather Sense (IQ/A).

Background Skills: A total of 4 points in any of Brawling (DX/E); any Melee Weapon skill (varies); Pharmacy/TL (Herbal) (IQ/H); Law (any) (IQ/H); Naturalist (IQ/H); Public Speaking (IQ/A); Survival (any) (Per/A); Theology (any) (IQ/H); Tracking (Per/A) and Veterinary/TL (IQ/H).

Perfumer [10 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from Acute Taste and Smell [2/level]; Reputation [varies]; Single-Minded [5]; Status [5/level]; Temperature Tolerance [1/level]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -10 points chosen from Addiction [varies]; Attentive [-1]; Bad Smell [-10]; Disciplines of Faith [varies]; Proud or Selfish [-1 or -5*]; Unfit or Very Unfit [-5 or -15] or Workaholic [-5].

Primary Skills: Professional Skill (Perfumery) (A) IQ+2 [4]-12.

Secondary Skills: A total of 4 points in any of Artist (Pottery) (IQ/H); Connoisseur (Perfumes or other) (IQ/A); Area Knowledge (Local Wilds) (IQ/E); Biology/TL (IQ/VH); Farming/TL (IQ/A); Gardening (IQ/E); Merchant (IQ/A); Naturalist (IQ/H); Professional Skill (Distiller) (IQ/A); Professional Skill (Glassblower) (DX/A) and Savoir-Faire (any) (IQ/E).

Background Skills: A total of 2 points in any of Cooking (IQ/A); Esoteric Medicine (Per/H); Pharmacy (Herbal)/TL (IQ/H); Religious Ritual (any) (IQ/H); Professional Skill (Massage) (IQ/A) and Theology (any) (IQ/H).



Philosopher [50 points]

Adapted by InforNific from a template by Phil Masters

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 1 [5] and a total of 20 points in increased IQ [20/level] or Per [5/level]; Allies (Pupils) [varies]; Bard [5/level]; Charisma [5/level]; Clerical Investment [5]; Fearlessness [2/level]; Honest Face [1]; Intuition [15]; Mathematical Ability [10/level]; Reputation (Great thinker) [varies]; Sage [10/level]; Single Minded [5]; Social Chameleon [5]; Talker [5/level]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -25 points from reduced ST [-10/level] or HT [-10/level]; Absent Mindedness [-15]; Appearance [varies]; Attentive or Distractible [-1]; Curious [-5*]; Disciplines of Faith [varies]; Fat, Overweight or Very Fat [-3, -1 or -5]; Honesty [-10*]; Humble [-1]; Imaginative [-1]; Incompetence (any social skill) [-1]; Indecisive [-10*]; Intolerance (Fools or Rival schools) [-5]; Klutz [-5 or -15]; Laziness [-10]; Oblivious [-5]; Odious Personal Habits [-5 to -15]; Pacifism [varies]; Reputation (Dangerous radical) [varies]; Skinny [-5]; Staid [-1]; Stubbornness [-5]; Stuttering [-10]; Truthfulness [-5*]; Undiscriminating [-1]; Unfit or Very Unfit [-5 or -15]; Workaholic [-5].

Primary Skills: Philosophy (any) (H) IQ [4]-12.

Secondary Skills: One of Administration (A) IQ [2]-12; Bard (A) IQ [2]-12; Law (H) IQ-1 [2]-11; Pharmacy (Herbalist) (H) IQ-1 [2]-11; Teaching (A) IQ [2]-12 or Theology (H) IQ-1 [2]-11.

Background Skills: A total of 4 points in any of Anthropology (IQ/H); Astrology (IQ/H); Astronomy (IQ/H); Connoisseur (IQ/A); Diagnosis/TL (IQ/H); Expert (IQ/H); Fast Talk (IQ/A); History (IQ/H); Literature (IQ/H); Mathematics (IQ/H); Naturalist (IQ/H); Poetry (IQ/A); Psychology (IQ/H); Research (IQ/A); Survival (any) (Per/A); Tracking (Per/A); Writing (IQ/A); Zoology (IQ/H) and further Secondary Skills.



Physician [45 points]

Adapted by InforNific from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points chosen from increased IQ [20/level] or Will [5/level]; Clerical Investment [5]; Empathy or Sensitive [15 or 5]; Healer [10/level]; Honest Face [1]; Religious Rank (requires Clerical Investment) [5/level]; Reputation [varies]; Resistant to Disease +3 or +8 [5 or 8]; Status [5/level] and Wealth [varies].

Disadvantages: A total of -20 points chosen from Code of Honor [-5 to -15]; Greed [-15*]; Guilt Complex [-5]; Pacifism [varies]; Odious Personal Habit [-5 to -15]; Overconfident [-5*]; Proud or Selfish [-1 to -5*]; Sense of Duty [varies] and Vow [varies].

Primary Skills: Diagnosis/TL (H) IQ+1 [8]-12 and Physician/TL (H) IQ+1 [8]-12.

Secondary Skills: A total of 5 points chosen from Alchemy/TL (IQ/VH); Expert Skill (Thanatology) (IQ/H); Naturalist (IQ/H); Pharmacy/TL (H); Physiology (IQ/H); Poisons (IQ/H); Professional Skill (Massage) (IQ/A); Psychology (IQ/H) and Surgery (IQ/VH).

Background Skills: A total of 4 points chosen from Astrology (IQ/H); Biology/TL (IQ/H); Chemistry (IQ/H); Literature (IQ/H); Mathematics (IQ/H); Occultism (IQ/A); Philosophy (any) (IQ/H); Physics (IQ/H); Research (IQ/A); Theology (any) (IQ/H) and Veterinary/TL (IQ/H).

Pilgrim [20 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased Per [5/level]; Absolute Direction [5]; Acute Senses [2/level]; Allies [varies]; Claim to Hospitality [1 to 10]; Fit [5]; Honest Face [1]; Legal Immunity [varies]; Outdoorsman [10/level]; Pitiable [5]; Reputation [varies]; Single- Minded [5] and Social Chameleon [5].

Disadvantages: A total of -20 points chosen from Delusion [-1 to -15]; Disciplines of Faith [varies]; Fanaticism [-15]; Hidebound or Incurious [-5]; Intolerance (any) [-5/- 10]; Obsession [-5 to -15]; any physical disadvantage [varies]; Poverty [varies]; Status [-5/level]; Stubbornness [-5] and Vow [-1 to -15].

Primary Skills: Hiking (A) HT+1 [4]-11 and a total of 6 points in any of Navigation (Land)/TL (IQ/A); Panhandling (IQ/E) and Survival (any) (Per/A).

Secondary Skills: A total of 5 points in any of Area Knowledge (any) (IQ/E); Fishing (Per/E); Naturalist (IQ/H); Scrounging (Per/E); Staff (DX/A); Streetwise (IQ/A) and Traps/TL (IQ/A).

Background Skills: A total of 10 points in any of Boating/TL (any) (DX/A); First- Aid/TL (IQ/E); Languages (special); Religious Ritual (any) (IQ/H); Riding (any) (DX/A); Running (HT/A); Seamanship/TL (IQ/E); Singing (HT/E); Streetwise (IQ/A); Theology (IQ/H); Weather Sense (IQ/A) and any of the skills concerning the pilgrim's main profession (see the relevant template.)



Policeman [25 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Legal Enforcement Powers [5] and a total of 15 points chosen from increased ST [10/level], HT [10/level] or Per [5/level]; Absolute Direction [5]; Absolute Timing [2]; Acute Senses [2/level]; Allies [varies]; Combat Reflexes [15]; Contacts [varies]; Danger Sense [15]; Fearlessness [2/level]; Honest Face [1]; Intuition [15]; further Legal Enforcement Powers [varies]; Military Rank [5/level]; Night Vision [1/level]; Patron [varies]; Reputation [varies]; Status [5/level]; Talker [5/level] and Tough Guy [5/level].

Disadvantages: Duty (Employer or Community; 9 or less) [-5] and a total of -15 points chosen from Bully [-10*]; Careful [-1]; Charitable [-15*]; Chummy or Gregarious [-5 or -10]; Code of Honor [-5 to -15]; Cowardice [-10*]; Duty (increased Frequency) [varies]; Enemies [varies]; Honesty [-10*]; Nosy [-1]; Pacifism (Cannot Harm Innocents) [-10]; Poverty [varies]; Secret [varies]; Sense of Duty [varies] and Social Stigma [-5 to -15].

Primary Skills: Area Knowledge (Patrol) (E) IQ+2 [4]-12; Professional Skill (Law Enforcement) (A) IQ+2 [8]-12 and a total of 5 points in any Melee Weapon skill (varies).

Secondary Skills: A total of 7 points in any of Criminology/TL (IQ/A); Detect Lies (Per/H); Interrogation (IQ/A); Law (IQ/H); Leadership (IQ/A); Shield (any) (DX/E); Streetwise (IQ/A) and Tracking (Per/A).

Background Skills: A total of 5 points in any of Administration (IQ/A); Armoury /TL (any) (IQ/A); Climbing (DX/A); Fast- Talk (IQ/A); Holdout (IQ/A); Intimidation (Will/A); Politics (IQ/A); Running (HT/A); Savoir- Faire (any) (IQ/E) and Tactics (IQ/H).

Politician [35 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

Advantages: Status 2 [10] and a total of 40 points chosen from increased IQ [20/level]; Allies [varies]; Charisma [5/level]; Contacts [varies]; Legal Enforcement Powers [5]; Smooth Operator [15/level]; further Status [5/level]; Talker [5/level] and Wealth [varies].

Disadvantages: A total of -30 points chosen from reduced ST [-10/level], DX [-20/level] or HT [-10/level]; Bad Temper [-10*]; Bully [-10*]; Dependents [varies]; Fat, Overweight or Very Fat [-3, -1 or -5]; Greed [-15*]; Sense of Duty [varies]; Stubbornness [-5] and Unfit [-5].

Primary Skills: Politics (A) IQ+1 [4]-12.

Secondary Skills: *Either* Public Speaking (A) IQ+1 [4]-12 *or* Fast-Talk (A) IQ+1 [4]-12.

Background Skills: A total of 7 points in any of Administration (IQ/A); Diplomacy (IQ/H); Law (IQ/H); Leadership (IQ/A); Propaganda (IQ/A); Strategy (any) (IQ/H) and further Secondary Skills.

Potter [25 points]

Adapted by Jeff Klein from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Gifted Artist 1 [5] or High Manual Dexterity 1 [5] and a total of 10 points chosen from further Gifted Artist or High Manual Dexterity [each 5/level]; Less Sleep [2/level]; Reputation [varies]; Single-Minded [5]; Temperature Tolerance [1/level]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -10 points chosen from Attentive [1]; Hidebound [-5]; Poverty [varies]; Social Stigma [varies]; Status [-5/level] and Workaholic [-5].

Primary Skills: Artist (Pottery) (H) IQ+2 [8]-12 and Artist (Sculpture) (H) DX+1 [4]-11.

Secondary Skills: A total of 5 points in any of Artist (any) (IQ/H); Chemistry/TL (IQ/H); Masonry (IQ/E); Merchant (IQ/A); Professional Skill (Dyer or Wickerwork) (IQ/A); Prospecting (IQ/A) and Streetwise (IQ/A).

Background Skills: A total of 3 points in any of Area Knowledge (any) (IQ/E); Carpentry (IQ/E); Connoisseur (Visual Arts) (IQ/A); Geology/TL (any) (IQ/H); Lifting (HT/A); Naturalist (IQ/H) and Theology (IQ/H).

Priest [25 points]

Adapted by Infornific from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Clerical Investment [5] and 20 points chosen from increased IQ [10/level] or Will [5/level]; Bard [5/level]; Charisma [5/level]; Common Sense [10]; Devotion [5/level]; Empathy or Sensitive [15 or 5]; Honest Face [1]; Legal Immunity [varies]; Patron [varies]; Religious Rank [5/level]; Reputation [varies]; Sage [10/level]; Sanctity [5]; Single Minded [5]; Smooth Operator [15/level]; Social Chameleon [5]; Status [5/level]; Voice [10] and Wealth [varies].

Disadvantages: A total of -10 points taken from Disciplines of Faith [varies] and Vows [varies]; and -15 points in Addiction [varies]; Charitable [-15*]; Delusions [-1 to -15]; further Disciplines of Faith or Vows [varies]; Duty [varies]; Fanaticism or Extreme Fanaticism [-15]; Greed [-15*]; Honesty [-10*]; Intolerance [-5 or -10]; Pacifism [varies]; Poverty [varies]; Sense of Duty [varies]; Stubbornness [-5]; Truthfulness [-5*] and Unfit [-5].

Primary Skills: A total of 12 points in Religious Ritual (IQ/H) and Theology (any) (IQ/H).

Secondary Skills: A total of 5 points in any of Area Knowledge (any) (IQ/E); Astrology (IQ/H); Dancing (DX/A); Exorcism (Will/H); Fast Talk (IQ/A); Languages (special); Musical Instrument (any) (IQ/H); Occultism (IQ/A); Philosophy (any) (IQ/H); Public Speaking (IQ/A); Singing (HT/E) and Teaching (IQ/A).

Background Skills: A total of 3 points in any of Administration (IQ/A); Detect Lies (Per/H); Diagnosis (IQ/H); Diplomacy (IQ/H); First Aid (IQ/E); History (IQ/H); Intimidation (Will/A); law (IQ/H); Leadership (IQ/A); Literature (IQ/H); Meditation (IQ/H); Pharmacy/TL (IQ/H); Poetry (IQ/A); Politics (IQ/A); Psychology (IQ/H); Research (IQ/A); Savoir Faire (any) (IQ/E) and Writing (IQ/A).

Professor [25 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 5 points chosen from Academic Rank [5/level]; Allies (Students) [varies]; Detail-Oriented [5/level]; Patron (Guild or School System) [varies]; Status [5/level] and Tenure [5].

Disadvantages: A total of -20 points chosen from reduced ST [-10/level], DX [-20/level] or HT [-10/level]; Bad Sight [-10 or -25]; Bully [-10*]; Odious Personal Habit (Pedantic) [-5]; Poverty [varies] and Reputation [varies].

Primary Skills: *One of* Law (any) (H) IQ+1 [8]-12; Literature (H) IQ+1 [8]-12; Philosophy (any) (H) IQ+1 [8]-12; Physician/TL (VH) IQ [8]-10; Theology (any) (H) IQ+1 [8]-12; or 8 points in any other IQ/H or IQ/VH skill.

Secondary Skills: Teaching (A) IQ [2]-11 and a total of 5 points in any of Literature (IQ/H) or further Primary Skills.

Background Skills: A total of 5 points in any of Artist (Calligraphy) (IQ/H); Languages (special); Public Speaking (IQ/A); Writing (IQ/A) and further Primary and Secondary Skills.

Huntsman / Ranger [35 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

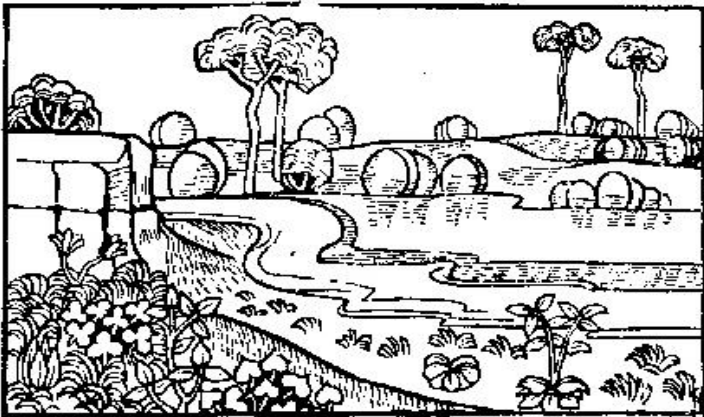
Advantages: A total of 30 points chosen from increased DX [20/level], IQ [20/level], HT [10/level] or Per [5/level]; Absolute Direction [5]; Acute Senses [2/level]; Animal Friend [5/level]; Danger Sense [15]; Fit or Very Fit [5 or 15]; and Night Vision [1/level].

Disadvantages: A total of -15 points chosen from Bad Smell [-10]; Bad Temper [-10*]; Claustrophobia [-15*]; Code of Honor (Hunter's) [-5]; Demophobia [-15*]; Honesty [-10*]; Intolerance (Poachers) [-5]; Loner [-5*]; Odious Personal Habits [-5 to -15]; Reputation [varies]; and Shyness [-5 to -20].

Primary Skills: Area Knowledge (E) IQ+1 [2]-12 and a total of 7 points in at least two of Bolas (DX/A); Bow (DX/A); Crossbow (DX/E); Naturalist (IQ/H); Thrown Weapon (any) (varies) and Tracking (Per/A).

Secondary Skills: A total of 7 points in any of Animal Handling (any) (IQ/A); Camouflage (IQ/E); Knife (DX/E); Mimicry (Animal Sounds) (IQ/H); Stealth (DX/A); Survival (Woodlands or Swamp) (Per/A); Traps/TL (IQ/A); Veterinary/TL (IQ/H) and Weather Sense (IQ/A).

Background Skills: A total of 4 points in any of Boating/TL (any) (DX/A); Biology (Botany)/TL (IQ/H); Climbing (P/A); Cooking (IQ/A); First-Aid/TL (IQ/E); Hiking (HT/A); Law (IQ/H); Leatherworking (DX/E); Professional Skill (Butcher) (IQ/A); Running (HT/A) and Swimming (HT/E).



Ranger Lens: [+14]: Add 15 points of advantages from Administrative Rank [5/level]; Legal Enforcement Powers [5 to 15]; Patron [varies] and Status [5/level]. Add -5 points of disadvantages from Duty [varies]; Enemy [varies]; Secret (Corrupt) [varies] and Sense of Duty [varies]. Add Professional Skill (Law Enforcement) (A) IQ+1 [4]-11.

Royal Advisor [65 points]

Adapted by Jeff Klein from a template by Phil Masters with Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 2 [5**]; Wealthy [20]; *either* Charisma +2 [10], Reputation +2 (Wise Advisor) [10] *or* Voice [10]; and a total of 30 points chosen from increased IQ [20/level]; Administrative Rank [5/level]; Allies [varies]; Appearance [varies]; Clerical Investment [5]; Common Sense [10]; Contacts [varies]; Empathy or Sensitive [15 or 5]; Fearlessness [2/level]; Honest Face [1]; Intuition [15]; Legal Immunity [varies]; Military Rank [5/level]; Patron [varies]; Smooth Operator [15/level]; Social Chameleon [5] and Talker [5/level].

Disadvantages: Duty (Monarch; *either* 12 or less *or* Nonhazardous; 15 or less) [-10] and a total of -25 points chosen from reduced ST [-10/level], DX [-20/level], HT [-10/level] *or* Will [-5/level]; Bully [-10*]; Careful or Paranoia [-1 or -10]; Code of Honor [-5 to -15]; Compulsive Behavior [varies]; Dull or Hidebound [-1 or -5]; Enemy [varies]; Fearfulness [-2/level]; Greed [-15*]; Neutered [-1]; Jealousy [-10]; Proud or Selfish [-1 or -5*]; Reputation [varies]; Responsive [-1]; Secret [varies]; Social Stigma [varies]; Staid [-1]; Unfit or Very Unfit [-5 or -15] and Workaholic [-5].

Primary Skills: Diplomacy (H) IQ [4]-11 and Savoir-Faire (E) IQ+1 [2]-12.

Secondary Skills: Any two of Administration (A) IQ [2]-11; Area Knowledge (Kingdom) (E) IQ+1 [2]-12; Detect Lies (H) IQ-1 [2]-10; Intelligence Analysis/TL (H) IQ-1 [2]-10; Law (any) (H) IQ-1 [2]-10 and Strategy (any) (H) IQ-1 [2]-10.

Background Skills: A total of 5 points in any of Accounting (IQ/H); Acting (IQ/A); Artist (Calligraphy (IQ/H); Carousing (HT/E); Connoisseur (any) (IQ/A); Dancing (DX/A); Falconry (IQ/A); Fast-Talk (IQ/A); Games (any noble) (IQ/E); Heraldry (IQ/A); History (IQ/H); Intimidation (Will/A); Languages (special); any Melee Weapon skill (varies); Poisons (IQ/H); Politics (IQ/A); Psychology (IQ/H); Public Speaking (IQ/A); Riding (any) (DX/A); Savoir-Faire (Military) (IQ/E); Sports (any noble pursuit) (DX/A); Teaching (IQ/A); Theology (any) (IQ/H); Games (Royal Tournaments) (IQ/E); Tracking (Per/A); Writing (IQ/A) and further Secondary Skills.

** One level of Status is free from Wealthy (p. B26).

Ruler [70 points]

Adapted by Jeff Klein from a template by Phil Masters with Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 5** [20]; Wealthy [20]; and a total of 30 points chosen from increased ST [10/level], DX [20/level], IQ [20/level] *or* HT [10/level]; Allies [varies]; Appearance [varies]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Clerical Investment [5]; Fearlessness [2/level]; Fit [5]; Luck [varies]; Reputation [varies]; Smooth Operator [15/level]; further Status [5/level]; and further Wealth [varies].

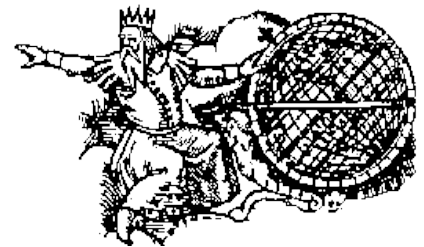
Disadvantages: A total of -20 points chosen from reduced ST [-10/level], DX [-20/level], HT [-10/level] *or* Will [-5/level]; Bad Temper [-10*]; Bully [-10*]; Callous [-5]; Careful or Paranoia [-1 or -10]; Chauvinistic or Intolerance [-1 or -5/-10]; Code of Honor [-5 to -15]; Compulsive Carousing [-5*]; Compulsive Spending [-5*]; Cowardice [-10*]; Dependents [varies]; Distractible [-1]; Dull or Hidebound [-1 or -5]; Duty (usually Nonhazardous) [varies]; Enemy [varies]; Fat, Overweight or Very Fat [-3, -1, or -5]; Fearfulness [-2/level]; Gluttony [-5*]; Guilt Complex [-5]; Indecisive [-10*]; Jealousy [-10]; Lecherousness [-15*]; Overconfidence [-5]; Proud or Selfish [-1 or -5*]; Reputation [varies]; Sense of Duty [-5 to -20]; Staid [-1]; Stubbornness [-5] *or* Unfit or Very Unfit [-5 or -15].

Primary Skills: Savoir-Faire (E) IQ+2 [4]-12 and a total of 7 points in any of Administration (IQ/A); Diplomacy (IQ/H); Fast-Talk (IQ/A); Intimidation (Will/A); Leadership (IQ/A); Politics (IQ/A); Public Speaking (IQ/A) *or* Strategy (any) (IQ/H).

Secondary Skills: A total of 6 points in any of Area Knowledge (Kingdom) (IQ/E); any Melee Weapon skill (varies); any Combat/Weapon Sport skill (varies); Heraldry (IQ/A); History (IQ/H); Intelligence Analysis/TL (IQ/H); Languages (special); Law (any) (IQ/H); Riding (DX/A); Religious Ritual (any) (IQ/H); Savoir-Faire (Military) (IQ/E); Tactics (IQ/H); *or* Tracking (Per/A).

Background Skills: A total of 3 points in any of Connoisseur (any) (IQ/A); Carousing (HT/E); Dancing (DX/A); Falconry (IQ/A); Farming/TL (IQ/A); Gambling (IQ/A); Games (any) (IQ/E); Sports (any noble pursuit) *or* Theology (IQ/H).

** One level of Status is free from Wealthy (p. B26).



Sailor [25 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Either +1 ST [10] or +1 HT [10]; and 20 points chosen from increased DX [20/level]; Absolute Direction [5]; Allies (Shipmates) [varies]; Fit [5]; Outdoorsman [10/level]; and Tough Guy [5/level].

Disadvantages: A total of -20 points chosen from Alcoholism [-15 or -20]; Chummy or Gregarious [-5 or -10]; Code of Honor [-5 to -15]; Compulsive Behavior (Superstitions) [-5*]; Compulsive Carousing [-5*]; Greed [-15*]; Lecherousness [-15*]; Odious Personal Habits [-5 to -15]; Poverty [varies] and Reputation [varies].

Primary Skills: Climbing (A) DX+1 [2]-10 and Seamanship/TL (IQ/E) [4]-12.

Secondary Skills: A total of 5 points in any of Boating/TL (any) (DX/A); Brawling (DX/E); Carpentry (IQ/E); any Melee Weapon skill (varies); Cooking (IQ/A); Jumping (DX/E); Leadership (IQ/A); Lifting (HT/A); Navigation (Sea)/TL (IQ/A); Shiphandling (Ship)/TL (IQ/H); Streetwise (IQ/A) and further Primary Skills.

Background Skills: A total of 4 points in any of Area Knowledge (any) (IQ/E); Carousing (HT/E); any Hobby Skill (varies); Languages (special); Merchant (IQ/A); Survival (island/beach) (Per/A) and Swimming (HT/E).

Scavenger [10 points]

Adapted by Jeff Klein from a template by Jason Morningstar

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased Per [5/level]; Acute Vision [2/level]; Allies [varies]; Fearlessness [2/level]; Outdoorsman [10/level]; Reputation [varies] and Single-Minded [5].

Disadvantages: A total -15 points in Absent-Mindedness [-15]; Curious [-5*]; Impulsiveness [-10*]; Loner [-5*]; Laziness [-10]; Poverty [varies]; Selfish [-5*]; Shyness [-5 to -20]; Stubbornness [-5] and Workaholic [-5].

Primary Skills: Area Knowledge (Surrounding area) (E) IQ+2 [4]-12; Scrounging (E) Per+2 [4]-12 and Survival (any) (A) Per [2]-10.

Secondary Skills: A total of 3 points in any of Intimidation (Will/A); Merchant (IQ/A); Naturalist (IQ/H); Stealth (DX/A) and Streetwise (IQ/A).

Background Skills: A total of 2 points in any of Camouflage (IQ/E); Gambling (IQ/A); Hiking (HT/A); Holdout (IQ/A); Public Speaking (IQ/A); Savoir-Faire (any) (IQ/E) and Weather Sense (IQ/A) and any craft skill.

Scholar [45 points]

Adapted by Inforfic from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points from increased Per [5/level]; Charisma [5/level]; Fearlessness [2/level]; Intuition [15]; Language Talent [10]; Less Sleep [2/level]; Lightning Calculator [2]; Mathematical Ability [10/level]; Patron [varies]; Reputation [varies]; Sage [10/level]; Single-Minded [5]; Status [5/level]; Tenure [5]; Versatile [5] and Wealth [varies].

Disadvantages: A total of -25 points chosen from Absent-Mindedness [-15]; Bad Sight [-10 or -25]; Bad Temper [-10*]; Clueless [-10]; Curious [-5*]; Delusion [-1 to -15]; Hard of Hearing [-10]; Loner [-5*]; Oblivious [-5]; Obsession [-5 to -15]; Reputation [varies]; Shyness [-5 to -20]; Stubbornness [-5]; Truthfulness [-5*] and Workaholic [-5].

Primary Skills: Research (A) IQ [2]-11 and 15 points in any of Alchemy/TL (IQ/VH); Astrology/TL (IQ/H); Biology (Botany)/TL (IQ/H); Chemistry/TL (IQ/H); Expert Skill (any) (IQ/H); Mathematics/TL (IQ/H); Naturalist (IQ/H); Pharmacy/TL (Herbal) (IQ/H); Physics (IQ/H); Physiology (any) (IQ/VH) and Zoology (IQ/H).

Secondary Skills: Either Philosophy (any) (H) IQ-1 [2]-10 or Theology (H) IQ-1 [2]-10; and a total of 6 points in any of Architecture/TL (IQ/A); Hidden Lore (IQ/A); History (IQ/H); Mathematics/TL (Cryptology) (IQ/H); Occultism (IQ/A) and further Primary Skill.

Background Skills: A total of 5 points in any of Administration (IQ/A); Area Knowledge (any) (IQ/A); Bard (IQ/A); Languages (special); Literature (IQ/H); Teaching (IQ/A) and Writing (IQ/A).

Scrivener [10 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

Advantages: A total of 10 points chosen from increased Per [5/level]; Acute Vision [2/level]; High Manual Dexterity [5/level] and Reputation [varies].

Disadvantages: A total of -20 points chosen from Curious or Nosy [-5* or -1]; Dependents [varies]; Hidebound [-5]; Honesty [-10*]; Incurious [-5*]; No Sense of Humor [-10]; any physical disadvantage [varies]; Reputation [varies]; Secret (Lapsed cleric) [varies]; Struggling [varies] and Stubbornness [-5].

Primary Skills: Writing (A) IQ+2 [8]-12 and Merchant (A) IQ [2]-10.

Secondary Skills: A total of 5 points in any of Diplomacy (IQ/H); Heraldry (IQ/A); Artist (Illumination or Calligraphy) (IQ/H); Research (IQ/A); Savoir- Faire (any) (IQ/E).

Background Skills: A total of 5 points in any of (IQ/H); History (IQ/H); Languages (special); Literature (IQ/H); Poetry (IQ/A) and Teaching (IQ/A).

Notary Public Lens [+30 points]: Add Status 2 [10]; Wealth (Comfortable) [10] and 10 points chosen from increased Will [5/level]; Contacts [varies]; Reputation [varies]; and Wealth [varies]. Add -10 points chosen from Miserliness [-10*]; Sense of Duty [varies]; Workaholic [-5] and any physical disadvantage. Add Research (A) IQ [2]-10; Savoir- Faire (E) IQ [1]-10; and 7 points in any of Finance (IQ/H), Law (any) (IQ/H), and further Primary Skills.

Clerical Employee Lens [+5 points]: Add *either* Lightning Calculator [5], Single-Minded [5], or 5 points in any of the advantages above. *Replace* the Primary Skill selection with Administration (A) IQ+1 [4]-11; Writing (A) IQ [2]-10 and a total of 4 points in any of Accounting (IQ/H) and Merchant (IQ/A).



Shaman [35 points]

Adapted by Jeff Klein from a template by Jason Morningstar

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points chosen from increased Will [5/level]; Allies [varies]; Appearance [varies]; Autotrance [1]; Charisma [5/level]; Clerical Investment [5]; Empathy or Sensitive [15 or 5]; High Pain Threshold [10]; Intuition [15]; Patron [varies]; Religious Rank [5/level]; Reputation [variable]; Smooth Operator [15/level]; Social Chameleon [5]; Status [5/level]; and Voice [10].

Disadvantages: A total of -30 points chosen from Addiction [varies]; Compulsive Behavior [varies]; Disciplines of Faith [varies]; Distinctive Features [-1/level]; Duty [varies]; Dwarfism [-15]; Epilepsy [-30]; Neutered [-1]; Fanaticism [-15]; Hunchback [-10 or -15]; Loner or Intolerance (Total) [-5* or -10]; Selfish [-5*]; Sense of Duty [varies]; Split Personality [-15*]; and Vow [varies].

Primary Skills: Public Speaking (A) IQ+1 [4]-12; Religious Ritual (any) (H) IQ+1 [8]-12; Savoir- Faire (any) (E) IQ [1]-11 and a total of 5 points in any of Acting (IQ/A); Artist (any) (IQ/H); First Aid/TL (IQ/E); Pharmacy/TL (Herbal) (IQ/H); Literature (IQ/H); Meditation (IQ/H) and Occultism (IQ/A).

Secondary Skills: A total of 4 points in any of Area Knowledge (any) (IQ/E); Artist (Body Art) (IQ/A), Dancing (DX/A); Diagnosis/TL (IQ/H); Diplomacy (IQ/H); Intimidation (Will/A); Mimicry (any) (IQ/H); Musical Instrument (any) (IQ/H); Naturalist (IQ/H); Politics (IQ/A); Singing (HT/E); Sleight of Hand (DX/H); Ventriloquism (IQ/H) and Weather Sense (IQ/A).

Background Skills: A total of 3 points in skills from the Hunter or Gatherer templates.

Smith [25 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 12 [20]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 1/1d+2; BL 29 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased HT [10/level]; High Pain Threshold [10]; Reputation +1 (Lucky or Magical) [5]; Single-Minded [5]; Status [5/level] and Temperature Tolerance [1/level].

Disadvantages: A total of -15 points chosen from Bad Back [-15 or -25]; Bad Temper [-10*]; Dependents [varies]; Hard of Hearing [-10]; Jealousy [-10]; Loner [-5*]; Odious Personal Habits [-5 to -15]; Reputation [varies]; Shyness [-5 to -20]; Stubbornness [-5] and Struggling [varies].

Primary Skills: Farming/TL (A) IQ [2]-10 and Smith (Iron) (A) IQ+1 [4]-11.

Secondary Skills: A total of 2 points in any of Animal Handling (any) (IQ/A); Armoury/TL (any) (IQ/A); First Aid/TL (IQ/E); Jeweler/TL (IQ/H); Professional Skill (Locksmith) (IQ/A); and Prospecting (IQ/A).

Background Skills: A total of 2 points in any of Area Knowledge (any) (IQ/E); Carpentry (IQ/E); Leadership (IQ/A) and Merchant (IQ/A).

Soldier [30 to 50 points]

Adapted by InforNific from a template by Michele Armellini

Unlike most templates, the Soldier template consists of a *base template* followed by a choice of various *service packages* — neither is complete without the other. Each package includes the total price of the template (the base template cost plus the package cost); subtract the base template cost (2 points) to determine the price of the package, if necessary. The two final lenses (*Sergeant* and *Noble*) are normal, optional lenses that can be taken in addition to a package; their cost adds to the template cost (e.g., Heavy Cavalry Sergeant would be a 70-point template.)

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 1/1d+1; BL 24 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points from increased ST [10/level], HT [10/level], HP [2/level], FP [3/level], Per [5/level], Basic Speed [5 per +0.25] or Move [5/level]; Allies [varies]; Combat Reflexes [15]; Danger Sense [15]; Fearlessness [2/level]; Fit [5] or Very Fit [15]; Hard to Kill [2/level]; High Pain Threshold [10]; Legal Enforcement Powers [5 or 10]; Rapid Healing and Tough Guy [5/level].

Disadvantages: Duty (9 or less) [-5] and 20 points from Alcoholism [-15 or -20], Appearance [varies]; Bad Temper [-10*]; Berserk [-15*]; Bloodlust [-10*]; Callous [-5]; Chummy or Gregarious [-5 or -10]; Code of Honor [-5 to -15]; Compulsive Behavior [varies]; Cowardice [-10*]; Dependents [varies]; Flashbacks [varies]; Incurious [-5]; Lecherousness [-15*]; Low Empathy [-20]; Missing Digit [-2 or -5]; Odious Personal Habits [-5 to -15]; One Eye [-15]; Overconfident [-5*], Post Combat Shakes [-5*]; Poverty [varies]; Sense of Duty [varies]; and Social Stigma (Minor) [-5].

Primary Skills: Soldier/TL (A) IQ+1 [4]-11 and choose a package from the next page for *one of* Heavy Infantry, Light Infantry, Heavy Cavalry or Light Cavalry.

Secondary Skills: Tactics (H) IQ-2 [1]-8; First Aid/TL (IQ/E); Survival (any) (Per/A); and Brawling (E) DX+2 [4]-12 or 4 points in a different unarmed combat skill.

Background Skills: 3 points in any of Armory/TL (any) (IQ/A); further Melee Weapon skills (varies); Heraldry (IQ/A); Running (HT/A); Savoir-Faire (Military) (IQ/E); Scrounging (Per/E); and more in Tactics (IQ/H).

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Soldier (continued)

Archer [35]: Add +1 ST [10]. Add *one of* Bow (A) DX+2 [8]-12, Crossbow (E) DX+3 [8]-13 *or* Sling (H) DX+1 [8]-11. Add *one of* Fast Draw (Arrow) (E) DX+2 [4]-12, Fast Draw (Stone) (E) DX+2 [4]-12 *or* +1 to missile weapon skill. Add *either* Hiking (A) HT+1 [4]-11 *or* Riding (A) DX+1 [4]-11. Add 4 points in Melee Weapon skills (varies) and 3 points in any of Stealth (DX/A) or further Secondary or Background Skills.

Heavy Infantry [30]: Add +1 ST [10]. *Either* add *one of* Axe/Mace, Broadsword, Shortsword *or* Spear (all (A) DX+2 [8]-12) *and* Shield (E) DX+2 [4]-12; *or* add *one of* Polearm (A) DX+3 [12]-13, Two Handed Axe/Mace (A) DX+3 [12]-13 *or* Two Handed Sword (A) DX+3 [12]-13. Add Hiking (A) HT+1 [4]-11 and 2 more points in Secondary or Background skills.

Light Infantry [25]: Add +1 Move [5]. Add *one of* Bow (A) DX+1 [4]-11, Crossbow (E) DX+2 [4]-12, Sling (H) DX [4]-10, Throwing Weapon (Axe/Mace) (E) DX+2 [4]-12 *or* Throwing Weapon (Spear) (E) DX+2 [4]-12. Add Hiking (A) HT+1 [4]-11; Running (A) HT [2]-10; Stealth (A) DX [2]-10 and 6 more points in any of Melee Weapon skills (varies) and Shield (DX/E).

Heavy Cavalry [50]: Add +1 DX [20] and +1 ST [10]. Add *either* Broadsword (A) DX+1 [4]-12 *or* Axe/Mace (A) DX+1 [4]-12. Add *either* Lance (A) DX+1 [4]-12 *or* Spear (A) DX+1 [4]-12. Add Riding (any) (A) DX+1 [4]-12; Shield (E) DX+1 [2]-12; and 4 points in any of Melee Weapon skills (varies), further Shield and mounted Combat Techniques (varies).

Light Cavalry [35]: Add +1 DX [20]. Add *either* Bow (A) DX+1 [4]-12 *or* Spear Throwing (E) DX+2 [4]-13. Add Riding (A) DX+1 [4]-12 and 5 points in any of Melee Weapon skills (varies), Shield (DX/E) and mounted Combat Techniques (varies).



(Optional) Sergeant Lens [+20]: Add Military Rank 1 [5]. Raise Soldier to IQ+2 [4]-12 and Tactics to IQ [3]-10. Add Leadership (A) IQ+1 [4]-11 and 4 more points in Secondary and Background skills, including at least 1 point in Scrounging.

(Optional) Noble Lens [+10]: Add Status 1 [5]. Add Savoir-Faire (High Society) (E) IQ [1]-10 and 4 points in any of Connoisseur (any) (IQ/A); Dancing (DX/A); Diplomacy (IQ/H); Heraldry (IQ/A); Leadership (IQ/A); Poetry (IQ/A); Politics (IQ/A) and further Savoir-Faire (High Society).

Squire [30 points]

Adapted by Jeff Klein from a template by Jamie Revell

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Status 1 [5] and 30 points chosen from increased ST [10/level] or DX [20/level]; Allies [varies]; Fit [5]; High Pain Threshold [10]; Patron [varies]; further Status [5/level]; Tough Guy [5/level]; and Wealth [varies].

Disadvantages: Duty (Liege lord; 12 or less) [-10] and -15 points chosen from Code of Honor [-5 to -15]; Intolerance [-5 or -10]; Jealousy [-10]; Overconfidence [-5*]; Selfish [-5*]; and Sense of Duty [varies].

Primary Skills: Riding (any) (A) DX [2]- 11 and 6 points chosen from Axe/Mace (DX/A); Broadsword (DX/A); Lance (DX/A) and Shield (DX/E).

Secondary Skills: 6 points chosen from Animal Handling (any) (IQ/A); Cooking (IQ/A); Packing (IQ/A); Savoir-Faire (any) (IQ/E) and Survival (any) (Per/A).

Background Skills: 6 points chosen from Armoury/TL (any) (IQ/A); Bow (DX/A); Carousing (HT/E); Dancing (DX/A); Heraldry (IQ/A); Politics (IQ/A); Tactics (IQ/H) and Games (Tournament Law) (IQ/E).

Storyteller [35 points]

Adapted by Jeff Klein from a template by Duff McCourt

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 35 points chosen from increased IQ [20/level]; Bardic Immunity [10]; Charisma [5/level]; Patron [varies]; Reputation [varies]; Smooth Operator [15/level]; Status [5/level]; Versatile [5] and Voice [10].

Disadvantages: A total of -15 points chosen from Congenial, Chummy or Gregarious [-1, -5 or -10]; Compulsive Carousing [-5 or -10]; Fearfulness [-2/level]; Poverty [varies]; Proud [-1]; Status [-5/level] and Stubbornness [-5].

Primary Skills: Public Speaking (A) IQ+1 [4]- 11 and a total of 4 points in any of History (any) (IQ/H); Literature (IQ/H); and Theology (any) (IQ/H).

Secondary Skills: A total of 4 points in any of Acting (IQ/A); Carousing (HT/E); Performance (IQ/A); Poetry (IQ/A); Savoir Faire (any) (IQ/E) and Writing (IQ/A).

Background Skills: A total of 3 points in any of Area Knowledge (any) (IQ/E); Hidden Lore (IQ/H); Languages (special); Occultism (IQ/A); Religious Ritual (IQ/H) and Research/TL (IQ/A).

Street Kid [0 points]

Adapted by Inforfic from a template by Duff McCourt

Attributes: ST 9 [-10]; DX 11 [20]; IQ 11 [20]; HT 9 [-10].

Secondary Characteristics: Dmg 1d- 2/1d- 1; BL 16 lbs; HP 9 [0]; Will 11 [0]; Per 11 [0]; FP 9 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points from increased Per [5/level], Will [5/level] or Move [5/level]; Acute Hearing [2/level]; Acute Vision [2/level]; Contacts [varies]; Fearlessness [2/level]; High Manual Dexterity [5/level]; Less Sleep [2/level]; Luck [15]; Patron [varies]; Pitiable [5] and Tough Guy [5/level].

Disadvantages: Poor [-15]; Social Stigma (Minor) [-5]; Status -1 [-5]; and -10 points from Addiction [varies]; Curious [-5*]; Distractible or Short Attention Span [-1 or -10]; Impulsiveness [-10*]; Laziness [-10]; Loner or Uncongenial [-5* or -1]; Overconfidence [-5]; Phobias [varies]; further Poverty [varies]; Skinny [-5]; further Status [-5/level] and Stubbornness [-5].

Primary Skills: Area Knowledge (any) (E) IQ+1 [2]- 12; Streetwise (A) IQ+1 [4]- 12 and a total of 4 points in any of Panhandling (IQ/E); Scrounging (Per/E) and Stealth (DX/A).

Secondary Skills: A total of 3 points in any of Artist (any) (IQ/H); Filch (DX/A); Holdout (IQ/A); Musical Instrument (any) (IQ/H); Pickpocket (DX/H); Search (Per/A) and Singing (HT/E).

Background Skills: A total of 2 points in any of Knife (DX/E); Knife Throwing (DX/E); Lock picking/TL (IQ/A); Sling (DX/H) and Traps (IQ/A).

Sycophant [10 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points chosen from Appearance [varies]; Common Sense [10]; Fearlessness [2/level]; Empathy or Sensitive [15 or 5]; Intuition [15]; Luck [15]; Patron [varies]; Smooth Operator [15] and Voice [10].

Disadvantages: Duty (Lord; Nonhazardous; 12 or less) [-5] and a total of -20 points chosen from reduced Will [-5/level];

Alcoholism [-15 or -20]; Chummy or Gregarious [-5 or -10]; Compulsive Behavior [varies]; Cowardice [-10*]; Delusion [-1 to -15]; Dull [-1]; Gluttony [-5*]; Greed [-15*]; Jealousy [-10]; Laziness [-10]; Low Self-Image [-10]; Poverty [varies]; Reputation [varies] and Social Stigma [varies].

Primary Skills: Acting (A) IQ+1 [4]-11 and a total of 4 points in any of Carousing (HT/E); Diplomacy (IQ/H); Fast-Talk (IQ/A) and Savoir-Faire (any) (IQ/E).

Secondary Skills: A total of 4 points in any of Connoisseur (any) (IQ/A); Dancing (DX/A); Performance (IQ/A); Public Speaking (IQ/A) and Singing (HT/E).

Background Skills: A total of 3 points in any of Gambling (IQ/A); Games (any) (IQ/E); Lip Reading (Per/A); Poetry (IQ/A); Scrounging (Per/E) and Sex-Appeal (HT/A).



Tax Collector [15 points]

Adapted by Jeff Klein from a template by Ryan Crisp

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points chosen from Administrative Rank [5/level]; Detail-Oriented [5/level]; Lightning Calculator [2]; Mathematical Ability [10/level]; Patron [varies] and Status [5/level].

Disadvantages: Reputation (Tax collector) [-5] and a total of -15 points chosen from Bully [-10*]; Callous [-5]; Greed [-15*]; further Reputation [varies]; Secret (Corrupt) [varies] and Status [-5/level].

Primary Skills: Accounting (A) IQ+2 [8]-12.

Secondary Skills: A total of 4 points in any of Area Knowledge (any) (IQ/E); Brawling (DX/E); Diplomacy (IQ/H); Detect Lies (IQ/H); Fast-Talk (IQ/A); Intimidation (Will/A) and Savoir-Faire (any) (IQ/E).

Background Skills: A total of 3 points in any of Economics (IQ/H); Finance (IQ/H); Law (IQ/H); Market Analysis/TL (IQ/H); Mathematics/TL (any) (IQ/H); Merchant (IQ/A) and Research/TL (IQ/A).

Teamster [25 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 20 points chosen from increased ST [10/level], HT [10/level], Per [5/level] or Will [5/level]; Absolute Direction [5]; Acute Senses [2/level]; Animal Friend [5/level]; Fit or Very Fit [5 or 15] and High Pain Threshold [10].

Disadvantages: A total of -15 points chosen from Alcoholism [varies]; Bad Back [-15 or -25]; Bad Smell [-10]; Bad Temper [-10*]; Bully [-10*]; Callous [-5]; Laziness [-10*]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Selfish [-5*]; Social Stigma [varies]; Status [-5/level] and Stubbornness [-5].

Primary Skills: Animal Handling (any) (A) IQ-1 [1]-9 and Teamster (same) (A) IQ+2 [8]-12.

Secondary Skills: Freight Handling/TL (IQ/A) IQ [2]-10 and a total of 5 points in any of Area Knowledge (any) (IQ/E); Intimidation (Will/A); Merchant (IQ/A); Whip (DX/A) or another one-handed weapon skill (varies).

Background Skills: A total of 4 points in any of Knife (DX/E); Leatherworking (DX/E); Mechanic (Wagons)/TL (IQ/A); Packing (IQ/A); Streetwise (IQ/A) and Veterinary/TL (IQ/H).

Thatcher [15 points]

Adapted by Jeff Klein from a template by Jason Morningstar

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

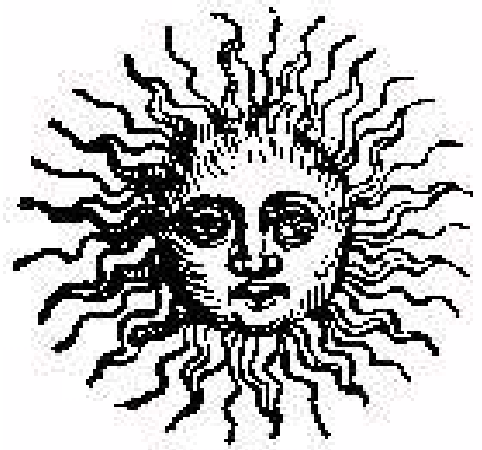
Advantages: A total of 10 points in increased Per [5/level]; Acute Vision [2/level]; Allies [varies]; Ambidexterity [10]; Fit [5]; High Manual Dexterity [5/level]; Patron [varies]; Reputation [varies] and Single-Minded [5].

Disadvantages: A total of -15 points chosen from Bad Back [-15 or -25]; Compulsive Behavior [varies]; Dull or Hidebound [-1 or -5]; Duty [varies]; Klutz [-5]; Laziness [-10]; Loner or Uncongenial [-5* or -1]; Missing Digit [-2 or -5]; Overconfidence [-10*]; Phobias [varies]; Poverty [varies]; Reduced Manual Dexterity [-5/level]; Sense of Duty [varies] and Workaholic [-5].

Primary Skills: Climbing (A) DX [2]-11; Carpentry (E) IQ [1]-11 and Professional Skill (Thatcher) (A) IQ+2 [4]-12.

Secondary Skills: A total of 7 points in any of Area Knowledge (any) (IQ/E); Artist (Sculpting or Woodworking) (IQ/H); First-Aid/TL (IQ/E); Knife (DX/E); Masonry (IQ/E); Merchant (IQ/A); Weather Sense (IQ/A) and further Primary Skills.

Background Skills: A total of 6 points in any of Administration (IQ/A); Artist (any) (IQ/H); Farming/TL (IQ/A); Leadership (IQ/A); Naturalist (IQ/H); Savoir-Faire (any) (IQ/E); Teaching (IQ/A) and further Secondary Skills.



Tinker [25 points]

Adapted by Jeff Klein from a template by Kimara Bernard

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

Advantages: A total of 15 points chosen from increased ST [10/level], IQ [20/level] or HT [10/level]; Animal Friend [5/level]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Gifted Artist [5/level]; High Manual Dexterity [5/level]; Reputation [varies]; Sensitive or Empathy [5 or 15]; Versatile [5]; and Voice [10].

Disadvantages: A total of -15 points chosen from Bad Back [-15 or -25]; Hard of Hearing [-10]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Reputation [varies]; Social Stigma [varies]; and Status [-5/level].

Primary Skills: Smith (Iron) (A) IQ+2 [8]-12 and a total of 6 points in any of Animal Handling (any) (IQ/A); Merchant (IQ/A); and Teamster (any) (IQ/A).

Secondary Skills: A total of 6 points in any Melee Weapon skill (varies); Area Knowledge (any) (IQ/E); Artist (Pottery or Woodworking) (IQ/H); Carpentry (IQ/E); Leatherworking (DX/E); Sewing (DX/E) and further Primary Skills.

Background Skills: A total of 5 points in Detect Lies (Per/H); Diplomacy (IQ/H); Fast-Talk (IQ/A); First Aid/TL (IQ/E); Languages (special); Mechanic (Wagons)/TL (IQ/A); Naturalist (IQ/H); Packing (IQ/A); Public Speaking (IQ/A); Savoir-Faire (any) (IQ/E); Survival (any) (Per/A); Veterinary/TL (IQ/H); and further Secondary Skills.

Torturer [20 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 1/1d+1; BL 24 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]

Advantages: A total of 25 points chosen from increased ST [10/level], HT [10/level] or FP [3/level]; Fearlessness [2/level]; Fit or Very Fit [5 or 15]; Night Vision [1/level]; Single- Minded [5] and Unfazeable [15].

Disadvantages: Callous [-5]; Duty (Employer; 9 or less) [-5] and a total of -30 points including *either* Reputation -2 [-10] or Secret (torturer) [-5] and the remainder chosen from Bad Temper [-10*]; Bully [-10*]; Enemies [varies]; Fanaticism [-15]; Intolerance [-5 to -10]; Low Empathy [-20]; No Sense of Humor [-10]; Oblivious [-5]; Odious Personal Habits [-5 to -15]; Overweight [-1]; Sadism [-15*]; Shyness [-5 to -20]; Status [-5/level] and Stubbornness [-5].

Primary Skills: Professional Skill (Execution) (A) IQ+2 [8]-12; Intimidation (A) Will [4]-11 and 4 points in one of Two- Handed Axe/Mace (DX/A); Two- Handed Sword (DX/A) or Whip (DX/A).

Secondary Skills: A total of 5 points in any of Brawling (DX/E); Garrote (DX/E); Knife (DX/E); Lifting (HT/A); Wrestling (DX/A) and further Primary Skills.

Background Skills: A total of 4 points in any of Artist (Body Art) (IQ/H); Detect Lies (Per/H); Engineer (Torture equipment)/TL (IQ/H); Holdout (IQ/A); Interrogation (IQ/A); Law (IQ/H); Mechanic (Torture equipment)/TL (IQ/A); Performance (IQ/A); Religious Ritual (any) (IQ/H); Physiology (any)/TL (IQ/H); Philosophy (any) (IQ/H); Poisons (IQ/H); Theology (any) (IQ/H) and any craft skill.



Tour Guide [10 points]

Adapted by Jeff Klein from a template by Brian C. Smithson

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased Per [5/level]; Absolute Direction [5]; Charisma [5/level]; Claim to Hospitality [1 to 10]; Contacts [varies]; Honest Face [1]; Language Talent [10]; Sensitive [5]; Smooth Operator [15/level]; and Voice [10].

Disadvantages: A total of -15 points chosen from Broad- Minded [-1]; Compulsive Lying [-15*]; Congenial or Chummy [-1 or -5]; Greed [-15*]; Laziness [-10]; Poverty [varies]; Reputation [varies]; Status [-5/level]; Social Stigma [varies]; and Undiscriminating [-1].

Primary Skills: A total of 6 points in any of Acting (IQ/A); Area Knowledge (any) (IQ/E); and Fast- Talk (IQ/A).

Secondary Skills: A total of 5 points in any of Public Speaking (IQ/A); Boating (any) (DX/A); Gesture (IQ/E); Hiking (HT/A); Languages (varies); Navigation/TL (Land) (IQ/A); Riding (any) (DX/A); Savoir- Faire (any) (IQ/E); Teamster (any) (IQ/A) and further Primary Skills.

Background Skills: A total of 4 points in any of Architecture/TL (IQ/A); History (any) (IQ/H); Merchant (IQ/A); Panhandling (IQ/E); Pickpocket (DX/H); Streetwise (IQ/A); and Weather Sense (IQ/A).

Town Crier [15 points]

Adapted by Jeff Klein from a template by David Morgan-Mar

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Legal Immunity [5] and a total of 10 points chosen from Administrative Rank [5/level]; Charisma [5/level]; Status [5/level]; and Voice [10].

Disadvantages: A total of - 15 points chosen from Fat, Overweight or Very Fat [-3, -1 or -5]; Hard of Hearing [-10]; Honesty [-10*]; Odious Personal Habit (Speaks Loudly) [-5]; Overconfidence [-10*]; Stubbornness [-5] and Unfit [-5].

Primary Skills: Public Speaking (A) IQ+2 [8]-12.

Secondary Skills: Administration (A) IQ [2]-10 and a total of 3 points in any of Area Knowledge (any) (IQ/E); Current Affairs (Regional) (IQ/E); Law (IQ/H); Politics (IQ/A); and Writing (IQ/A).

Background Skills: A total of 2 points in any of Diplomacy (IQ/H); Heraldry (IQ/A); Savoir- Faire (any) (IQ/E); and further Secondary skills.

Vendor [10 points]

Adapted by Jeff Klein from a template by Matt Riggsby

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased Will [5/level]; Contacts [varies]; Talker [5/level] and Voice [10].

Disadvantages: A total of - 15 points chosen from Greed [-15*]; any physical disadvantage (varies); Poverty [varies] and Status [-5/level].

Primary Skills: Fast-Talk (A) IQ+1 [4]-11 and Merchant (A) IQ+1 [4]-11.

Secondary Skills: A total of 5 points in any of Area Knowledge (any) (IQ/E); Streetwise (IQ/A) and further Primary Skills.

Background Skills: A total of 2 points in any of Cooking (IQ/A) and any craft skill or further Primary and Secondary Skills.

Vermin Catcher [25 points]

Adapted by Jeff Klein from a template by David Morgan-Mar

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from increased Per [5/level]; Absolute Direction [5]; Acute Hearing [2/level]; Acute Vision [2/level]; Resistant to Disease +3 or +8 [3 or 5]; Night Vision [1/level]; Rapid Healing [5]; Reputation [varies]; and Wealth [varies] [10].

Disadvantages: A total of - 15 points chosen from Bad Smell [-10]; Callous [-5]; Careful [-1]; Dull [-1]; Loner or Uncongenial [-5* or -1]; Missing Digit [-2 to -5]; Poverty [varies]; Sadism [-15*]; and Skinny [-5].

Primary Skills: One of Animal Handling (any) (H) IQ+2 [12]-12, Poisons (H) IQ+2 [12]-12 or Urban Survival (A) IQ+3 [12]-13.

Secondary Skills: Knife (E) DX+1 [2]-11; either Polearm (A) DX [2]-10 or Spear (A) DX [2]-10; and a total of 6 points in any of Area Knowledge (any) (IQ/E); Carpentry (IQ/E); First Aid/TL (IQ/E); Merchant (IQ/A) and further Primary Skills.

Background Skills: A total of 3 points in any of Climbing (DX/A); Savoir- Faire (any) (IQ/E); Scrounging (Per/E); Veterinary/TL (IQ/H); and further Secondary Skills.

Woodcutter [25 points]

Adapted by Jeff Klein from a template by Jamie Revell

Attributes: ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 1/1d+1; BL 24 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 10 points chosen from increased FP [3/level] or Per [5/level]; Absolute Direction [5]; Animal Friend [5/level]; Fearlessness [2/level]; Fit [5]; Green Thumb [5/level] and High Pain Threshold [10].

Disadvantages: A total of -15 points chosen from Bad Back [-15 or -25]; Claustrophobia [-15*]; Demophobia [-15*]; Dull or Hidebound [-1 or -5]; Loner or Uncongenial [-5* or -1]; Low Empathy [-15]; Odious Personal Habits [-5 to -15]; Poverty [varies]; Shyness [-5 to -20]; Social Stigma (Uneducated) [-5]; Status [-5/level]; and Workaholic [-5].

Primary Skills: Axe/Mace (A) DX+1 [4]-11 and Professional Skill (Forestry) (A) IQ+1 [4]-11.

Secondary Skills: Survival (Woodlands) (A) IQ [2]-10 and a total of 5 points in any of Area Knowledge (Local forest) (IQ/E); Artist (Woodworking) (IQ/H); Carpentry (DX/E); Merchant (IQ/A) and Naturalist (IQ/H).

Background Skills: A total of 5 points in any of Armoury (Missile Weapons)/TL (IQ/A); Brawling (DX/E); Bow (DX/A); Camouflage (IQ/E); Climbing (DX/A); First Aid/TL (IQ/E); Hiking (HT/A); Knife (DX/E); Leatherworking (DX/E); Professional Skill (Charcoal Burning or Cooper) (IQ/A); Stealth (DX/A); Tracking (Per/A); Traps/TL (IQ/A) and Weather Sense (IQ/A).

Writer [15 points]

Adapted by Jeff Klein from a template by Michele Armellini

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d- 2/1d; BL 20 lbs; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: A total of 15 points chosen from Empathy or Sensitive [15 or 5]; Fashion Sense [5]; Intuition [15]; Language Talent [10]; Patron [varies]; Reputation [varies]; Single-Minded [5]; Versatile [5] and Voice [10].

Disadvantages: A total of -20 points chosen from Absent-Mindedness [-15]; Bad Temper [-10*]; Curious [-5*]; Overconfidence [-10]; Jealousy [-10]; Loner [-5*]; Obsession [-5 to -10]; Poverty [varies]; Reputation [varies]; Shyness [-5 to -20] and Truthfulness [-5*].

Primary Skills: A total of 10 points in any of Poetry (IQ/A); Languages (special); Writing (IQ/A) and any Expert Skill (IQ/H), IQ-based Professional Skill (IQ/A), or other skill which requires technical writing.

Secondary Skills: A total of 6 points in any of Connoisseur (any) (IQ/A); Literature (M/H); Public Speaking (IQ/A); Research/TL (IQ/A) and further Primary Skills.

Background Skills: A total of 4 points in any of Administration (IQ/A); Area Knowledge (any) (IQ/E); Diplomacy (IQ/H); Heraldry (IQ/A); History (IQ/H); Philosophy (any) (IQ/H); Savoir-Faire (any) (IQ/E); Teaching (IQ/A) and Theology (any) (IQ/H).

