

Profession Packs II

As we said in the first pack, the Skill Packs were originally put forth by William Travis on his website, The Official Bureau 13 Website. We have updated them a bit and expanded upon them. We still aren't going to say that ours are perfect, but they are fun and help round a character out. The Skill Packs are a good mix of professions with a decent amount of skills for the skill point price. We have found them to add more depth to our characters without sacrificing any character building points. If you have a question, comment, or smart remark, or if you or your group uses the Profession Packs, please let us know how they worked out for you, any changes you would make, etc. Just post a message on the Bureau 13 forum or send me a message. Feel free to modify these to fit your campaign. We hope you enjoy these as much as we have.

The Professions

Again, this list is by no means all-inclusive, but it's a good place to start to give your characters or NPC's a little more pizzazz. There are some packs that have more than one cost. Any packs marked with two prices means that if a player chooses two of the skills from a skill that has more than one choice, they pay the higher cost. For example, New Age Healer has a cost of 7 or 8. Under the skills it has Healing. If the player chooses to spend seven skill points, they get their choice of one of the listed

skills, Acupuncture, Chakra Healing, Reiki, Spirit Meditation, whichever skill they choose. But if they spend eight, they can choose one extra of the skills in parenthesis.

List of Professions

Public Access 'Star'
Exotic Dancer
Cable Repairman
Televangelist
Gamer/ Sci-Fi Fan
Writer
Mechanic (Auto, Military, Planes,
Helicopter, Small Engine)
Computer Repair
Veterinarian
Pharmacist
New Age Healer
Special Ops (Military)
Gypsy
Stage Mage
Fisherman
Pool Boy
Dentist
Physical Trainer
Librarian
Model
Life Guard
EMT
Hairdresser
Archeologist

Any skills listed with an asterisk are new skills not in the Bureau 13 Rulebook. We include them here for completeness as well as on the website. Some skills, which require prerequisites, do not if purchased in a Profession Pack and instead are gained at a level of 1.

PUBLIC ACCESS 'STAR' cost- 6

Communication Technology
Engineering
Electronics
Computer Operations
Civil Law
Interior Design
*A/V Technician
Entertainer
+1 CRZ

*Dwayne's World, Dwayne's World!
Party Time! Mediocre!
Today on Dwayne's World, we are going to talk
about the wonderful world of cheese!*

Exotic Dancer cost- 5

*Style, Hair
*Alertness
*Bartender
Dating
Cuisine
Martial Art
Dancing
*Streetwise

*Sure you look good on stage, dancing around a
pole with dollar bills sticking out of your thong.
But you're an ARTIST!*

CABLE REPAIRMAN cost- 4

*A/V Technician
Engineering
Communications Technology
Electronics
Electronic Diagnosis
Public Speaking
Grenade Weapons

*Sure, they may keep you waiting until half an hour
past the time they were 'supposed' to be there, but
just think of the joy you'll have watching porn in the
sanctity of your own living room. And they have more
than just wire on their trucks!*

TELEVANGELIST cost- 7

Scripture
Public Speaking
+1 CRZ
Proselytization
Psychology
*Style, Clothes
Entertainer- (+05% to roll for natural ability)
Religion
Tax Evasion

Spreading the good word directly into your living room, they merely ask for a few kind words for another, a sweet prayer and a new Rolls Royce, to get the word out better, you see.

GAMER/ SCI-FI FAN cost- 7 or 8

*Art, Fantasy
*Game Knowledge
Computer Operations
*Trivia
History
Mathematics
Language (Klingon, Tolkien Elf, Tolkien Dwarf, Other Fantasy Language) at Level 5
Fashion (-20%)
*Creative Writing
Drama, Theater Arts

These are the guys you'll find discussing how inaccurate Frodo was portrayed during that one scene where...

WRITER cost- 4

+1 CRZ (if under 12)
*Creative Writing
Computer Operation
Entertainer (+10% chance to roll for natural Ability)
Computer Research
Psychology

Ah, the writer's life! Sitting back and waiting for ideas to pop into your head so you can write the next great American novel! Meanwhile, you haven't eaten in a week and the rent is past due.

MECHANIC

Mechanical Diagnosis
Fabrication Metal
*Expedient Methods
Electronic Diagnosis
Engineering
Metallurgy

AUTOMOBILE cost- 8

Vehicle Repair, Automobile
Vehicle Repair,
*Vehicle Detailing
*Vehicle Identification
Pilot, Motor Vehicle

MILITARY cost- 7

Vehicle Repair, Automobile
*Military Protocol
Military Weapons, Light
Security
*Make Coffee

PLANES cost- 7

Vehicle Repair, Aircraft (1d2 +3)
Pilot, Fixed Wing
*Aircraft Identification

HELICOPTER cost- 6

Vehicle Repair, Rotary Wing
Pilot Rotary Wing

SMALL ENGINE cost- 6

*Vehicle Repair, Motorcycle
*Vehicle Repair, Lawnmower
Small Business administration

“So what’s the problem?”

“My car makes a funny noise.”

“Like what?”

“Whurr whurr whurr whurr.”

“That’s not very funny.”

COMPUTER REPAIR **cost- 4**

Electronics, Micro
Electronics Diagnosis
Electronic Engineering
Computer Operation
*A/V Technician
Computer Programming

From defragging your hard drive to making sure you have the power cord plugged in, these are the geeks, I mean, guys you call. They can set up a killer gaming system or give someone a virus that will send all that person's porn to their mom.

VETERINARIAN **cost- 4**

Chemistry, General
Animal Handling
Animal Husbandry
*Anatomy, Animal
Biology, Animal
*Surgery, Animal
Health Care

Whether it's old country doctor who still makes house calls or a young professional setting up a clinic, these are the people who take care of our best friends.

PHARMACIST **cost- 7**

Pharmacology
Drug Therapy
Administration
Use/Remove Poison
Public Speaking
Chemistry, General
Chemistry, Organic
Botany
Health Care
Emergency Medical Care

Oh sure, standing behind the window up on your raised floor may make you think you're better than me, but you're not! What? Oh, thanks for the hemorrhoid cream

NEW AGE HEALER **cost- 8 or 9**

*Healing (Acupuncture, Chakra Healing, Reiki, Spirit Meditation, Herbal)

*Meditation

Healing spell list w 30 WKM (no 'per level' addition)

Anatomy

*Health

*Use/Remove Poison

*Just lay back while I apply this fuchsia and egg
white extract to your face. It should clear up your
acne in about 2 weeks and leave you with a shiny coat.*

SPECIAL OPS (MILITARY) **cost- 9, 10, or 11**

Commando Training

Survival (Choose 1 or 2)

Guerrilla Tactics

Weapons, Military Light

Weapons, Military Heavy

*Alertness

Weapon, Pistol- (choice)

Land Navigation

*Parachuting

Grenade Weapons

Weapon, Rifle (choice)

Martial Art (choice)

Special (Language, *Sniper, Disguise, Smuggling, Breaking and Entering)

*Fighting Soldiers from the sky
Fearless men (and women, for game purposes) who jump and die
Men who mean just what they say
The brave men of the Green Beret.*

GYPSY **cost- 5 or 6**

Breaking and Entering

Blade Fighting

Dancing

*Fast Talk/ Bluff

*Ritual

Pick Pocketing

Special (*Artifact Identification, *Lore, *Symbology, 'Annoyance Spell' + 30 WKM)

*Best friends you could ever have, or the
worst enemies. The gypsies are full of arcane
knowledge and lore, but watch your wallet.*

STAGE MAGE cost- 8 or 9

*Prestidigitation
*Fast Talk/ Bluff
*Lock picking
Special (*Fortune Telling, *Lip Reading, *Trivia)
*Style, Clothes
Psychology
Drama, Theater Arts
Fashion
Entertainer
*Alertness

Up on stage you have the audience eating out of the palm of your hand. One quick flash with this hand, and they never see what the other hand does. The hand, after all, is quicker than the eye.

FISHERMAN cost- 3

*Fishing
*Fly Making
Weapon- Net
Swimming
Boating, Small

Nothing like a calm day out on the lake, just you and a couple of fat fish you've caught. Now, why aren't the bikini girls here like in the beer commercials?

POOL BOY cost- 3

Chemistry, General
*Pool Technology
*Style, Hair
*Lip Reading
Swimming
Dating

You live the life of a soap opera star; no worries, no responsibilities. Just make sure the pools of the rich and beautiful stay clean so they can sun themselves. You have connections with the rich as well as knowing their dirty little secrets. Like who really has a hairy back.

DENTIST cost- 3

Dentistry
Anesthesiology
Health Care
Interrogation
Sport, Golf
Tax Evasion

*When I was younger, just a bad little
kid, my momma noticed funny things I did...
You may not like pain, but your patients
must. They never seem to floss enough!*

PHYSICAL TRAINER cost- 7

*Fitness
Health Care
+1 STR
+1 CON
Anatomy
Public Speaking
Sport (choice)
*Stairmaster
*Sport's Medicine

*"Come on girls! Let's work those tushies!
Feel the burn! Feel the burn!"*

LIBRARIAN cost- 6, 7 or 8

*Library Research
Computer Research
Data Manipulation
Education
*Trivia
History
Special (Language, *Artifact Identification, *Cult knowledge, *Lore, *Symbology)
*Weapon- Shush!
Computer Operation

*The library, a peaceful, serene place. That is,
until you realize someone is in the back corner
making noise! And woe to anyone who has an
overdue book!*

MODEL cost-5

Fashion
Public Speaking
+1 CRZ
*Latte Knowledge
*Running in Heels
*Fitness
Photography
Cosmetology
Acting

*I'm...too sexy for this game; Too sexy for this game.
So sexy I'm lame. And I shake my little tush at the GM.*

LIFE GUARD cost- 5

Swimming
*Body Building
+1 CRZ
+1 STR
Life Saving
Dating

*It's not always about saving lives. Sometimes its
about looking good in the chair, getting a killer
tan and scoring big with the beach crowd. Unless
you're stuck watching the kiddy pool. Sharks are
also a hazard.*

EMT cost- 6

Emergency Medical Care
Health Care
+1 CON
Life Saving
Biology, Human
Anatomy
*Forensics
Pharmacology
Public Speaking

*Every time you roll out on a call, you never know
what you're going to see. And you've seen a lot.
Things other people can only imagine. The only
thing that helps you sleep at night is the fact you
have saved so many lives.*

HAIRDRESSER **cost- 4**

Barbering

*Style, Hair

Cosmetology

Dating

*Counseling

Trivia

Weapon- Broom (treat as medium object)

It's a taxing job, being on your feet all day and having to listen to gossip all day. But you have found a way to turn that into a bonus. You've sent in your first draft of a soap opera script!

ARCHEOLOGIST **cost- 5 or 6**

Computer Research

Sociology

Anthropology

Archaeology

History

Computer Operations

Art, History

Special (*Appraisal, *Cryptozoology, *Lore, *Artifact Identification, Traps)

You may never find the Holy Grail or the Ark of the Covenant. But with all the places you've seen and all the different things you've learned, you're just glad you have such good fashion sense.

NEW SKILLS

Aircraft Identification- Character has honed their powers of perception to such a degree they are on a constant level of alertness.

Anatomy, Animal- The study of the structures of different animals.

Animal Medicine- The study and diagnosis of injuries and sickness that animals get and how to cure them without surgery.

Art, Fantasy- The study of how art is used in fantasy, the prominent artists, and popular uses.

Bartender- Knowledge of audio/visual equipment, how to connect and set it up as well as how to use it.

Body Building- Knowledge of audio/visual equipment, how to connect and set it up as well as how to use it.

Chakra Healing- A general knowledge and overview of biology.

Creative Writing- The study of plants and their uses, medicinal and otherwise.

Gambling- The knowledge of how to build and maintain small structures primarily made of wood.

Herbal- The study of how a child's mind develops and processes information.

Hunting- The study of how a child's mind develops and processes information.

Latte Knowledge- Similar to the Make Coffee skill, Latte Knowledge gives the character the ability to distinguish between different types of lattes, makers of lattes and flavors. Also gives the ability to order a latte in New York and sound like a native of the city.

Meditation- The study of mythical creatures. It is more general than Supernatural, Natural, and not as in-depth. Does not look as the creatures as actually existing.

Mining- Knowledge of how to swim underwater for prolonged periods of time, with or without the use of extra equipment.

Model- Knowledge of how to swim underwater for prolonged periods of time, with or without the use of extra equipment.

Parachuting- The ability to talk your way out of a situation or make someone believe something just through talking to them. "Come on, everyone else is doing it..."

Reiki- The study of finding evidence at a crime scene and interpreting it as such.

Running in Heels- The ability to possibly predict the future using an outside, non-biased medium or system, such as tarot cards, tealeaves, palm reading, runes, etc. NOT A MAGIC ABILITY!

Small Business Administration- The cutting of stones, gems and jewels using precision tools to retain or increase the stone's worth.

Spirit Meditation - The ability to drink alcohol and get drunk without getting sick or blacking out.

Style, Clothes- The ability to find one's location or a route using a map, compass, pace count, and landmarks.

Style, Hair- Knowledge about forgotten subjects, or at least not-well-known subjects. An area can be specialized in, such as mythical places, mages, demons, etc. Or it can be a general knowledge skill.

Surgery, Animal- The general study of magic and it's causes and effects.

Tracking- The general study of magic and it's causes and effects.

Vehicle Identification- Knowledge of different coffee making systems as well as the different beans. Also gives knowledge of difference between coffee and espresso.

Vehicle Repair, Lawnmower- Knowledge of different coffee making systems as well as the different beans. Also gives knowledge of difference between coffee and espresso.

Vehicle Repair, Motorcycle- Knowledge of different coffee making systems as well as the different beans. Also gives knowledge of difference between coffee and espresso.

Weapon, Shush- More of a Stun maneuver than an actual weapon, Shush is the librarian's way of keeping control in their library. To use it, the Shusher makes a skill check and adds their CRZ. The person being Shushed, the Shushee, makes an MRE roll. Should they fail the MRE roll and the Shusher makes a successful skill check, the target is stunned and unable to take any action for 1d4 turns.