

ADVANCED CAREERS

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Careers	Notes
Architect	A building planner.
Assassin's Agent	A go-between an Assassin and employer.
Astronomer	An observer of the heavens.
Bowyer	A new Artisan career.
Butler	An advanced Servant career.
Buyer	Someone who buys goods in bulk.
Cartographer	A maker of maps.
Chamberlain	The administrator of a high-ranking noble's household.
Coroner	Someone who records death and funerals.
Diplomat	Ambassadors to nobles.
Engineer	An advanced career for Humans.
Falconer	A person skilled in using falcons for the noble sport of falconry.
Flagellant	An insane zealot.
Furrier	A new Artisan career.
Interpreter	Someone skilled in translating languages.
Locksmith	A new Artisan career.
Moneyer	A minter of coins.
Playwright	A writer of plays.
Steward	The administrator of a noble's household and estate.
Teratologist	A studier of monstrous and miraculous beings.
Usurer	A loanshark.

ARCHITECT

Architects plan and build structures from simple buildings to entire towns. Not only do they have to possess the knowledge to construct these edifices but they must also have the skill to plan entire settlements, not to mention a mathematical and creative mind. Architects are in great demand and are often paid very high wages for their services. With the threat of war never far from the minds of Old World rulers it is important for them to have an Architect who can build strong, reliable and defensible towns, buildings and castles. Castles, temples, cathedrals and theatres are not only functional buildings, but statements of a ruler's wealth and power. In the not so distant past Architects would be put to death by their employers should their town or city be conquered, as having their buildings mastered by an enemy was the ultimate sign of failure. Most Architects are Human as they surpass the talents of their Dwarven counterparts (who tend to be married to the under-earth) with imaginative designs.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+30		+30		+30	+10	+20	+10

Skills: Art - can draw construction templates; Engineering; Read/Write; Secret Language - Guilder; Super Numerate.

Trappings: Writing equipment and parchment.

Entered From: Artillerist; Engineer; Scholar.

Career Exits: Artillerist; Sapper; Scholar.

ASSASSIN'S AGENT

Assassin's Agents are highly dangerous men who know the right people for the 'job'. Most of these agents will be working for common cut-throats who like nothing more than to kill for money or to give someone a damn good thrashing. Others will be agents of highly professional assassins. The agents who know these types of people are almost as dangerous as the assassins they contact. They might be ex-assassins themselves who have just got too old.

If a person requires someone to be killed he first gets in contact with the Agent who then contacts the assassin who will perform the grisly task. Agents will be paid huge amounts of money by a client to get rid of political enemies in high positions. Due to their risky profession, Agents are very secretive people who never tell anyone about their business or contacts, failure would mean a merciless and swift death.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1	+1	+4	+20	+1	+10		+10	+10		+10

Skills: Concealment Rural; Concealment Urban; Dodge Blow; Flee!; Secret Language - Assassin, Thief; Secret Signs - Assassin, Thief; Silent Move Rural; Silent Move Urban; Street Fighter; Wit; 50% chance of Disguise.

Trappings: List of contacts.

Entered From: Assassin; Outlaw Chief; Racketeer.

Career Exits: Charlatan; Outlaw Chief; Racketeer; Spy; Thief.

ASTRONOMER

Astronomy is not a new science in the Old World but it is nevertheless regarded as mystical (except perhaps in Tilea where the educated class are more scientifically minded.) The Astronomer does not only use the heavens as a reference but he or she also studies the earth, weather cycles and seasonal patterns; it is believed that through these things a better understanding can be gained for agriculture and other social successes. Many Astronomers have varying theories and are often in constant disagreement with one another; some claim that the world revolves around the sun, others not; and some claim that it is Morrslieb that revolves around the world - some Astronomers even whisper that the Druidic stone circles are little more than ancient lunar calendars. It has not been unknown for Astronomers to be accused of practising witchcraft as their studies take them into unorthodox techniques and discoveries. Particular nights of study for an Astronomer are those of Geheimnistag and Hexenstag where Morrslieb takes on new and bizarre colours.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+20		+20		+30	+20	+30	

Skills: Arcane Language - Magick; Astronomy; Cartography - can draw astronomical charts; Divination; Evaluate; Magical Sense; Read/Write; Secret Language - Classical.

Trappings: Big telescope; Charts and tables; Observatory.

Entered From: Druid; Student; Wizard; Wizard's Apprentice.

Career Exits: Scholar; Wizard (if character has previously been a Wizard's Apprentice)

BOWYER

A Bowyer, also known as a Bower or Fletcher, is an Artisan skilled in crafting and manufacturing bows, arrows, crossbows and bolts. Bows are relatively easy to craft by those who have the skill and are affordable to most people (a well-crafted bow has durability and balance). Bowyers work with a variety of woods and tools and are much in demand. Crossbows are more popular in the southwestern Old World, specifically Tilea and Estalia.

Advance Scheme														
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	
		+10	+1	+1	+2	+20		+20	+10		+10	+10	+10	

Skills: Carpentry - can craft bows; Drive Cart; Secret Language - Guilder; Secret Signs - Artisan; Specialist Weapon - Longbow.

Trappings: Wood crafting tools.

Entered From: Artisan's Apprentice.

Career Exits: Soldier.

BUTLER

A Butler's primary job is of caring for a wealthy man's cellar, usually a noble's, and is in charge of large butts and little butts (bottles) of wine and beer. Under him is typically a staff of brewers, tapsters, cellarers, dispensers, cupbearers and dapifer. Butlers are not mere servants and their status in the house lends them a certain amount of respect in the community.

Advance Scheme														
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	
					+2	+10		+20	+20	+20			+20	

Skills: Brewing; Consume Alcohol; Etiquette; Heraldry.

Trappings: Good quality clothes; Silver tray; D6 Servants.

Entered From: Servant.

Career Exits: Steward.

BUYER

Buyers are agents for mercantile concerns, taverns and restaurants, buying all kinds of goods in bulk. They are very busy folk, up very early in the mornings so that they can secure the best produce. Buyers seldom carry out their business alone because they usually carry substantial funds, although this depends on who they are buying for: Buyers for nobles will be accompanied by throng of bodyguards, scribes and porters, whereas others will be accompanied by a handful of porters.

Advance Scheme														
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	
				+1	+2	+20			+20	+20	+20	+20	+20	

Skills: Evaluate; Haggle; Numismatics; Read/Write; Secret Language - Guilder; Super Numerate.

Trappings: Ledger; Purse with up to 50 Gold Crowns; 1 Scribe; D6 Porters; 25% chance of D3 Bodyguards.

Entered From: Trader.

Career Exits: Merchant; Racketeer; Usurer.

CARTOGRAPHER

Cartographers are skilled at drawing detailed maps and tend to hold important positions in society. They are especially useful for navies, where new lands can be mapped, and for land forces, as any army marching into enemy land has to know the relief of the region, such as mountains, forests and rivers - not only do these places serve as barriers that are difficult for troops to traverse, but they also provide enemies with advantageous places to launch ambushes and attacks. Because of this, detailed maps are highly sought after. Sometimes devious nobles have false maps drawn to make it look like their realm is more different than it actually is and then let it 'slip' into the hands of their enemies.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+20		+20		+30	+10	+10	+10

Skills: Art; Cartography; Read/Write; Secret Language - Classical; Super Numerate.

Trappings: Parchment; Quill and ink.

Entered From: Explorer; Scholar.

Career Exits: Explorer; Navigator.

CHAMBERLAIN

Chamberlains have a role similar to Stewards in that they are responsible for the administration of the household and privates estates of nobles or maybe even a castle. However, their masters are high ranking nobles, such as Counts, Dukes and Electors, and Chamberlains control their access. A Chamberlain will often be a friend or close confidant of his master and will be privy to many political secrets as a result. Chamberlains are themselves influential individuals and they maybe masters of their own manors, usually given to them by their masters as reward for years of hard work and service.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10		+1	+2	+20		+10	+30	+30	+20	+20	+30

Skills: Blather; Charm; Court Intrigue; Dynastic Knowledge; Etiquette; Evaluate; Heraldry; Influence; Intimidate; Read/Write; Stewardship; Super Numerate.

Trappings: Good quality clothes; D3 Scribes; D3 Clerks; 1 Bailiff.

Entered From: Steward.

Career Exits: Diplomat; Lawyer; Merchant; Noble; Scholar; Spy.

CORONER

Coroners are attached to the Mourner's Guild and are tasked with the investigation of sudden deaths. They record the nature of the death, whether accidental, natural, murder, or suicide (not common). They also keep a record of where the body died and any potential witnesses, especially the names of those who found the body; and most importantly of all they keep a record of any subsequent funeral, making a note that a Cleric of Morr was present to administer *Funeral Rites* over the corpse for example, and noting that full expenses were paid.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10				+20	+20		

Skills: Evaluate; Read/Write; Secret Language - Mourner's Guild.

Trappings: Writing equipment.

Entered From: Clerk; Initiate (Morr only); Physician's Student; Scribe.

Career Exits: Initiate (Morr); Scribe.

DIPLOMAT

Diplomats are almost invariably of the nobility and serve as ambassadors to (usually) high ranking nobles or maybe even a king or emperor. They are sent for a myriad of reasons: negotiating political deals, such as peace treaties, hostage or prisoner releases; and matters of trade, commerce and economics. A Diplomat is required to be firm, loyal and dedicated, have excellent speaking skills and a shrewd manner. Typically if a Diplomat successfully delegates a trade or commerce pact he is usually entitled to a percentage of the revenue the new deal generates, therefore Diplomats are often very wealthy. Some Diplomats are so shrewd and cunning that they garner a deal for their own ends but at the same time would also be beneficial to both factions. Aside from the obvious financial benefits of being a Diplomat there can be dangers too. More often than not they must travel through dangerous areas, sometimes even alone, and there is no guarantee that those they visit will have the best of intentions towards them. As befits someone with the title of Diplomat they often make many enemies throughout their lives and many fear assassination.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+2	+30		+10	+30	+40	+30	+30	+40

Skills: Acting; Blather; Charm; Etiquette; Evaluate; Dynastic Knowledge; Heraldry; Law; Linguistics; Public Speaking; Read/Write; Secret Language - Classical; Seduction; Speak Additional Language; Wit.

Trappings: Expensive clothes; Hand weapon; 2D6 Bodyguards; Town House.

Entered From: Chamberlain; Lawyer; Noble; Scholar.

Career Exits: Explorer; Noble; Scholar; Spy.

ENGINEER

Engineers are skilled workers. Not only are cities and towns improved by their skills but warfare and daily life sees better odds with the meaningful contribution of Engineers. Difficult tasks such as building bridges, reinforcing the subterranean foundations of castle walls, building powerful siege engines and even irrigation and aqueducts, are a few of the jobs an Engineer is called to perform. Not only do such things improve the morale and efficiency of a kingdom, they also stand to prevent disease in the areas of plumbing and rubbish removal and even serve to be more productive in irrigating crops and providing water. Despite their skill, often Engineers do their work through 'trial and error', though many feats are undertaken for the very first time, such enterprises tend to be costly and put a strain on the financial reserves of a kingdom. However, Engineers are highly respected and

are usually employed by the most rich and powerful nobles in the Old World. The Dwarven Engineer's Guild does not wholly approve of other races encroaching on what they see as their 'forte' but in the present day of Dwarven decline and the ascendancy of Man there is little they can do about the meteoric rise of Human feats of engineering.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+10		+20	+20	+20	+20	+10	

Skills: Art; Carpentry; Engineering; Evaluate; Read/Write; Secret Language - Guilder; Specialist Weapons - Bolt Thrower, Cannon, Stone Throwers; Stoneworking.

Trappings: .

Entered From: Artillerist; Artisan - Builder.

Career Exits: Architect.

FALCONER

Falconry is generally defined as the capturing of quarry using trained birds of prey (several, more specific terms are used; the term *hawking* is used when a hawk or an eagle is used for the hunting, or even the broader term *austringer* is used for one who hunts with hawks, eagles, or even owls.) A Falconer is someone who is employed by a noble to train and care for his hawks. The Falconer himself is a well-respected individual; for the nobility, falconry is often an essential element in establishing and maintaining personal and even national prestige.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+20	+1	+1	+3	+20		+20			+10		+10

Skills: Animal Care - Hawk; Animal Training - Hawk; Concealment Rural; Game Hunting; Silent Move Rural.

Trappings: Leather Jack; Thick leather gauntlets; Hawk; Hand weapon.

Entered From: Fowler; Noble.

Career Exits: Outlaw Chief; Scout; Targeteer.

FLAGELLANT

The Old World is all too often a grim place where disease and pestilence sweep the land, taking man, woman and child with it. Then there are bad harvests and possible famine, leaving many peasants starving, along with the encroaching followers of Chaos: life is hard. So much so that some people think that the age of Man is passing and that they are living in the last days of a dying world. In this religious age people think that plagues are connected with the gods and that in some way they have sinned and must suffer the consequences.

Flagellants rise from this death and pestilence to atone for the sins of humanity by afflicting their bodies with gruesome wounds. Typically Flagellants form groups that travel from village to village, town to town, and city to city and perform public acts of self-flagellation, with their heavy, barbed whips being the favoured tool to carry this out. With these whips the Flagellants rhythmically and purposefully beat themselves. Sometimes the beatings are so severe that the metal studs in their whips become embedded in their flesh and the watching crowd becomes splattered in their blood. Flagellants believe that this type of behaviour will save their souls from damnation. Most normal people do not see these gruesome acts as abhorrent. In fact they are glad that there are people out there who will atone for the sins of humanity, thereby saving their own souls. Along with whipping themselves, Flagellants repeatedly slash their wrists, cut apocalyptic words or imagery on their bodies, and some

even gouge their eyes out. This in turn makes them almost impervious to pain, ensuring that they are very difficult to kill.

Aside from the terrible scenes of self-flagellation, Flagellants chant and preach their prophecies to the peasants, urging them to repent or their souls will be damned upon their death. Often their preaching will involve religious rituals, with some being almost as gruesome as their penchant for wounding themselves and not all authorities are against the Flagellants and their practices; some religions, notably that of Sigmar, are against Flagellants and their beliefs but this doesn't stop some Electors and generals recruiting these mad zealots in their armed forces. Despite the fact that Flagellants are insane there are people who are willing to join them and follow their ways.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+2	+2	+5	+10	+1						

Skills: Daemon Lore; Identify Undead; Specialist Weapon - Flail weapons; Strike Mighty Blow; Strike to Injure; Theology.

Trappings: Whip or Flail.

Disorders: Frenzy; Heroic Idiocy; Manic.

Entered From: Cleric; Druid; Initiate; Pilgrim; Seer; Witch Hunter. Anyone could in theory become a Flagellant.

Career Exits: None. Flagellant's are stubborn folk as well as partially insane if not entirely insane. They may change their mindset, though only through exceptional circumstances, in order that they may return to normality.

FURRIER

A Furrier makes a living by working with the pelts and hides from animals and not only makes clothes from them but also rugs, blankets and even inner linings for armour. Different countries and regions each have diverse fauna and particularly rare or exotic fur can be sold by a Furrier to a merchant for a tidy sum, especially if the fur is hard to get. Hides and pelts are treated in a variety of ways, usually by coating the underside with an oil-based substance to protect it from deterioration. Then it is usually hung in the sunlight or a dry area so that the liquid can dry and act as a sealant. The fur is treated with different powders and a liquid containing lye. This preserves the fur for a quite a long time. A Furrier can become quite wealthy, especially when in contact with a region's trappers who can obtain especially rare fur. For most others being a Furrier offers a modest living.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
			+1	+1	+2	+20		+20	+10		+10	+10	+10

Skills: Drive Cart; Secret Language - Guilder; Secret Signs - Artisan; Tailor - can make clothes from fur and animal hide.

Trappings: Leather Jack; Furs, pelts and blankets.

Entered From: Artisan's Apprentice; Hunter; Trapper; Woodsman.

Career Exits: Merchant.

INTERPRETER

In the Old World there is a scarcity of people versed in more than one language and those that can are highly sought after by nobles, merchants and the military. An Interpreter is one such individual, skilled in several languages as well as aspects of law and composing letters. Interpreters are vitally important in gatherings where parties speak different languages and, because of their importance, Interpreters occupy a high ranking position in society and are paid very well; more often than not they can also be rewarded with titles and land in exchange for their services.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
				+1	+2	+20			+30	+40	+20	+30	+30

Skills: Etiquette; Law; Linguistics; Public Speaking; Read/Write; Secret Language - Classical; Secret Signs - Lawyer; Speak Additional Language.

Trappings: Hand weapon; Expensive clothes.

Entered From: Lawyer; Scholar. (Must be able to speak one other language.)

Career Exits: Diplomat; Lawyer; Noble; Scholar.

LOCKSMITH

Although most homes in the Old World have little more than internal wooden slide locks on their insides, the role of the Locksmith has become more and more important, especially for the security of noble houses and castles. All too often in the past criminals and the residents of dungeons often escaped rather easily when not secured with good locks or shackles. To maintain security Locksmiths are trained in guilds and the secrets of their craft are kept highly guarded. As such, Locksmiths are considered to possess the knowledge and skills of a specialty organisation and earn good wages.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
			+1	+1	+2	+20		+30	+10		+10	+10	+10

Skills: Drive Cart; Metallurgy; Pick Lock; Secret Language - Guilder; Secret Signs - Artisan's; Smithing.

Trappings: Apron; Tools.

Entered From: Artisan's Apprentice.

Career Exits: Engineer - Human; Thief.

MONEYER

Moneyers are licensed to strike and mint coins by their authority; this can be issued from a city to a small town, many of which have their own coinage. Typically the head of the ruler who authorised the minting is struck on one side of the coin. Many coin designs are very elaborate as the more complex they are the harder a coin is to forge. Not surprisingly, Moneyers are in an enviable position and they can sometimes come to the attention of counterfeiters who would desire a copy of their stamps for their illegal practices.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+20		+20		+10	+10	+10	+10

Skills: Art - carve coins; Metallurgy; Numismatics; Super Numerate.

Trappings: Metalworking tools.

Entered From: Artisan's Apprentice; Counterfeiter; Forger; Trader.

Career Exits: Alchemist's Apprentice; Counterfeiter; Fence; Forger; Merchant; Usurer.

PLAYWRIGHT

As most people in the Old World cannot read or write, it is important that historical and important events are acted out in the form of plays, preserving history and giving the common people an understanding of how things were gained and achieved. The Playwright is responsible for the writing and direction of plays and good ones are hard to find; those who enjoy success are often lured by powerful nobles on a regular basis. The Playwright writes his texts in the format of scripts and then hires actors, as well as acrobats and musicians, to fill the roles. Successful Playwrights hold their plays in the prestigious theatres of the Old World whereas the others must be content with the town square or anywhere where a sizeable audience can assemble. Many Playwrights attempt controversial issues as the subject matter for their plays and maybe arrested, imprisoned or even executed as a result. Wise Playwrights choose to hover around topics that are favourable by nobles and the law and enjoy great success and high wages.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10		+1	+3	+20			+30	+30	+20	+20	+30

Skills: Acting; Blather; Charm; Etiquette; Heraldry; History; Linguistics; Public Speaking; Read/Write; Secret Language - Classical; Story Telling; Wit.

Trappings: 10D6 Gold Crowns; Quills, ink and plenty of parchment.

Entered From: Artisan - Printer; Demagogue; Entertainer - Actor; Student.

Career Exits: Charlatan; Demagogue.

STEWARD

Stewards are employed by the nobility to take care of their estate and the domestic administration of their houses. The former duties involve accounting for their master's lands being cultivated by oxen or plough horse, and recording the tenants of farms together with rents, obligations and fines. If there are woods used for hunting nearby then the Steward must also take note of game taken with or without permission. Domestic administration generally involves ensuring that the chambers of the house are provided with counterpanes, cushions, pillows, bedclothes, coverings for the tables and benches. Stewards also supervise the preparation of any events to be held in the master's house, from dinner parties to lavish balls. Stewards command a good wage and have a high standing in society.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
				+1	+2	+20		+10	+30	+30	+20	+20	+20

Skills: Blather; Charm; Etiquette; Evaluate; Heraldry; Read/Write; Stewardship; Super Numerate.

Trappings: Good quality clothes; D3 Scribes; D3 Clerks; 1 Bailiff.

Entered From: Bailiff; Butler.

Career Exits: Chamberlain; Lawyer; Merchant; Scholar; Spy.

TERATOLOGIST

Teratology is the study of miraculous beasts and mutants. A Teratologist endeavours to study such creatures in the hope of understanding them. Some Teratologists even believe that the existence of malevolent beasts (usually creatures of Chaos) is due to the sins of Man; the beasts therefore have been sent down by the gods to punish them. Most Teratologists consign themselves to purely the study of creatures of Chaos, from Basilisks and Jabberwocks, to Manticore and Chimera. As these creatures are generally very rare they must travel to their places of habitat, which in itself can be just as dangerous as the beasts the Teratologist wishes to study. Other Teratologists are more concerned with mutants (and beastmen) and the general subject of mutation. Naturally this can cause them a lot of trouble with the authorities, who ruthlessly purge such creatures and anyone harbouring them.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+30		+10	+10	+30	+30	+20	+10

Skills: Follow Trail; Magic Sense; Orientation; Read/Write; Teratology (new skill, see below).

Trappings: Hand weapon.

Entered From: Explorer; Scholar.

Career Exits: Explorer.

TERATOLOGY

This skill allows a character to identify beasts and creatures of Chaos on a successful Intelligence test. The character also knows where such creatures can be found and what their environment and diet might be along with their behavioural patterns and how they attack.

USURER

Usurers are money lenders and are also frequently embezzlers too. Their practice is generally looked down upon as when they lend money to a client they impose an interest payment on it too (they are ruthlessly purged in places like Araby where their practice is illegal). Sometimes the interest payment maybe relatively light but at other times it can be heavy and increases every time a client fails to pay back what he owes.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1	+1	+3	+20			+10				

Skills: Evaluate; Numismatics; Super Numerate.

Trappings: Hand weapon; D6 Bodyguards.

Entered From: Counterfeiter; Thief - Embezzler; Fence; Racketeer.

Career Exits: Fence; Outlaw Chief; Racketeer.