

WFRP BASIC CAREERS

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Career	Class
Almoner	Rogue (Bawd)
Archer	Warrior (Soldier)
Bailiff	Ranger
Bookbinder	Academic
Clerk	Academic
Cowherd	Ranger (Herdsman)
Dyer	Academic
Farmer	Ranger
Ferryman	Ranger
Fowler	Ranger
Hawker	Academic (Trader)
Herald	Warrior
Hermit	Ranger
Innkeeper	Academic
Jester	Rogue
Messenger	Ranger (Outrider)
Miner	Warrior
Pilgrim	Ranger
Servant	Warrior
Sewer Jack	Warrior
Swineherd	Ranger (Herdsman)

ALMONER

Almoner is a Basic Career. If a character roles up the Bawd career on the Rogue Career Chart then he has the option of becoming an Almoner.

There is much need for charity in the Old World where all too many live in abject poverty while the lucky few have a roof over their heads, a warm bed and plenty to eat and drink. There are many who rely on the generosity of others to survive and it is the Almoner who ensures that alms (usually food and money) are given to the poor and needy. Some Almoners work for an almshouse where people can go for food and drink and maybe even a bed for the night; the denizens of such places all tend to be elderly. An Almoner's work often involves traipsing through the most undesirable parts of town where some of the most dangerous filth lurk to pounce upon the unwary, so the Almoner must have his wits about him and must have good knowledge of the area because his life could depend on it. It is seldom the case that an Almoner did not originate from the area he works in (it helps to be familiar with the clientele) so more often than not he might have been a beggar or a thief like the rest of them.

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

Skills: Blather; Secret Language - Thief; Secret Signs - Thief; Wit; 25% chance of Street Fighting; 10% chance of Heal Wounds.

Trappings: Hand weapon; Leather Jack; D6 Gold Crowns.

Entered From: Bawd; Beggar; Footpad; Jailer; Rat Catcher; Servant; Thief.

Career Exits: Agitator; Bawd; Bodyguard; Charlatan; Fence; Smuggler; Thief.

ARCHER

Archer is a Basic Career. If a character roles up the Soldier career on the Warrior Career Chart then he has the option of becoming an Archer.

Archers are infantry who specialise in the use of the bow, specifically the longbow. Usually it is these men who are the strongest of the rank and file as the longbow takes a substantial amount of strength to use properly. Some generals prefer to shower their enemies with thousands of arrows with the sole purpose of either breaking the morale of the enemy or softening them up enough so that the rest of the army can charge in to finish them off.

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

Skills: Specialist Weapon - Longbow; 75% chance of Marksmanship; 50% chance of Very Strong; 25% chance of Dodge Blow.

Trappings: Leather jacket; 25% chance of a Mail Shirt; Helmet; Longbow and arrows; Dagger.

Entered From: Gamekeeper; Hunter; Outlaw; Scout; Soldier; Targeteer.

Career Exits: Artillerist; Bounty Hunter; Footpad; Mercenary Captain; Targeteer.

BAILIFF

A Bailiff must make sure that the lands around the manor are well-ploughed, properly cropped and well sown with good and pure seed. He must also oversee that the corn is cleanly threshed and that the straw is in good condition. Other duties include ensuring that the right amount of corn is reaped; that oxen and cart-horses are well-treated and that no other animals graze on their pastures; and overseeing the selling and tithing of lambs. All in all the Bailiff must see that his noble's estate is well looked after and that the correct jobs are allotted.

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

Skills: Animal Care; Carpentry; Identify Plants; 35% chance of Stewardship; 25% chance of Drive Cart; 20% chance of Evaluate; 10% chance of Carpentry; 10% chance of Ride - Horse.

Trappings: Leather Jerkin.

Entered From: Gamekeeper; Servant; Woodsman.

Career Exits: Chamberlain; Gambler; Gamekeeper; Outlaw; Steward (if Stewardship skill is gained first).

BOOKBINDER

Bookbinding is a very important profession as the art of printing is still relatively new in the Old World. There are many who choose to ignore this new innovation of the printed word. Bookbinders have to painstakingly bind each book and journal, being careful not to tear, damage or destroy any pages. Usually Bookbinders are guild members but many are also independent. Some Bookbinders choose to become writers if they find their job too tedious.

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

Skills: Art - can bind books; Read/Write; Secret Language - Guilder; 25% chance of Scroll Lore.

Trappings: Bookbinding tools.

Entered From: Artisan's Apprentice; Student.

Career Exits: Artisan - Printer; Clerk; Forger; Scribe.

CLERK

Throughout the Old World there exists organisations, primarily guilds, which need someone to check material costs, wages, and accounts: the humble job of the Clerk. The amount of paperwork is too much for some, together with pressures of various deadlines, giving excuse enough to leave the job for a life of adventure.

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

Skills: Evaluate; Read/Write; 25% chance of Secret Language - Classical; 25% chance of Super Numerate.

Trappings: Writing equipment.

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

Career Exits: Exciseman; Merchant; Scholar.

COWHERD

Cowherd is a Basic Career. If a character roles up the Herdsman career on the Ranger Career Chart then he has the option of becoming a Cowherd.

A Cowherd is someone who tends to his herd ensuring that they are well-looked after so that they produce good milk and cheese; aided by making sure they are well-supplied with forage and well kept in summer and winter. The Cowherd must also see that the bulls of his herd are of a good breed so that they may mate with the cows to produce fine and healthy calves. And every year any of the herd with bad teeth and any young avers that have not grown well, must be sorted for selling. At many times of the year the Cowherd will lie each night with his cows.

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

Skills: Animal Care - Cows; Charm Animal; Musician - Wind Instruments; Specialist Weapon - Sling; 50% chance of Animal Training - Dog; 75% chance of Herb Lore; 75% chance of Very Resilient.

Trappings: Hand Weapon; Sling and ammunition; Staff.

Career Exits: As Herdsman.

DYER

Dyers, who are usually women, use their skills to mix different components to form inks, dyes and colourful stains that could add tint and hue to clothing, furniture, fabrics, materials and artwork. Not only can they decorate fashionable wear but they also provide scribes and artists with the materials necessary for them to complete their work. However, a Dyer faces dangers in his or her job when it comes to making the dyes. Different berries and plants used to create the pigments often contain a degree of poison that can be lethal when handled, inhaled or accidentally ingested. Despite the fact that a Dyer could get very ill, or even die, from these poisons, they are usually poorly paid. Lucky ones maybe elevated to work for the nobility and along with this comes better conditions and pay.

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

Skills: Art - can decorate clothes; Herb Lore; Identify Plants; Prepare Poisons (Herbal); 25% chance of Immunity to Poison; 25% chance of Tailor.

Trappings: Big vat of dye; Noxious berries.

Entered From: Alchemist's Apprentice; Artisan's Apprentice; Herbalist.

Career Exits: Alchemist's Apprentice; Artisan - Tailor; Charlatan; Pharmacist.

FARMER

Agricultural life is the standard way of life for most peasants and it can be quite hard, especially with the ever-present threat of bandits or beastmen. A typical Farmer in the Empire will begin his cycle of farming in Pflugzeit, which involves the pruning of plants and trees; in Sigmarzeit begins tree planting; Sommerzeit, picking flowers; Vorgeheim, cutting the grass; Nachgeheim, reaping the crops; Erntezeit, corn threshing; Brauzeit, treading grapes; Kaldezeit, sowing the seed; Ulriczeit, knocking down acorns from the trees for swine; and Vorhexen, slaughtering the swine. Sometimes a harvest is poor, the crops become diseased, vermin eat the supplies or cattle die due sickness, such is the life of a peasant Farmer. These, and innumerable reasons, may force a Farmer into a life of adventure and travel.

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

Skills: Animal Care; Drive Cart; Herb Lore; Identify Plant; 25 % chance of Very Resilient; 25% chance of Very Strong.

Trappings: Improvised weapon (pitch fork or a pick axe); worn clothes.

Entered From: Fisherman; Herdsman; Labourer.

Career Exits: Bawd; Herdsman; Outlaw.

FERRYMAN

There are many areas in the Old World that can only be reached by boat, as not all rivers have a bridge or are shallow enough to cross safely on foot. Some parts of the Reik, for example, are very wide and only a ferry can take people from one side of the bank to another. Ferries of this nature are often quite large and can take many people at a time whereas others are much smaller. Most Ferryman are of the latter category, working independently providing a service for travellers who wish to cross their part of the river. It can be quite a dangerous job as some travellers can be quite violent and object strongly to having to pay to be rowed across a river; on some occasions a Ferryman can lose his boat or even his life.

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

Skills: Fish; River Lore; Row; 25% chance of Boat Building; 25% chance of Swim.

Trappings: Leather Jack; 25% chance of Boat (moored or hidden at nearest water.)

Entered From: Boatman; Fisherman.

Career Exits: Boatman; Pilot; Seaman; Smuggler.

FOWLER

Falconry is a popular sport among the upper-classes, where much esteem is given to the proud Falconer as he launches his bird to the delight of his noble onlookers. The Fowler, however, is little more than a peasant who uses the same methods but for his subsistence rather than for sport and he also sells some of the meat in markets. A Fowler is not as highly skilled as a Falconer and often his hawks are not as well cared for; a Fowler often catches a younger bird each spring when it is not moulting whereas a Falconer would place the older hawk in a mew until the molting was done. The Fowler also places little value on hawks unlike the Falconer, and shows little or no etiquette towards them and often releases a hawk when it is not able to feed him. Sometimes a particular Fowler maybe so skilful with a hawk that he might catch the eye of a nobleman and become a Falconer, but such occasions are rare.

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

Skills: Animal Training - Hawk; Concealment Rural; Game Hunting; Secret Sign's - Woodsman's'; Silent Move Rural; 25% chance of Secret Language - Ranger; 10% chance of Animal Care - Hawk.

Trappings: Leather Jack; Hand weapon; Hawk; 10% chance of bow and ammunition.

Entered From: Gamekeeper; Hunter; Woodsman.

Career Exits: Falconer (if Animal Care - Hawk is gained); Outlaw; Rustler; Scout.

HAWKER

Hawker is a Basic Career. If a character roles up the Trader career on the Academic Career Chart then he has the option of becoming an Hawker.

Where Traders more or less set up shop in one place, Hawkers move from crowd to crowd - a mobile shop - selling anything from hot pies to religious texts, although they will sell anything. Hawkers invariably conduct their business in the busy market squares of towns and cities where they have a much greater chance to sell their goods. However, they are disliked by Traders who see Hawkers as vermin, taking away their customers, and it isn't unknown for both parties to sabotage the other's goods or engage in brawls.

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

Skills: Blather; Evaluate; Haggle; Wit; 25% chance of Numismatics.

Trappings: Tray on neck-strap or large bag containing goods; Purse with 2D6 Gold Crowns in assorted change.

Career Exits: Charlatan; Fence; Merchant; Thief.

HERALD

Herald is a Basic Career. If a character roles up the Squire career on the Warrior Career Chart then he has the option of becoming a Herald.

Heralds are usually appointed by the master of a noble household from his staff; the requirements being that the individual has a good speaking voice and has the ability to read and write. The role of the Herald, or Harker, is to declare announcements on his master's behalf (as the majority of Old Worlders cannot read, this service is vital so a ruler can inform the public about what is going on) as well as being skilled in heraldry and being able to identify the many devices that are born on nobles' armour, shields, standards, etc.

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

Skills: Etiquette; Heraldry; Public Speaking; Read/Write; Ride - Horse; Secret Language - Classical.

Trappings: Horse, saddle and harness; Livery; Hand weapon; Parchment.

Entered From: Servant; Squire.

Career Exits: Bodyguard; Demagogue; Freelance; Raconteur; Steward.

HERMIT

Although Hermits generally lead solitary lives they do have duties. Chief among them is mending roads in their locale and providing shelter for weary travellers should a Hermit be that way inclined, even to the extent of offering medical aid. Most Hermits are highly regarded in their locality while some maybe seen as miserable, lonely old souls who keep themselves to themselves. Sometimes Hermits from rival villages can come to blows, especially when one of them steals gravel from another's road or sabotages it in some way. It can also be a dangerous life as a Hermit's secluded hovel could be threatened by bandits, highwaymen or, far worse, beastmen.

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

Skills: Drive Cart; 50% chance of Stoneworking; 25% chance of Carpentry; 25% chance of Herb Lore; 25% chance of Identify Plants; 10% chance of Heal Wounds.

Trappings: Leather Jack; Lantern; Shovel; Pick.

Entered From: Druid; Herbalist; Labourer; Roadwarden.

Career Exits: Coachman; Druid; Herbalist; Pedlar; Roadwarden.

INNKEEPER

One of the most lucrative and profitable occupations is that of the Innkeeper, but only if all conditions are prime and if certain circumstances are maintained. Anyone who can afford the structure and property can embrace the free enterprise of having an inn, however the Innkeeper is often subject to heavy taxes and levies. Owning an inn carries a lot responsibility; cleaning, maintaining and providing quality goods and services are primary requirements. The majority of innkeepers own modest establishments and seldom a week goes by without a brawl so the Innkeeper must know how to at least handle trouble or have people on the premises that do. Some Innkeepers can be just as dodgy as their clientele and actively involve themselves in the criminal underworld, turning their inn into a place where all kinds of illicit practices are carried out - the Innkeeper making sure that he gets a cut of the profits. But other Innkeepers are quite wealthy and offer an establishment with a wide range of facilities: bar, restaurant, cabaret, dancers, musicians and other entertainers.

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

Skills: Brewing; Consume Alcohol; Read/Write; 25% chance of Street Fighting.

Trappings: 3D6 Gold Crowns; Inn; D3+2 Servants.

Entered From: Bawd; Servant.

Career Exits: Artisan - Brewer; Charlatan.

JESTER

Although professional Jesters exist, making their living touring from kingdom to kingdom, many are forced into the profession as an act of humiliation: some people may become Jesters through the non-payment of debts or as captured prisoners of war - particularly humiliating for any captured knights or nobles of high rank. A Jester's life in this case, rather than one who earned a living from it, depends on his performances and whether he is successful at entertaining a noble's troops and/or guests. If successful, then the Jester would be hauled back to the dungeons to live and do it another day. If the Jester does not provide gleeful entertainment then he is typically tortured or killed. Jesters in this category live life precariously and often their success are dependent on the mood of their audience. Professional Jesters do not command high wages but are often allowed a few benefits and luxuries of life inside a nobleman's manor or castle.

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

Skills: Clown; Dance; 75% chance of Juggle; 25% chance of Jest; 25% chance of Mimic; 25% chance of Wit; 10% chance of Acrobatics; 10% chance of Contortionist; 10% chance of Ventriloquism.

Trappings: Colourful clothes; Jester's stick; D6 Coloured wooden balls.

Entered From: As circumstances dictate or: Beggar; Entertainer; Outlaw; Thief.

Career Exits: Charlatan; Entertainer; Outlaw; Raconteur.

MESSENGER

Messenger is a Basic Career. If a character roles up the Outrider career on the Ranger Career Chart then he has the option of becoming a Messenger.

The role of the Messenger is often dangerous but also has its merits. When news or a response to an inquiry needs delivering to a rival ruling house it is the job of the Messenger to undertake the duty. If the message delivered is less than favourable then the Messenger could be the victim of any incurred wrath. In this case the Messenger would inadvertently be blamed and either imprisoned or killed. However, this has led to legislation and laws being passed in some regions (not all) forbidding any such treatment of a Messenger. Messengers need to be proficient horsemen as well as having good topographical knowledge and being able to read and write.

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

Skills: Animal Care; Orientation; Read/Write; Ride - Horse; 50% chance of Etiquette; 25% chance of Secret Sign's - Scout's; 10% chance of Trick Riding.

Trappings: Horse, saddle and harness; Bow or crossbow and ammunition; Mail shirt; Rope - 10 yards; Shield.

Entered From: Herald; Outrider.

Career Exits: Highwayman; Mercenary; Scout.

MINER

Miners hold very dangerous jobs and often work in extremely precarious environments. The need to mine gold and silver is paramount as most kingdoms increase their financial reserves by depending on these resources. Miners are not overly skilled workers but they are required to be bold and resilient to perform their duties. Apart from the collapsing mines, deadly gasses and cave-ins, the Miner has to endure several days at a time beneath ground. Their wages are often above the standard rate of pay but Miners typically lead modest lives, which is why a life of adventure can be so appealing.

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

Skills: Immunity to Poison; Mining; Strike Mighty Blow; 75% chance of Metallurgy; 75% chance of Very Resilient; 25% chance of Very Strong.

Trappings: Pick axe; Helmet.

Entered From: Labourer.

Career Exits: Bodyguard; Engineer - Human or Dwarf; Sapper; Tunnel Fighter.

PILGRIM

In a religious age Pilgrims can be found singly or in groups travelling throughout the Old World to specified destinations, usually a shrine or temple, regardless of danger. However, pilgrimage for some is more than an act of faith or spiritual duty: at times it is more a form of self-flagellation and not always voluntary - sometimes there may be a clause in a will that will bequeath money only to one who would walk with naked feet to a specified shrine or temple and often the person who left such a clause would believe that he would also benefit from the pilgrimage, long after death, as a kind of soul cleansing. Although some Pilgrims are softly spoken and wise others are nothing of the sort. These supposedly penitent Pilgrims sometimes form large, rowdy groups and upon reaching their destination, tend to buy expensive nick-knacks and mementoes to take back with them, as

evidence of a destination reached. In advanced cases, a Pilgrim wounds and cuts himself as sign of piety or even gouges his eyes out.

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

Skills: Read/Write; 50% chance of Orientation; 50% chance of Theology; 25% chance of Astronomy; 25% chance of Secret Language - Classical.

Trappings: Robes or Leather Jack; Religious symbol; Backpack with bed-roll; Staff.

Entered From: Agitator; Beggar; Cleric; Druid; Initiate; Seer.

Career Exits: Beggar; Charlatan; Demagogue; Flagellant; Initiate (or Cleric if character has previously been an Initiate); Seer; Thief.

SERVANT

There are advantages and disadvantages to being a domestic Servant. Though the work is often tedious, menial and hard it is worthwhile for a Servant to be in the employ of a kind lord or master. However, the difficult work when coupled with a rude and abusive employer often leads to hardship throughout a Servant's life. Usually Servants are conscripted if they possess talents and abilities there are useful to a noble. Such things as cooking, baking, sewing or even performing music could attract the attentions of a local lord. If these conditions are met and the service satisfactory, the Servant could enjoy the mild benefit and protection of working within a castle. There are many serving jobs and some are better than others, offering slightly better wages and a little more respect to go with it. However, being a Servant does not pay well and many choose a life of adventure for better rewards.

Chambermaids are primarily women employed to clean and maintain bedrooms in hotels and inns; luckier ones (usually prettier) may work in an exclusive hotel or a wealthy nobleman's house. It is a job that does not pay well regardless of environment but better respect goes to those who are employed by nobles or the masters of expensive hotels.

Cooks often have a thankless and difficult task and their skills vary (Tileans and Bretonnians both claim the title of the finest cooks in the Old World.) Better pay inevitably goes to those who are employed by nobles. However this comes with the added pressure that meals must be served to dozens of guests and that nobles are always eager to impress their peers, and what better way than a sumptuous feast? There are some instances when nobles are so disgusted with their cooks that they have them imprisoned for serving a meal that was considered poor.

Grooms are responsible with the care and well-being of horses. They must ensure that they are well-fed and combed, as some guests do not take kindly to their chargers being mistreated. Being a Groom isn't an especially well-paid job and those who occupy this position tend to be young boys and they can only expect the heavy whack of a leather belt if they do not do their job properly.

Porters take care of the doors in a household and the more senior ones usually have the job of being guardians of the main entrance. They must also make sure that no-one enters the house without permission (Porters of this kind are more commonly known as door-wards.)

Scullions are mere dishwashers and kitchen hands. A very low paid, unrewarding and tedious job.

Ushers have the task of leading the denizens of the castle, house, hotel, inn etc, to their seats. They must be well spoken and polite so as to not cause any unnecessary offence. They must also know the etiquette of the table so that the right people are seated in the right places, as social level and status often dictates where a person is allowed to sit.

Valets are tasked with the responsibility of dressing a nobleman as well as taking care of his clothes, ensuring that they are clean, fresh and well ironed. Valets are generally well thought of in the servant fraternity.

Wenches are invariably women who work in inns. They have many tasks from serving the drinks to acting as waitresses. It is rarely a boring job, especially if the Wench is young and buxom. They are seldom given much respect and the denizens of some establishments see them as mere prostitutes.

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

Consult the following chart for skills and trappings:

Servant	Skills	Trappings
General Servant	Dodge Blow.	Club; 3D6 Silver Shillings.
Chambermaid	as General Servant plus: Blather; 25% chance of Etiquette; 25% chance of Heraldry.	As General Servant plus: Bonnet and apron.
Cook	as General Servant plus: Cook; 35% chance of Herb Lore; 35% chance of Identify Plants.	As General Servant plus: White apron; Cleaver and assorted knives; Pots and pans; Cooking ingredients (15% chance of rare spices.)
Groom	as General Servant plus: Animal Care; Ride - Horse.	As General Servant plus: Brush.
Porter	as General Servant plus: 50% chance of Heraldry; 50% chance of Strike to Stun; 25% chance of Etiquette.	As General Servant plus: Livery.
Scullion	as General Servant.	As General Servant plus: cleaning rags.
Usher	as General Servant plus: Etiquette; Heraldry.	As General Servant plus: Livery.
Valet	as General Servant plus: Charm; Heraldry; 75% chance of Etiquette; 25% chance of Blather.	As General Servant plus: Clothes brush; Livery.
Wench	as General Servant plus: Wit; 50% chance of Seduction.	As General Servant plus: low-cut dress.

Career Exits: All Servants may choose to become a different Servant type on completion of their basic career or any of those listed in the Servant career in the WFRP rulebook. Some types of Servant have special career exits open to them; these are as follows:

Servant	Career Exits
Chambermaid	Bawd; Thief
Cook	Herbalist
Groom	Bawd; Herald; Squire
Porter	Bodyguard
Scullion	Bawd
Usher	Butler; Herald; Raconteur
Valet	Butler; Herald; Raconteur
Wench	Bawd; Innkeeper

SEWER JACK

The sewers of the urban centres of the Old World (those places that have them) are far from safe places: criminals frequently use the tunnels for their illicit practices, as well as vermin, such as giant rats (and the odd

Skaven), and mutants. The sewers need to be cleansed and the people who do this less than glamorous job are the Sewer Jacks, who are effectively Tunnel Fighters but their tunnels are the sewers. Conditions are often extremely poor and only those with tough constitutions ever stick the job out - many fighters leave for want of better health.

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

Skills: Dodge Blow; Orientation (underground only); Strike Mighty Blow; Strike to Injure; Strike to Stun; 25% chance of Immunity to Disease; 25% chance of Immunity to Poison.

Trappings: Mail shirt; Helmet; Hand weapon.

Entered From: Bodyguard; Mercenary; Rat Catcher; Tunnel Fighter.

Career Exits: Bodyguard; Footpad; Rat Catcher; Thief.

SWINEHERD

Swineherd is a Basic Career. If a character roles up the Herdsman career on the Ranger Career Chart then he has the option of becoming a Swineherd.

A Swineherd is someone who keeps swine so that they maybe fattened and sold at the market. Some Swineherds are employed on manors where there is land spare to feed the herd but when there is hard frost the herd are housed in a pigsty where they can be fed and looked after more easily. The Swineherd must always be on his guard because there are always thieves who will try to steal from the herd, usually young pigs because the larger ones can be dangerous and aggressive. If any swine are missing then it is up to the Swineherd to replace them, even if he works for a wealthy squire.

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

Skills: Animal Care - Pig; Charm Animal; Musician - Wind Instruments; Specialist Weapon - Sling; 50% chance of Animal Training - Dog; 75% chance of Herb Lore; 75% chance of Very Resilient.

Trappings: Hand Weapon; Sling and ammunition; Staff.

Career Exits: As Herdsman.