

1920S JOBS AND STATUS



CONTENTS

| | |
|--|----|
| Status and Cost of Living | 2 |
| Status, Race and Gender | 2 |
| Ranks | 3 |
| Standard of Living..... | 6 |
| 1920s Employment | 7 |
| Wealth and Job Income..... | 8 |
| Job Table..... | 9 |
| Job List (alphabetical) | 18 |
| Jobs Description by Type | 22 |



GURPS: JAZZ AGE MYTHOS

STATUS AND COST OF LIVING

| Social Status | Example | Monthly C.o.L. | Social Status | Example | Monthly C.o.L. |
|---------------|---|----------------|---------------|---|----------------|
| 2 | City mayor, Company chief executive | \$200 | 7 | President | \$10,000 |
| 1 | Local official, Company executive | \$100 | 6 | Senator | \$5,000 |
| 0 | Office worker, Policeman | \$50 | 5 | 'Old Money' tycoon, Hollywood legend | \$2,000 |
| -1 | Respectable poor, Immigrant semi-skilled labourer | \$25 | 4 | Major Hollywood star, Rich industrialist, | \$1,000 |
| -2 | Hobo, Criminal poor | \$10 | 3 | Large city mayor, 'Old Money' family member | \$500 |
| -3 | Bum | Neg. | | | |

The stated Cost of Living is for a single person living according to their social status. For two or more adults sharing accommodation and bills (except for appropriate servants as assumed for the social status), assess 1/3 the usual Cost of Living for the second person and 1/4 for each subsequent adult. For children under 15, add 1/5 of the Cost of Living per child. If any of the additional occupants live at a reduced social status compared to the primary occupant, use the Cost of Living for that additional occupant's social status as the base to calculate their personal addition to the Cost of Living.

Example 1. John and Mary are two lower-middle class adults (Status 0) who live according to their social level. As is usual for the time period, John works while Mary keeps the house. The Cost of Living for the pair is \$50 for adult 1 plus \$17 ($50/3=16.66$) for adult 2, for a total cost of \$67/month.

Example 2. John and Mary now have two small children. Each child is assessed at \$10/month ($50/5=10$), for a total household Cost of Living of \$87/month (\$67 for John and Mary plus $2 \times \$10$ for the children).

Example 3. John and Mary and family are suddenly joined by Mary's ne'er do well unemployed brother (Status -1). As a third adult but at a reduced social status and CoL, he adds an additional \$6 ($25/4=6$) per month to the bills, for a new household total of \$93/month. Things are beginning to look tight for John on an average wage of \$100/month, but see below for how Mary can often help out without having to leave the children and find employment.

Housekeeping and Cost of Living: The skill *Housekeeping* allows households to make their budget go further through careful shopping, mending, altering, imaginative use of cheap cooking ingredients and other small domestic economies. Any month that a member of the household (which may be a servant) makes a *Housekeeping* roll, reduce the household Cost of Living by 10%, or 20% on a critical roll. A critical failure adds 10% (burnt dinners, ruined clothes and so on). Higher status households would not generally publicise using this skill lest they be thought of as 'penny-pinching', but most are happy to see the savings nevertheless.

STATUS AND RANK: High Rank gives a free bonus to Status without the character being required to pay the usual requisite Cost of Living increase for higher status (this is generally paid for by the organisation granting the rank). Rank 2-4 adds +1 Status, 5-7 adds +2 Status, Rank 8+ adds +3 Status.

STATUS AND WEALTH: High Wealth gives a free bonus to Status (adding to the Cost of Living). A Wealth level of *Wealthy* or better adds +1 Status, *Multimillionaire 1* adds +2 Status, *Multimillionaire 2* adds +3 Status. Status bonuses from different sources may stack, to a recommended maximum +3 bonus. Additional status may be bought as normal for 5 points per level. Any Status bonuses add to Status levels bought.

STATUS, RACE AND GENDER

Women in this period were paid significantly less than men for the same job, which made employing them an attractive proposition. Not every job was available to women – do some research and/or check with the GM if in doubt. The 'Protective Laws' decreed that women should not be employed in jobs that might be dangerous to their health or morals, a definition that was open to interpretation and abuse. In particular, even women

GURPS: JAZZ AGE MYTHOS

who had served in support capacities for the military in the First World War were discharged and no longer allowed to work for the armed services. Nurses working for the Army and US Navy at this time were something of an exception; they had secured the right to wear a lieutenant's insignia but were addressed as 'Miss' (not 'Lieutenant') and received only half the pay of a male lieutenant. Crucially, despite working for the military they were still not considered *part of* the Army or Navy but instead treated as external contractors. Female police officers were relatively new in the USA (the first being employed in 1915), and were mainly used for desk and administration work, or in work dealing with children or other women.

Female characters should reduce the stated income to 75% of the figure given (i.e. $\times 0.75$) or take a Wealth level one below that suggested by the job (for a consequent reduction in wages). Many female characters will qualify for Social Stigma (*Second Class Citizen*) for -5 points. Women who take jobs that might otherwise be done by men can also expect to suffer some persecution, see below, especially if they are also married.



Black, Japanese, Chinese, Hispanic and other ethnic groups were treated as second-class citizens and worse. If decent jobs were available to people of such minority groups they were usually only within their own communities. Wages were generally less than those paid to white European non-immigrants; either take a Wealth level below that of the job or reduce the listed wage by 75%. Ethnic minority groups will qualify for Social Stigma (*Outsider*) -10 points, and should at the very least take Social Stigma (*Second Class Citizen*) for -5.

Both women in 'men's' jobs, and black or other ethnic minority groups can often expect to be the target of harassment (unless your gaming group decides otherwise). This might be best served using *Enemies*. The size of the enemy group turning up on any given occasion is likely to be a medium (6-20) mob of less powerful people for -20 points. Most of the time the mob is simply out to upset and humiliate you; jeering and perhaps very occasionally throwing eggs, horse manure, mud or other non-lethal missiles. This is a $\times 1/2$ *Rival* level. The frequency of appearance is up to the player and GM to decide but it should be at a maximum, *Quite Often* (12-), unless the character happens to be a noted target for protesters in the area.

For black characters, the aim of their *Enemies* might be more dangerous or even lethal in nature (for a $\times 1$ *Hunter* modifier). To avoid disruption of the campaign, it is suggested that this should, at the very most, occur *Fairly Often* (9-) and be geographically limited to areas where such inter-racial violence was more common, such as in the heart of big industrial cities and the Deep South.

RANKS

Although care has been taken to design these tables, I by no means claim them to be an accurate reflection of real rank systems. In particular, the military and police rank tables have been simplified and distilled to better fit the limits of the GURPS rank system, and the religious and US political tables were built using knowledge gleaned from light internet searches rather than any in-depth knowledge. As always, adapt and change them if you believe them to be incorrect or incomplete.

Note that the Rank tables include 'Rank 0' entries. Rank 0 costs no points but requires a character to join or commit to an organisation. This represents characters who are recognised members of the organisation but who are still on the very bottom rung. It is sometimes important to note the difference between having no rank and having Rank 0; a Rank 0 soldier has more rights in the military than a no-rank civilian. It is recommended that players note on character sheets that they hold Rank 0 in an organisation where appropriate.

GURPS: JAZZ AGE MYTHOS

High Rank gives a bonus to Status without the character needing to pay the usual requisite Cost of Living increase. Rank 2-4 adds +1 Status, Rank 5-7 adds +2 Status, Rank 8+ adds +3 Status.

| Business Rank | Points Cost | Prerequisites (all required except as noted) | Typical Position |
|---------------|-------------|--|------------------------------|
| 0 | 0 | Employment in a company | Clerk, Secretary |
| 1 | 5 | Administration 10+, Leadership 10+ | Supervisor, Junior Executive |
| 2 | 10 | Administration 11+, Leadership 11+ | Company Officer or Executive |
| 3 | 15 | Administration 12+, Leadership 12+ | Company Boss |
| 4 | 20 | Administration 13+ and Leadership 13+, or Social Status 6+ | Captain of Industry |

| Fire Service Rank | Points Cost | Prerequisites (all required except as noted) | Typical Position |
|-------------------|-------------|---|-------------------|
| 0 | 0 | No statistic under 10 | Volunteer Fireman |
| 1 | 5 | No statistic under 10, First Aid 11+ | Fireman |
| 2 | 10 | No statistic under 10, First Aid 12+, plus Teaching 10+ or Leadership 11+ | Senior Fireman |
| 3 | 15 | Administration 12+ and Leadership 12+, or Politics 12+ | Fire Chief |

| Gang Rank | Points Cost | Prerequisites (all required except as noted) | Typical Position |
|-----------|-------------|--|-------------------------------------|
| None | 0 | Takes occasional jobs for the local Mob. | Associate |
| 0 | 0 | Driving [Automobile] 12+ or Guns 12+ | Soldier |
| 1 | 5 | Intimidation 11+, Leadership 11+ | Lieutenant ('capo' or 'caporegime') |
| 2 | 10 | Administration 11+, Leadership 12+ | Underboss ('capo bastone') |
| 3 | 15 | Administration 12+, Leadership 13+, Politics 12+ | Boss ('capo famiglia') |

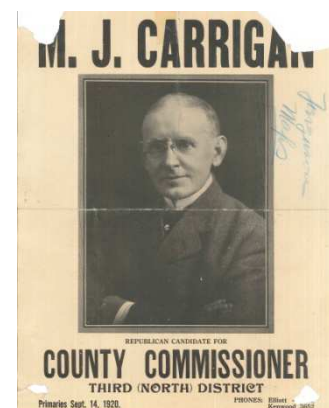
| Military Rank | Points Cost | Prerequisites (all required except as noted) | Typical Position (Army) | Typical Position (Navy) | Typical Position (Air Force) |
|---------------|-------------|--|--------------------------|---------------------------|------------------------------|
| 0 | 0 | Soldier 10+, Guns [Rifles] 10+ | Private | Seaman | Airman |
| 1 | 5 | Soldier 11+, Guns [Rifles] 10+, Leadership 10+ | Corporal, Sergeant | Petty Officer | Staff Sergeant |
| 2 | 10 | Soldier 12+, Guns [Rifles] 10+, Leadership 11+ | Sergeant Major | Chief Petty Officer | Senior Master Sergeant |
| 3 | 15 | Soldier 12+, Guns [Rifles] 10+, Leadership 12+, Tactics 11+ | Chief Warrant Officer | Chief Warrant Officer | Chief Warrant Officer |
| 4 | 20 | Soldier 12+, Leadership 12+, Tactics 12+ | Lieutenant | Ensign, Lieutenant JG | Lieutenant |
| 5 | 25 | Soldier 12+, Leadership 12+, Strategy 12+ or Tactics 12+ | Captain | Lt. Commander, Lieutenant | Captain |
| 6 | 30 | Soldier 12+, Administrative 11+, Leadership 12+, Strategy 12+ | Major, Colonel | Captain, Commander | Major, Colonel |
| 7 | 35 | Soldier 12+, Administration 11+, Leadership 12+, Strategy 13+ | Brigadier, Major General | Rear Admiral | Brigadier, Major General |
| 8 | 40 | Soldier 12+, Administration 12+, Leadership 12+, Politics 11+, Strategy 13+, | General | Vice Admiral, Admiral | General |
| 9 | 45 | Soldier 12+, Administration 13+, Leadership 13+, Politics 12+, Strategy 13+ | General of the Army | Admiral of the Navy | General of the Air Force |

GURPS: JAZZ AGE MYTHOS

| Police Rank | Points Cost | Prerequisites (all required except as noted) | Typical Position (Federal) | Typical Position (State) | Typical Position (County) |
|-------------|-------------|--|-----------------------------------|---------------------------|---------------------------|
| 0 | 0 | Legal Enforcement Powers; 5 for State and County, 10 for Federal. Plus Criminology 11+ | Agent | Patrolman, Detective | Deputy |
| 1 | 5 | Legal Enforcement Powers; 5 for State and County, 10 for Federal. Plus Criminology 12+ | Special Agent | Sergeant, Det. Sergeant | Senior Deputy |
| 2 | 10 | Legal Enforcement Powers; 5 for State and County, 10 for Federal. Plus Criminology 12+, Leadership 11+ | No equivalent | Inspector, Det. Inspector | Sergeant |
| 3 | 15 | Legal Enforcement Powers; 5 for State and County, 10 for Federal. Plus Criminology 12+, Leadership 11+ | Supervisory Special Agent | Lieutenant | Lieutenant |
| 4 | 20 | Legal Enforcement Powers; 5 for State and County, 10 for Federal. Plus Administration 11+, Criminology 12+, Leadership 12+ | Assistant Special Agent in Charge | Captain | Commander |
| 5 | 25 | Legal Enforcement Powers; 5 for State and County, 10 for Federal. Plus Administration 12+, Criminology 12+, Leadership 12+ | Deputy Director | Commissioner | Assistant Sheriff |
| 6 | 30 | Legal Enforcement Powers; 5 for State and County, 10 for Federal. Plus Administration 12+, Criminology 12+, Leadership 12+, Politics 11+ | Director | Chief of Police | Sheriff |

| Political Rank | Points Cost | Prerequisites (all required except as noted) | Typical Position |
|----------------|-------------|--|------------------------------------|
| 0 | 0 | Member of political party. | Activist or volunteer |
| 1 | 5 | Member of political party, Politics 11+. | Political aide |
| 2 | 10 | Member of political party, Reaction +1 or better*, Politics 11+, Area Knowledge [Constituency] 10+. | Municipal Councilor |
| 3 | 15 | Member of political party, Reaction +1 or better*, Politics 11+, Area Knowledge [Constituency] 11+. | County Commissioner |
| 4 | 20 | Member of political party, Reaction +2 or better*, Politics 12+, Area Knowledge [Constituency] 12+. | City Mayor, County Executive/Mayor |
| 5 | 25 | Member of political party, Reaction +2 or better*, Status 1+, Politics 12+, Area Knowledge [Constituency] 12+. | State Representative |
| 6 | 30 | Member of political party, Reaction +3 or better*, Status 1+, Politics 13+, Area Knowledge [Constituency] 12+. | State Senator |
| 7 | 35 | Member of political party, Reaction +3 or better*, Status 1+, Politics 14+, Area Knowledge [Constituency] 12+. | State Governor |
| 8 | 40 | Member of political party, Reaction +4 or better*, Status 2+, Diplomacy 11+, Leadership 12+, Politics 14+. | President |

*Prerequisite reaction bonuses should not include any of the usual Reaction bonuses from Status, but may include any penalties for low Status. The idea is that the politician should appeal to a broad cross-section of voters and not simply to his social inferiors. Indeed, some voters might consider a politician's high social status as a reason *not* to vote for him, preferring a 'man of the people' to an autocrat.



GURPS: JAZZ AGE MYTHOS

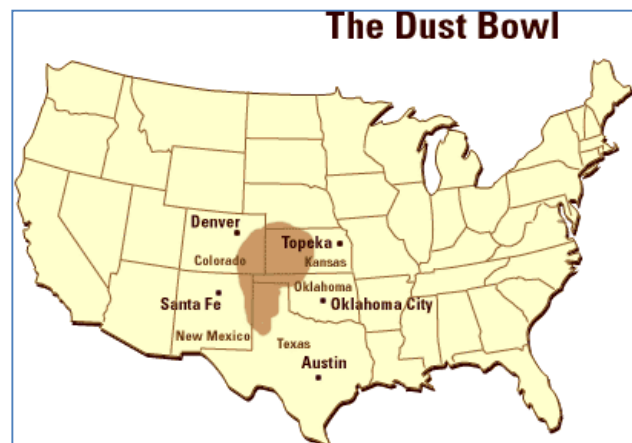
| Religious Rank | Points Cost | Prerequisites (all required except as noted) | Typical Position (Protestant) | Typical Position (Catholic) | Typical Position (Judaism) |
|----------------|-------------|---|-------------------------------|-----------------------------|----------------------------|
| 0 | 0 | Member of church. | Lay member, Elder | Lay member, Lay Minister | Lay member, Gabbai |
| 1 | 5 | Clerical Investment 5, Theology 12+. Catholic monks and nuns take Disciplines of Faith [Monasticism]. | Pastor, Preacher | Pastor, Priest, Monk, Nun | Rabbi |
| 2 | 10 | Clerical Investment 5, Administration 11+ Theology 12+. | Senior Pastor | Canon | Rebbe |
| 3 | 15 | Clerical Investment 5 (not compulsory for Tzaddik), Administration 12+ Theology 13+. | Deacon | Monsignor | Tzaddik |
| 4 | 20 | Clerical Investment 5, Administration 12+, Theology 13+, Politics 10+. | Bishop | Bishop | No equivalent |
| 5 | 25 | Clerical Investment 5, Administration 12+, Theology 13+, Politics 11+. | Archbishop | Archbishop | No equivalent |
| 6 | 30 | Clerical Investment 5, Administration 12+, Theology 13+, Politics 12+. | No equivalent | Cardinal | No equivalent |

STANDARD OF LIVING

Although standards of living varied from the period 1919 to 1939, for game purposes an average of those years is used. The 'baseline standard' year for my own game's historical flavour, wages and prices is 1928.

After the initial recession in 1919-21 following the end of the First World War, middle class Americans moved into a period of prosperity which became known as the 'Roaring Twenties' for its wild and consumerist lifestyles. Not all Americans could take advantage of the rise in availability and affordability of consumer goods, of course, and not everyone was as liberal and daring as the 'flappers' and 'flaming youths' (their male equivalents) who came to define the decade. Nonetheless, between the years 1921 and 1924 the nation's gross national product (GDP) jumped from \$69 billion to \$93 billion and average wages rose by 22%, from roughly \$36.4 billion to \$51.5 billion nationally. Crucially, however, much consumer spending was done on the low-interest credit available, something that would be significant when the stock market collapsed in 1929.

However, the rural USA, mainly the South and Midwest, was in an economic decline. In 1920, for the first time in recorded US history, more people lived in cities than in the countryside. The First World War had temporarily greatly increased demand for agricultural produce, especially in exports to Europe, and so farms had been expanded; more area had been farmed and loans were taken out to pay for new machinery and additional land purchases. Many farmers financially overstretched themselves, secure in the expectation that the farming boom would continue. However, the end of the war saw a disastrous collapse in demand and the subsequent overproduction saw a drop in prices, spelling financial ruin for the rural sector. Food crops aside, the boll weevil had spread to most of the South's cotton-growing areas and destroyed the cotton crops on which much of the southern farmers depended. A mass migration of mainly black farm workers, known as the Great Migration, saw unemployed rural workers move en-masse to the northern cities with promises of work in factories. The problems for farmers in the American and Canadian Midwest were later exacerbated by a series of severe dust storms in 1934, 1936 and 1939-40.



GURPS: JAZZ AGE MYTHOS

Cities grew unequally as migrants and immigrant flooded in, with poor, ethnically homogeneous ghettos only a few streets from rich areas. The very rich often had palatial apartments, mansions and large town houses in the heart of cities, but moved to large country estates during the hotter months. Ordinary Americans on average wages enjoyed a surge of mass consumerism, with automobiles and new household gadgets becoming available. The poor lived in squalid tenements, often with several families in an apartment meant for one. Often the poor were former semi-skilled working people fallen on hard times, and they maintained a veneer of genteel respectability. By contrast, in the worst streets the criminal poor created 'rookeries', no-go areas where life was cheap, government law was all-but meaningless and order was kept by the strongest families or gangs.

Residential areas tended to attract people of similar racial and ethnic backgrounds. There were Chinese districts, black districts, Italian districts, and so on. Rare places like Greenwich Village were a mixing pot, but generally it was unusual to see someone from outside the local area unless they were visiting. In a few cases, people living within an ethnically homogeneous district might only speak the language of that culture or might struggle with English. This was especially true of recent immigrants who sometimes carried the culture and ethos of their home country with them wholesale. Rather more commonly, immigrants would try to blend in and adopt 'Americanism' as a means of advancement for themselves and their children.

Eating out was common but where you ate out was a matter of wealth and position, from high class restaurants (possibly with French or faux-French staff) to set-menu eateries where you could buy a solid if uninspiring meal for a few cents. The manufacture, transport and sale of alcohol was banned during the Prohibition, but enough was nonetheless imported and manufactured to supply speakeasies and private parties. Imported booze was expensive but of good quality, homemade booze was filthy stuff that could turn you blind or kill you but was cheap and got you drunk quickly. Theatres, including burlesque and vaudeville acts as well as more high-brow plays, and the increasing number of new cinemas provided escapist entertainment and possibly important social occasions for the wealthy.

Most average income households in the 1920s could expect to have at least a few of the new electric labour-saving devices such as washing machines, electric irons, vacuum cleaners and refrigerators, probably bought on credit. Electric razors, cosmetics, hair dye, mouthwash, deodorants, tissues, and perfumes allowed people to raise the level of their personal grooming. Indeed, cosmetics and perfumes were among the first consumer goods to be specifically marketed at working women with incomes. Meanwhile, music was available in the home via phonographs and radios.

Many *Average*-income families will have a live-in maid, probably black (and therefore cheaper) at this income level. The better off *Average* household might also employ a nanny (possibly also black) to look after younger children. *Comfortable* households may also have a cook, chauffeur and possibly a gardener, assuming there is a garden to tend. As income levels increase, so do the number and range of servants, with a small army of footmen and maids governed by a butler and housekeeper at the highest level.

1920S EMPLOYMENT



This is the age of industrial unrest, a booming economy, labour inequalities, and the Great Depression. The First World War saw US industries enjoying unprecedented orders and exports, from arms and manufactured goods to food and cotton. The economic boom led to inflation and increased manufacturing costs, which in turn led to employers deliberately reducing productivity, freezing or reducing wages, and laying off employees. In 1919 the trades unions called for widespread strikes during the 'Red Summer', eventually broken by heavy-handed

GURPS: JAZZ AGE MYTHOS

and violent government-endorsed action by employers, often using small private armies of 'guards' hired from detective agencies. In this toxic atmosphere, employers brought in non-union migrant and immigrant workers, many of them black. The resultant racial tensions led to widespread race riots and, whilst 1919 saw the worst of them, racial violence was never far from the surface during the entirety of the Jazz Age. A two-year recession followed, during which unemployment hit 11%. Women ironically enjoyed greater employment opportunities, with canny employers realising that they could hire a woman at a fraction of a man's wages.

In 1922, under pressure from Hoover, at that point the Commerce Secretary, companies increased wages and increased production and thus sparked the consumer boom that would last until the crash of 1929. Unions lost power and influence after their zenith in 1919 as prosperity and government policies saw wages and living conditions improve following the initial post-war dip. The 1922-1929 boom was famously followed by the unprecedented stock market crash in October 1929, the knock-on effects being known as the Great Depression which lasted through until the late 1930s and which affected most of the industrialised world.

Employment in rural USA, mainly the South, did not enjoy the same rise in prosperity as the manufacturing sector, and many agricultural workers migrated to the cities to find work. After 1929, unemployment hit a high of 25% and good jobs, especially in the 'luxury' market sector (including entertainment) will be hard to come by and holding on to employment more difficult.

WEALTH AND JOB INCOME

As noted in the Job Wealth Level table on GURPS B517, the income stated for jobs is variable depending on the character's own wealth level. *It is the Wealth level as bought for the character that determines the final income from a job, and not the listed wage value.* The listed jobs-by-wealth and wages only provide a guide to the sort of jobs suited to the wealth category the job appears under. The player is free to choose an occupation regardless of its listed wealth category. Players of characters choosing jobs with a higher or lower suggested wealth bracket than their own points-bought Wealth (e.g. having an *Average* income job for a *Comfortable* wealth character) should creatively justify their additional or reduced net income.

Starting Wealth is 5x Income, see table on page 9, below. This wealth generally represents goods and possessions rather than ready cash. Most people will live in a mortgaged or rented home filled with credit-bought appliances and drive a credit-financed car, so don't try to fit the full cost of these things into the starting wealth. In game terms this only becomes an issue if they lose their source of income and can no longer afford repayments. The suggestion is that any starting 'adventuring' gear and ready cash should be a maximum 20% of starting wealth, if anything. Other possessions are what seems reasonable for the Cost of Living being paid. A *Struggling* character is unlikely to run a fast car and live in a Manhattan apartment, for example.

Note that characters with a Wealth level of *Dead Broke* (-25) have no net income at all but may still be picking up itinerant work even though, for whatever reason, they have nothing left to live on. *Poor* (-15) characters such as hobos and petty criminals are very common during the periods of recession but not uncommon even during the boom years. *Struggling* (-10) workers are also common throughout the period, working in badly-paid jobs and living in low-rent apartments in rough neighbourhoods. *Poor* and *Dead Broke* characters will struggle in an average campaign as some travelling and incidental expenses should be expected. Whilst travel may be provided if other characters share transport or buy extra tickets, and equipment may be pooled or lent as necessary for a given expedition, remember that reduced-wealth characters have received character points for their Disadvantage so do not allow the financially-challenged character to be continually bankrolled. At the other extreme, it is strongly suggested that Wealth levels above *Wealthy* be severely limited to avoid a campaign turning into a 'buy to win' situation employing mercenaries and external researchers; the

GURPS: JAZZ AGE MYTHOS

characters are supposed to be the investigators and not the patrons. In any case, player characters should rarely, if ever, be allowed to reach *Multimillionaire 2* or better in the 1920s campaign.

Many of the semi-skilled jobs listed have lower than *Average* wealth levels associated with them. The era in question covers a boom time between two periods of significant economic depression and these are taken into account as an average when attributing income wealth levels. The low wages are not entirely accurate when applied to the boom years, but it allows for the whole 1919-1939 time period to be portrayed without resorting to changing the job table each game year. If unhappy with the listed wage or wealth levels, alter them using the Job Wealth Level table calculation below.

| Job Wealth Level | Points Cost | Typical Value of Starting Goods | Monthly Pay Multiplier (\$100x) | Typical Monthly Pay (Starting Wealth/5) | Typical Status |
|--------------------|-------------|---------------------------------|---------------------------------|---|----------------|
| Poor | -15 | \$100 | 1/5 | \$20 | -2 |
| Struggling | -10 | \$250 | ½ | \$50 | -1 |
| Average | 0 | \$500 | 1 (average \$100) | \$100 | 0 |
| Comfortable | 10 | \$1,000 | 2 | \$200 | 1 |
| Wealthy | 20 | \$2,500 | 5 | \$500 | 2 |
| Very Wealthy | 30 | \$10,000 | 20 | \$2,000 | 3 |
| Filthy Rich | 50 | \$50,000 | 100 | \$10,000 | 4 |
| Multimillionaire 1 | 75 | \$500,000 | 1,000 | \$100,000 | 5 |
| Multimillionaire 2 | 100 | \$5,000,000 | 10,000 | \$1,000,000 | 6 |
| Multimillionaire 3 | 125 | \$50,000,000 | 100,000 | \$10,000,000 | 7 |

The monthly pay multiplier figure is only used to calculate the approximate wages of a character with points-bought Wealth different from the usual job wealth level. Note that the baseline for all wage multipliers is the period's *Average* Wealth level of about \$100, so use this for wage/wealth calculations. The main point to remember is that the wages for the job should represent the Wealth level bought for the character and not necessarily the historical amount paid for that occupation. The job is simply an in-game means for the character to receive income from the Wealth bought and is not a 'character class'.

Examples spelled out below represent a cocktail waitress who gets extra income from selling information and thus has *Average* wealth, a film actor who is a great Hollywood star and is *Very Wealthy*, and a *Struggling* practicing attorney who has earned a poor reputation and struggles to find paying clients.

Cocktail Waitress. Usual wealth level for job is Poor (x1/5 multiplier), with wages listed as \$10/month + tips (1/5x Average wage of \$100=\$20). Changing income to reflect the character's Average wealth gives a x1 multiplier, so the approximate monthly wage is 1x100 = \$100, worked out as any percentage of wage and tips the GM and player wish to implement.

Film Actor. Usual wealth level for job is Average (x1), with wages listed as \$100/month. The character's Very Wealthy wealth level gives a x20 multiplier, for an approximate monthly wage of 20x100 = \$2,000.

Practicing Attorney. Usual wealth level for job is Wealthy (x5), with wages listed as \$500/month (i.e. 5x Average). The character's Struggling wealth level gives a x1/2 multiplier, for an approximate monthly wage of ½x100 = \$50.

JOB TABLE

Although Lovecraft's 'classic' investigator was of moderate independent wealth or working freelance, it is possible for full-time employees to become involved in investigations. Many investigations only require a few days, or a week at most. Understanding employers will grant holidays (paid or unpaid) to cover essential periods, the character may call in sick (usually unpaid) or find one of a number of other excuses not to come to work. A longer (usually unpaid) leave of absence may also be an answer if the investigation looks like it will take several weeks. Assuming that the character hasn't been failing too many Job rolls recently, taking time off work ought not be the most stressful part of an adventure.

JOB TABLE EXPLANATION.

The table lists jobs by their normal wealth level, the associated wealth level multiplier has already been figured in (see GURPS B517 for more information on jobs and wealth). The wealth level shown is meant as a rough guide to the income of the majority of people in such professions and is entirely flexible for player characters.

Job title is simply the name of the job. Where a job is marked ^F it indicates a freelance job.

Required skills indicates the minimum requirements a character needs to make a living at that job. Most jobs only require one skill or requirement, but may have several alternative options. In this case, any of the listed required skills may be used as the prerequisite except where specifically noted. Minimum requirements for *Rank* (see Rank Tables above) must be met as normal if the job requires this.

Monthly income is the expected income after specific employment-related overheads and costs, but before Cost of Living. **B&B** indicates that part of the income is bed and board; assume that the minimum Cost of Living has already been met. **Tips** indicates that all or part of the wage is in gratuities; multiply the stated amount (\$1, \$2, etc.) by the amount by which the Job roll was made. Failed Job rolls simply attract no tips, not a penalty.

Wages for particularly poorly paying jobs may not even cover the Cost of Living. In this case, the person will need to look at reducing bills by sharing an apartment, lowering their standard of living, or finding some other way to live more cheaply.

Wages within each wealth category are roughly graded depending on the level of the prerequisites and the consequences of failure. These wages are not necessarily historically accurate but historical 1928 wages are used as a guide and starting point. (Specifically: *Union Scales of Wages and Hours of Labor, May 15, 1928: Bulletin of the United States Bureau of Labor Statistics, No. 482*).

Job roll shows the monthly roll a character needs to make to consider the month a moderate success. **PR** means a roll against the *worst* prerequisite (where there are multiple required prerequisites). Failure in most non-freelance jobs has no real effect on income, although an employee who fails several months in a row might attract the boss's ire, and may eventually get the sack. A critical success means a permanent 10% rise and possibly a minor promotion (though this might be taken away through repeatedly failed Job rolls).

Freelance jobs (marked ^F) increase or decrease that month's income by 10% x the margin of success or failure. A critical success *triples* the income for that month.

Critical failure indicates the effects of a critically failed Job roll. The first 'Critical Failure' effect listed occurs on a simple critical failure (17 or 18 except where skill is 15+, when it is only 18, or any roll of 10 above your *effective* skill; see B382), the second occurs on a natural roll of 18. If the critical would only occur on an 18 anyway due to high skill, allow the player to choose from either the first or second listed effect of the critical failure. All results of a failed Job Roll are subject to the GM's interpretation and whim.

LJ, Lost Job or getting the sack will simply require the character to look for another position, something that should be dealt with narratively. Creative GMs and players might want to elaborate on this within the game and work it into the storyline.

Physical damage, noted as dice of damage (e.g. 1d), could be as a result of a workplace accident or from an assault resulting from having to work around less than salubrious people. The damage is general and not to locations.

Loss of money, expressed **-#i**, where '#' indicates the number of month's usual net income lost, may be a result of one of several financial catastrophes: wage stoppages for shoddy work; poor investments; court fines; crime (blackmail, robbery, fraud, etc.); or being sued for malpractice or negligence, or other compensation for causing accidental damage or injury to the general public.

Arrest is usually only for criminal occupations and represents capture with a reasonable chance of a guilty verdict. The actual results of arrest may be played out narratively and the sentences will vary according to the crime. Corrupt legal officials could, of course, affect the sentence. Player characters may be out of the campaign for some time if arrested, possibly permanently!

GURPS: JAZZ AGE MYTHOS



| Job (Required Skills) | Monthly income | Job Roll | Critical Failure |
|---|--------------------|-----------|-------------------|
| POOR JOBS | Average \$20 | | |
| Cocktail Waitress (Female with Appearance Average or better plus Sex Appeal 10+) | \$10 + tips (\$1x) | 11- or PR | LJ/2d |
| Communist/ Radical ^F (Public Speaking 11+) | \$10 + B&B | PR | 2d/Arrest |
| Farm Hand (Farming 8+) | \$5 + B&B | PR | LJ/2d |
| Hobo/ Itinerant labourer ^F (Panhandling 10+, Scrounging 10+, Survival 10+, Urban Survival 10+) | \$15 | PR | Robbed for -1i/1d |
| Hooker ^F (Appearance <i>Unattractive</i> or better, Sex Appeal 10+, Erotic Art 10+) | \$20 | 10- or PR | Robbed for -1i/2d |
| Petty criminal ^F (DX 11+, Filch 10+, Stealth 10+, Lockpicking 10+, Pickpocket 10+) | \$25 | PR | 1d/Arrest |
| Punk ^F (Brawling 11+, Intimidation 11+, Streetwise 11+) | \$30 | PR | 2d/Arrest |
| STRUGGLING JOBS | Average \$50 | | |
| Acrobat (Acrobatics 11+) | \$40 | PR | LJ/2d |
| Agency Guard (Intimidation 11+, Brawling 11+, Weapon skill 11+) | \$60 | PR | LJ/1d |
| Artist ^F (Artist [by specialism] 10+) | \$45 | PR | -1i/-2i |
| Bible Salesman ^F (Fast Talk 11+, Merchant 11+) | \$55 | PR | -1i/1d |
| Bootlegger/ Thug ^F (Guns 11+, Driving [Automobile] 12+) | \$60 | PR | -2d/Arrest |
| Boxer/ Wrestler ^F (All Physical stats 11+, Boxing 12+, Wrestling 12+) | \$60 | PR | 1d/2d |
| Burglar ^F (DX 13+, Lockpicking 12+, Stealth 12+) | \$55 | PR | 1d/Arrest |
| Bus or Streetcar Conductor (Merchant 9+ and Area Knowledge [own city/route] 11+) | \$65 | PR | LJ/-2i |

GURPS: JAZZ AGE MYTHOS

| Job (Required Skills) | Monthly income | Job Roll | Critical Failure |
|--|--|----------|------------------|
| Bus or Streetcar Driver (Driving [Heavy Wheeled] 12+, Driving [Locomotive] 11+) | \$65 | PR | LJ/-2i |
| Catholic Priest (Religious Rank 1) | \$10 + B&B | 10- | LJ/1d |
| Con Man ^F (Fast Talk 12+) | \$40 | PR | -2i/Arrest |
| Farmer ^F (Farming 12+) | \$50 | PR | -1i/2d |
| Film Crew (Any of the following at 11+; Artist [Scene Design], Carpentry, Electrician, Electronic Operations [Media], Electronics Repair, Makeup, Photography, Sewing) | \$50 | PR | LJ/1d |
| Fireman (Fire Service Rank 1) | \$60 | HT | LJ/2d |
| Forger/ Counterfeiter ^F (Forgery 12+, Counterfeiting 12+) | \$45 | PR | -1i/Arrest |
| Gambler ^F (Gambling 12+, Games 12+) | \$50. 2x usual <i>Freelance</i> variance | PR | -1i/-2i |
| Gardener/ Grave Digger (Gardening 12+, Gardening 10+ plus both ST and Fatigue 11+) | \$40 | PR | LJ/1d |
| Hospital Orderly (ST 10+ plus one of Pharmacy, Physician or Physiology at 8+) | \$45 | PR | LJ/1d |
| Itinerant Preacher (Public Speaking 12+, Theology 12+) | \$40 | PR | LJ/1d |
| Labourer (ST 10+) | \$30 | ST | LJ/2d |
| Librarian (IQ 10+ plus one of Administration 11+, Research 11+) | \$60 | PR | LJ/-1i |
| Lumberjack (ST 10+) | \$50 | HT | LJ/3d |
| Madhouse Attendant (ST 10+ plus Wrestling 10+) | \$55 | 10- | LJ/1d |
| Miner (ST 10+ plus Geology 8+) | \$60 | HT | LJ/2d |
| Missionary (Theology 11+ plus Influence skill 11+ or better) | \$10 + B&B | PR | LJ/2d |
| Musician, Jazz (Musical Instrument [by specialism] 12+, Musical Composition 12+) | \$50 | PR | LJ/-1i |
| Prospector ^F (Prospecting 12+) | \$40 | PR | -1i/2d |
| Protestant Minister (Religious Rank 1) | \$10 + B&B | 10- | LJ/1d |
| Ranch Hand/ Cowboy (Riding 11+ plus one of Animal Handling 11+, Teamster 11+) | \$15 + B&B | PR | LJ/1d |
| Servant, domestic (Housekeeping 11+) | <i>Either</i> \$45 <i>or</i> \$10 + B&B | PR | LJ/-1i |
| Smuggler ^F (Holdout 11+, Smuggling 11+, Will 12+) | \$50 | PR | -1i/Arrest |
| Stage Hand (Any of the following at 11+; Artist [Scene Design] Carpentry, Disguise, Electrician, Makeup, Sewing) | \$50 | PR | LJ/1d |
| Student/ Intern (Research 10+, Skill being studied 8+) | \$5 + B&B | PR | LJ/-1i |

GURPS: JAZZ AGE MYTHOS

| Job (Required Skills) | Monthly income | Job Roll | Critical Failure |
|---|--|----------|--------------------|
| Switchboard Operator (Electronics Operation [Communication] 10+, Voice) | \$50 | PR | LJ/-1i |
| Taxi Driver (Driving 11+ and Area Knowledge [own city] 12+) | \$60 | PR | LJ/-1i |
| Treasure Hunter ^F (Anthropology 11+, Archaeology 11+, Cartography 11+, Intelligence Analysis 11+) | \$50 | PR | -1i/2d |
| Waiter (Housekeeping 11+, Reaction +1 or better, Savoir-Faire [Servant] 12+) | \$40 + tips (\$2x) | PR | LJ/-1i |
| AVERAGE JOBS | Average \$100 | | |
| Agency Detective (Current Affairs 12+, Criminology 12+) | \$100 | PR | LJ/2d |
| Antiques Dealer ^F (Merchant 12+ and Connoisseur [Antiques] 12+) | \$110 | PR | -1i/-2i |
| Aviator (Pilot 12+) | \$120 | PR | LJ/2d and -1i |
| Bank Robber ^F (Guns 11+ and Intimidation 11+) | 3D6x\$10 | PR | -1i /Arrest and 2d |
| Barber ^F (Professional Skill [Barber] 12+, Artist [Hair Stylist] 12+) | \$80 | PR | -1i/-2i |
| Bartender (Professional Skill [Bartender] 12+) | \$80 + tips (\$2x) | PR | LJ/1d |
| Book Dealer ^F (Merchant 12+ and one of Connoisseur [Literature] 12+, Literature 12+) | \$100 | PR | -1i/-2i |
| Bookie ^F (Gambling 12+ and one of Streetwise 12+, Merchant 12+, Accounting 11+) | \$110 | PR | -1i/Arrest |
| Bounty Hunter ^F (Observation 12+, Shadowing 12+, Streetwise 12+, Combat skill 12+) | \$100 | PR | -1i/2d |
| Charter Boat Captain ^F (Ship or Boat plus Merchant 12+ and one of Boating 11+, Shiphandling 11+) | \$110 Cost of Living x25% if living on boat | PR | -1i/-2i |
| Clerk (Business Rank 0, or 1 for supervisor, plus one of Accounting 10+, Administration 10+, Economics 10+, Market Analysis 10+, Typing 12+) | \$90, \$100 for supervisor | PR | LJ/LJ |
| Columnist (Writing 12+ and one of Current Affairs [by specialism] 12+, Streetwise 12+) | \$100 | PR | LJ/-1i |
| Commercial Artist (Merchant 10+ and Artist [by specialism] 11+) | \$110 | PR | LJ/-1i |
| Copywriter (Research 11+, Writing 12+) | \$110 | PR | LJ/-1i |
| Editor (Administration 12+ plus one of Current Affairs [by specialism] 12+, Leadership 11+) | \$130 | PR | LJ/-2i |
| Entertainer, theatre (Dancing 12+, Singing 12+, Sex Appeal 12+, Sleight of Hand 12+, Ventriloquism 12+, or other appropriate entertainment skill/ability) | \$90 | PR | LJ/1d and -1i |
| Federal Agent (Police Rank 0 plus Criminology 12+) | \$110 | IQ | LJ/2d |
| Fence ^F (Merchant 12+ plus Streetwise 12+) | \$100 | PR | -1i/Arrest |

GURPS: JAZZ AGE MYTHOS

| Job (Required Skills) | Monthly income | Job Roll | Critical Failure |
|--|-----------------------|----------|------------------|
| Field Researcher (Scientific/Academic specialism 11+ plus one of Observation 12+, Survival [by specialism] 12+, Streetwise 12+) | \$110 | PR | LJ/1d |
| Film Actor (Performance 12+) | \$100 | PR | LJ/-2i |
| Fireman – senior (Fire Service Rank 2) | \$100 | HT | LJ/2d |
| Gangster – soldier (Mafia Rank 0 plus one of Driving [Car] 12+, Guns 12+) | \$120 | PR | 3d/Arrest |
| Laboratory Technician (Electronics Operation [Scientific] 10+ plus one of Biology 10+, Chemistry 10+, Diagnosis 10+, Engineer 10+, Forensics 10+, Metallurgy 10+, Paleontology 10+, Pharmacy 10+, Physics 10+) | \$110 | PR | LJ/-1i |
| Mechanic (Mechanic [by speciality] 12+) | \$100 | PR | LJ/1d |
| Mercenary (Soldier 12+) | \$130 | PR | LJ/3d |
| Merchant Sailor (Crewman [Seamanship] 12+, Crewman [Airshipman] 12+) | \$100 | PR | LJ/2d |
| Mountain Climber (Climbing 12+) | \$100 | PR | -1i/3d |
| Musician, Legitimate (Musical Instrument [by specialism] 12+, Musical Composition 12+) | \$100 | PR | LJ/-1i |
| Nurse (First Aid 12+) | \$100 | PR | LJ/1d |
| Occultist (Occultism 12+, Sleight of Hand 12+, Psychology 12+, Fast Talk 12+) | \$100 | PR | LJ/-1i |
| Parapsychologist (Occultism 12+, Research 12+) | \$110 | PR | LJ/-1i |
| Photographer (Photography 12+) | \$100 | PR | LJ/-1i |
| Photojournalist (Current Affairs [by specialism] 12+ and Photography 12+) | \$110 | PR | LJ/-1i |
| Police Detective (Police Rank 0+ plus Criminology 12+ and one of Forensics 12+, Streetwise 12+) | \$110+(Rankx\$20) | IQ | LJ/1d |
| Police Patrolman (Police Rank 0+ plus Streetwise 12+) | \$90+(Rankx\$20) | IQ | LJ/1d |
| Private Eye ^F (Criminology 12+, Observation 12+, Streetwise 12+) | \$100 | PR | 1d/-1i |
| Professional Sportsman (Sports [per specialism] 13+) | \$90 | PR | LJ/1d |
| Rabbi (Religious Rank 1) | \$100 | 10- | LJ/1d |
| Radio Announcer (Voice) | \$110 | 11- | LJ/-1i |
| Reporter (Current Affairs [by specialism] 12+, Streetwise 12+) | \$100 | PR | LJ/1d |
| Researcher (Research 12+) | \$110 | PR | LJ/-1i |
| Sailor (US Navy/ Coast Guard) (Military Rank 0-2 plus Crewman [Seamanship] 11+) | \$60+(Rankx\$20)+ B&B | PR | LJ/2d |

GURPS: JAZZ AGE MYTHOS

| Job (Required Skills) | Monthly income | Job Roll | Critical Failure |
|--|-----------------------------------|------------|------------------|
| Salesman (Merchant 12+, Fast Talk 12+) | \$90 + commission, as tips (\$5x) | PR | LJ/-1i |
| Secretary (Business Rank 0 plus one of Administration 12+, Typing 13+) | \$80 | PR | LJ/-1i |
| Shopkeeper (Accounting 11+, Merchant 12+) | \$80 | PR | LJ/-1i |
| Skilled Tradesman (Machinist or other suitable craft skill 12+) | \$100 | PR | LJ/1d |
| Soldier/ Marine/Airman (Military Rank 0-2 plus Soldier 10+) | \$60+(Rankx\$20)+ B&B | PR | LJ/2d |
| Sports Trainer (Physiotherapy 12+, Sports 12+, Teaching 12+) | \$110 | PR | LJ/1d |
| Stage Actor ^F (Performance 12+) | \$100 | PR | -1i/-2i |
| Stunt Man (Acrobatics 12+, Performance 10+, Riding 12+) | \$110 | PR | LJ/2d |
| Teacher (Teaching 12+) | \$100 | PR | LJ/-1i |
| Track and Field Athlete (Sports 12+) | \$90 | PR | LJ/1d |
| Train Driver (Driving [Locomotive] 12+) | \$100 | PR | LJ/-1i |
| Travelling Salesman ^F (Merchant 12+, Fast Talk 12+) | \$80 | PR | -1i/-2i |
| Truck Driver (Driving [Automobile] 12+, Driving [Heavy Wheeled] 12+) | \$90 | PR | LJ/1d and -1i |
| Undertaker (Makeup 11+) | \$100 | PR, or 11- | LJ/-1i |
| Union Activist (Politics 11+, Public Speaking 12+) | \$110 | PR | LJ/1d |
| Warehouse/ dockside foreman (Freight Handling 12+) | \$120 | PR | LJ/1d |
| Western Lawman (Police Rank 0+ plus Area Knowledge [jurisdiction] 12+) | \$100+(Rankx\$20) | IQ or HT | LJ/2d |
| Writer ^F (Writer 12+) | \$100 | PR | -1i/-2i |
| Zookeeper (Administration 11+ plus Animal Handling 12+) | \$100 | PR | LJ/1d |
| COMFORTABLE JOBS | Average \$200 | | |
| Accountant (Accountant 12+) | \$220 | PR | LJ/-2i |
| Alienist/ Psychiatrist (Physician 11+ plus Pharmacy 11+) | \$220 | PR | LJ/-1i |
| Architect (Architecture 13+) | \$200 | PR | LJ/-1i |
| Bail Bondsman (Criminology 12+, Detect Lies 11+) | \$200 | PR | -1i/-2i |
| Big Game Hunter ^F (Guns [Rifle] 12+, Survival 12+, Tracking 12+, Traps 12+) | \$200 | PR | -1i/2d |
| Charismatic Cult Leader ^F (Leadership 13+, Public Speaking 13+) | \$220 | PR | -1i/-2i |

GURPS: JAZZ AGE MYTHOS

| Job (Required Skills) | Monthly income | Job Roll | Critical Failure |
|--|--|----------|---|
| Company Officer/ Executive (Business Rank 2+ plus one of Accounting 12+, Administration 12+, Economics 12+, Leadership 12+, Market Analysis 12+) | \$200 | PR | LJ/-1i |
| Deep-Sea Diver ^F (Environmental Suit [Diving Suit] 12+) | \$190 | PR | -1i/2d |
| Dentist (Physician 12+) | \$200 | PR | LJ/-1i |
| Designer (Artist [by specialism] 12+) | \$160 | PR | LJ/-1i |
| Explorer ^F (Anthropology 12+, Area Knowledge [as suitable] 12+, Cartographer 12+, Survival 13+) | \$200 | PR | -1i/2d |
| Fire Chief (Fire Service Rank 2 plus one of Administration 12+, Leadership 12+) | \$200 | PR | LJ/-2i |
| Foreign Correspondent (Area Knowledge [by country] 12+, Current Affairs [by country] 12+, Foreign Language, Accented or better) | \$180 | PR | LJ/1d |
| Gangster – lieutenant ('capo' or 'caporegime') (Mafia Rank 1) | \$200 | IQ | 2d/Arrest |
| Golf Professional (Sports [Golf] 13+) | \$210 | PR | -1i/-2i |
| Loan Shark (Accounting 12+, Intimidation 12+) | \$200 | PR | -1i/Arrest |
| Military Officer/SNCO – Junior/Company Rank (Military Rank 3 to 5 plus one of Leadership 11+, Tactics 11+) | $\$20+(\text{Rank} \times \$20)+\text{B\&B}$ | PR | LJ/2d |
| Museum Curator (Administration 11+ plus Research 11+ plus one of Archaeology 12+, History 12+, Artist [by specialism] 12+) | \$180 | PR | LJ/-1i |
| Pharmacist (Pharmacy 12+) | \$190 | PR | LJ/-1i |
| Physician (Physician 12+) | \$200 | PR | LJ/-1i |
| Politician, local (Political Rank 2-4 plus one of Administration 13+, Propaganda 12+, Public Speaking 12+) | <i>Either</i> \$125 + (Rank \times \$25) <i>or</i> \$20 + (Rank \times \$25) + B&B | PR | LJ/ Acquire Reputation - 1, <i>or</i> -2i |
| Professor (Specialist subject 13+ plus one of Research 12+, Teaching 12+) | \$180 | PR | LJ/-1i |
| Psychologist (Psychology 12+) | \$180 | PR | LJ/-1i |
| Scientist (Research 11+ plus one of Biology 12+, Chemistry 12+, Diagnosis 12+, Engineer 12+, Forensics 12+, Metallurgy 12+, Paleontology 12+, Pharmacy 12+, Physics 12+) | \$200 | PR | LJ/-1i |
| Shifty Accountant/ Lawyer (Accountant 12+, Law 12+) | \$230 | PR | LJ/Arrest |
| Small Business Owner (Business Rank 1 plus one of Administration 12+, Merchant 13+, Leadership 12+) | \$200 | PR | -1i/-2i |
| Sports Manager/ Coach (Sports [by specialism] 12+ plus Leadership 12+) | \$180 | PR | LJ/-1i |

GURPS: JAZZ AGE MYTHOS

| Job (Required Skills) | Monthly income | Job Roll | Critical Failure |
|--|-----------------------|-----------|-----------------------------------|
| Spy (Disguise 12+ plus Acting 12+, or Observation 12+, Research 12+) | \$200 | PR | LJ/Arrest |
| Stock Broker (Market Analysis 12+) | \$220 | PR | LJ/-2i |
| Surveyor (Architecture 12+, Geography [physical] 12+, Geology 12+) | \$180 | PR | LJ/-1i |
| Talent Agent ^F (Connoisseur [by specialism] 12+) | \$200 | PR | -1i/-2i |
| Tennis Professional (Sports [tennis] 13+) | \$220 | PR | LJ/1d |
| WEALTHY JOBS | Average \$500 | | |
| Company Boss (Business Rank 3 plus one of Accounting 13+, Administration 13+, Economics 13+, Leadership 13+, Market Analysis 13+) | \$500 | PR | -1i/LJ |
| Dilettante ^F (<i>Independent Income</i> [see B26], Market Analysis 11+, Savoir-Faire [High Society] 11+) | \$500 | 11- or PR | -1i/-2i |
| Forensic Surgeon (Forensics 13+, Surgery 12+) | \$400 | PR | LJ/-1i |
| Gangster – underboss ('capo bastone') (Mafia Rank 2 plus Leadership 12+) | \$550 | PR | LJ/2d |
| Hit Man ^F (Weapon, Explosives [Demolition] or other combat or assassination skill 12+) | \$500 | PR | 3d/Arrest |
| Military Officer – Senior/Field Rank (Military Rank 6+ plus one of Leadership 12+, Politics 12+, Strategy 12+) | \$50+(Rankx\$25)+ B&B | PR | LJ/Acquire Reputation -1 |
| Plastic Surgeon (Surgery 13+) | \$500 | PR | LJ/-2i |
| Politician, state (Political Rank 5+ plus one of Administration 14+, Propaganda 13+, Public Speaking 13+) | \$250 +(Rankx\$50) | PR | LJ/ Acquire Reputation -1, or -2i |
| Practicing Attorney ^F (Law 12+ plus one of Diplomacy 12+, Fast Talk 12+, Public Speaking 12+) | \$450 | PR | LJ/-1i |
| Prosecuting Attorney (Law 12+ plus one of Diplomacy 12+, Fast Talk 12+, Public Speaking 12+) | \$500 | PR | LJ/-1i |
| Racing Driver (Driving [Automobile] 14+, Sports [Motor Racing] 12+) | \$600 | PR | LJ/2d |
| VERY WEALTHY JOBS | Average \$2,000 | | |
| Ambassador (Diplomacy 14-, Savoir-Faire [High Society] 14-) | \$1,000+B&B | PR | Acquire Reputation -1/LJ |
| Captain of Industry (Business Rank 4 plus one of Accounting 13+, Administration 13+, Economics 13+, Leadership 13+, Market Analysis 13+) | \$2,000 | PR | Acquire Reputation -1/LJ, or -2i |
| Gangster boss ('capo famiglia') (Mafia Rank 3 plus Leadership 13+) | \$2,500 | PR | 3d/Arrest |
| Judge (Law 13+, Politics 12+) | \$1,500 | PR | Acquire Reputation -1/LJ |

GURPS: JAZZ AGE MYTHOS

JOB LIST (ALPHABETICAL)

| Occupation | Usual Wealth | Page | Occupation Category |
|--|--------------|------|----------------------------|
| Accountant | Comfortable | p.32 | Business |
| Accountant/ Lawyer, Shifty | Comfortable | p.41 | Criminals |
| Acrobat | Struggling | p.29 | Athletics |
| Actor, Film | Average | p.27 | Arts, Performing |
| Actor, Stage ^F | Average | p.28 | Arts, Performing |
| Agent, Federal | Average | p.50 | Law Enforcement |
| <i>Agent, secret – see Spy</i> | | | |
| Alienist/ Psychiatrist | Comfortable | p.54 | Mental Health |
| Ambassador | Very Wealthy | p.60 | Politics |
| Antiques Dealer ^F | Average | p.56 | Miscellaneous Occupations |
| Architect | Comfortable | p.25 | Arts, Creative |
| Artist, Commercial | Average | p.25 | Arts, Creative |
| Artist ^F | Struggling | p.25 | Arts, Creative |
| <i>Athlete, Professional – see Sportsman, Professional</i> | | | |
| Athlete, Track and Field | Average | p.31 | Athletics |
| Attorney, Practicing ^F | Wealthy | p.51 | The Legal Profession |
| Attorney, Prosecuting | Wealthy | p.52 | The Legal Profession |
| Aviator | Average | p.22 | Adventurers and Daredevils |
| Bail Bondsman | Comfortable | p.51 | The Legal Profession |
| Barber ^F | Average | p.32 | Business |
| Bartender | Average | p.46 | Labour, Urban |
| Book Dealer ^F | Average | p.56 | Miscellaneous Occupations |
| Bookie ^F | Average | p.37 | Criminals |
| Bootlegger/ Thug ^F | Struggling | p.38 | Criminals |
| Bounty Hunter ^F | Average | p.49 | Law Enforcement |
| Boxer/ Wrestler ^F | Struggling | p.30 | Athletics |
| Burglar ^F | Struggling | p.38 | Criminals |
| Business Owner, Small | Comfortable | p.34 | Business |
| <i>Bum – see Hobo/ Itinerant Labourer</i> | | | |
| Captain of Industry | Very Wealthy | p.32 | Business |
| Captain, Charter Boat ^F | Average | p.22 | Adventurers and Daredevils |
| Clerk | Average | p.33 | Business |
| Columnist | Average | p.42 | Journalism |
| Communist/ Radical ^F | Poor | p.60 | Politics |
| Company Boss | Wealthy | p.33 | Business |
| Company Officer/ Executive | Comfortable | p.33 | Business |
| Con Man ^F | Struggling | p.38 | Criminals |
| Conductor, Bus or Streetcar | Struggling | p.46 | Labour, Urban |
| Copywriter | Average | p.43 | Journalism |

GURPS: JAZZ AGE MYTHOS

| Occupation | Usual Wealth | Page | Occupation Category |
|--|--------------|------|----------------------------|
| Correspondent, Foreign | Comfortable | p.43 | Journalism |
| <i>Counterfeiter – see Forger/ Counterfeiter</i> | | | |
| Cult, Charismatic Leader ^F | Comfortable | p.36 | Clergy |
| Dentist | Comfortable | p.52 | The Medical Profession |
| Designer | Comfortable | p.25 | Arts, Creative |
| Detective, Agency | Average | p.49 | Law Enforcement |
| Dilettante ^F | Wealthy | p.56 | Miscellaneous Occupations |
| Diver, Deep-Sea ^F | Comfortable | p.23 | Adventurers and Daredevils |
| Driver, Bus or Streetcar | Struggling | p.46 | Labour, Urban |
| Driver, Racing | Wealthy | p.24 | Adventurers and Daredevils |
| Driver, Taxi | Struggling | p.47 | Labour, Urban |
| Driver, Train | Average | p.48 | Labour, Urban |
| Driver, Truck | Average | p.48 | Labour, Urban |
| Editor | Average | p.42 | Journalism |
| Entertainer, theatre | Average | p.26 | Arts, Performing |
| Explorer ^F | Comfortable | p.23 | Adventurers and Daredevils |
| Farm Hand | Poor | p.44 | Labour, Rural |
| Farmer ^F | Struggling | p.44 | Labour, Rural |
| Fence ^F | Average | p.38 | Criminals |
| Film Crew | Struggling | p.27 | Arts, Performing |
| Fireman | Average | p.57 | Miscellaneous Occupations |
| <i>Foreman – see Warehouse Foreman</i> | | | |
| Forensic Surgeon | Wealthy | p.52 | The Medical Profession |
| Forger/ Counterfeiter ^F | Struggling | p.39 | Criminals |
| Gambler ^F | Struggling | p.39 | Criminals |
| Gangster | Varies | p.39 | Criminals |
| Gardener/ Gravedigger | Struggling | p.57 | Miscellaneous Occupations |
| Golf Professional | Comfortable | p.30 | Athletics |
| <i>Gravedigger - see Gardener/Gravedigger</i> | | | |
| Guard, Agency | Struggling | p.49 | Law Enforcement |
| Hit Man ^F | Wealthy | p.40 | Criminals |
| Hobo/ Itinerant labourer ^F | Poor | p.57 | Miscellaneous Occupations |
| Hooker ^F | Poor | p.40 | Criminals |
| Hospital Orderly | Struggling | p.52 | The Medical Profession |
| Hunter, Big Game ^F | Comfortable | p.22 | Adventurers and Daredevils |
| <i>Industrialist – see Captain of Industry</i> | | | |
| Judge | Very Wealthy | p.51 | The Legal Profession |
| Laboratory Technician | Average | p.61 | Scholarly Pursuits |
| Labourer | Struggling | p.46 | Labour, Urban |
| Lawman, Western | Average | p.51 | Law Enforcement |
| <i>Lawyer – see Attorney</i> | | | |

GURPS: JAZZ AGE MYTHOS

| Occupation | Usual Wealth | Page | Occupation Category |
|--|--------------|------|----------------------------|
| Librarian | Struggling | p.57 | Miscellaneous Occupations |
| Loan Shark | Comfortable | p.40 | Criminals |
| Lumberjack | Struggling | p.45 | Labour, Rural |
| Madhouse Attendant | Struggling | p.54 | Mental Health |
| Mechanic | Average | p.47 | Labour, Urban |
| Mercenary | Average | p.54 | Military |
| Merchant Sailor | Average | p.58 | Miscellaneous Occupations |
| Military Officer – Senior Rank (6+) | Wealthy | p.55 | Military |
| Military Officer/SNCO – Junior Rank (3-5) | Comfortable | p.55 | Military |
| Miner | Struggling | p.45 | Labour, Rural |
| Missionary | Struggling | p.36 | Clergy |
| Mountain Climber | Average | p.23 | Adventurers and Daredevils |
| Museum Curator | Comfortable | p.58 | Miscellaneous Occupations |
| Musician, Jazz | Struggling | p.27 | Arts, Performing |
| Musician, Legitimate | Average | p.28 | Arts, Performing |
| Nurse | Average | p.53 | The Medical Profession |
| Occultist | Average | p.58 | Miscellaneous Occupations |
| Parapsychologist | Average | p.59 | Miscellaneous Occupations |
| Petty Criminal ^F | Poor | p.41 | Criminals |
| Pharmacist | Comfortable | p.53 | The Medical Profession |
| Photographer | Average | p.26 | Arts, Creative |
| Photojournalist | Average | p.43 | Journalism |
| Physician | Comfortable | p.53 | The Medical Profession |
| Police Detective | Average | p.50 | Law Enforcement |
| Police Patrolman | Average | p.50 | Law Enforcement |
| Politician, local | Comfortable | p.60 | Politics |
| Politician, state | Wealthy | p.60 | Politics |
| Preacher, Itinerant | Struggling | p.36 | Clergy |
| Priest, Catholic | Struggling | p.35 | Clergy |
| Priest/Minister, Protestant | Struggling | p.36 | Clergy |
| Private Eye ^F | Average | p.50 | Law Enforcement |
| Professor | Comfortable | p.61 | Scholarly Pursuits |
| Prospector ^F | Struggling | p.24 | Adventurers and Daredevils |
| <i>Psychiatrist – see Alienist/ Psychiatrist</i> | | | |
| Psychologist | Comfortable | p.54 | Mental Health |
| Punk ^F | Poor | p.41 | Criminals |
| Rabbi | Average | p.37 | Clergy |
| Radio Announcer | Average | p.43 | Journalism |
| Ranch Hand/ Cowboy | Struggling | p.45 | Labour, Rural |
| Reporter | Average | p.44 | Journalism |
| Researcher | Average | p.61 | Scholarly Pursuits |

GURPS: JAZZ AGE MYTHOS

| Occupation | Usual Wealth | Page | Occupation Category |
|---|--------------|------|----------------------------|
| Researcher, Field | Average | p.61 | Scholarly Pursuits |
| Robber, Bank ^F | Average | p.37 | Criminals |
| Sailor (US Navy/ Coast Guard) – Rank 0-2 | Average | p.55 | Military |
| <i>Sailor, merchant – see Merchant Sailor</i> | | | |
| Salesman | Average | p.33 | Business |
| Salesman, Bible ^F | Struggling | p.35 | Clergy |
| Salesman, Travelling ^F | Average | p.35 | Business |
| Scientist | Comfortable | p.62 | Scholarly Pursuits |
| Secretary | Average | p.34 | Business |
| Servant, domestic | Struggling | p.47 | Labour, Urban |
| Shopkeeper | Average | p.34 | Business |
| Smuggler ^F | Struggling | p.42 | Criminals |
| Soldier/ Marine/ Airman – Rank 0-2 | Average | p.55 | Military |
| Sports Manager/ Coach | Comfortable | p.31 | Athletics |
| Sports Trainer | Average | p.31 | Athletics |
| Sportsman, Professional | Average | p.30 | Athletics |
| Spy | Comfortable | p.42 | Criminals |
| Stage Hand | Struggling | p.28 | Arts, Performing |
| Stock Broker | Comfortable | p.34 | Business |
| Student/ Intern | Struggling | p.62 | Scholarly Pursuits |
| Stunt Man | Average | p.29 | Arts, Performing |
| <i>Surgeon – see Physician</i> | | | |
| Surgeon, Plastic | Wealthy | p.53 | The Medical Profession |
| Surveyor | Comfortable | p.59 | Miscellaneous Occupations |
| Switchboard Operator | Struggling | p.35 | Business |
| Talent Agent ^F | Comfortable | p.29 | Arts, Performing |
| Teacher | Average | p.62 | Scholarly Pursuits |
| Tennis Professional | Comfortable | p.31 | Athletics |
| <i>Thug – see Bootlegger/ Thug</i> | | | |
| Tradesman, Skilled | Average | p.47 | Labour, Urban |
| Treasure Hunter ^F | Struggling | p.24 | Adventurers and Daredevils |
| Undertaker | Average | p.59 | Miscellaneous Occupations |
| Union Activist | Average | p.48 | Labour, Urban |
| Waiter | Struggling | p.48 | Labour, Urban |
| Waitress, Cocktail | Poor | p.46 | Labour, Urban |
| Warehouse/ dockside foreman | Average | p.49 | Labour, Urban |
| <i>Wrestler – see Boxer/Wrestler</i> | | | |
| Writer ^F | Average | p.26 | Arts, Creative |
| Zookeeper | Average | p.59 | Miscellaneous Occupations |

GURPS: JAZZ AGE MYTHOS

JOBS DESCRIPTION BY TYPE

Although the jobs listed are not identical to those in the Occupations section in Chaosium's *Investigators' Companion Vol. 2*, this section deliberately groups jobs in a similar fashion. This is intended to enable easier cross-referencing for those familiar with that publication.

| OCCUPATION | |
|---|---|
| ADVENTURERS AND DAREDEVILS | |
|  | <p>Aviator</p> <p><i>Average</i></p> <p>Professional aviators may be employed by a commercial passenger line or by the US Mail, or may be self-employed 'barnstormers' or hire out to private clients (in which case they are <i>Freelance</i>). Regulation and licensing of pilots only began in the US in 1926. Many civilian aviators will have learned to fly in the military during the First World War. Female aviators ('aviatrix') are becoming more common but are still rare enough to be newsworthy. In 1921, Bessie Coleman becomes the first black American to gain a pilot's licence.</p> <p>Faster, bigger and better aircraft may allow the freelance aviator to charge more per trip, but it also increases operating costs.</p> |
|  | <p>Big Game Hunter^f</p> <p><i>Comfortable</i></p> <p>A skilled tracker and hunter who may make a living through killing or collecting dead animals, supplying live animal specimens for zoos or collectors, or leading safaris. In 1920, of course, the trade in hunting, ivory, skins and other exotic animal parts was legal and flourishing.</p> <p>Not all big game hunters will be crack-shots with large-calibre rifles who slaughter the local wildlife; some may specialise in trapping live prey or even photographing wild animals. Environmental concerns are at an early stage in the 1920s, but in the 1930s, several new environmental legislations will be signed, ironically spurred on by greater public awareness resulting from newsreels, films and books on African hunting safaris.</p> |
|  | <p>Charter Boat Captain^f</p> <p><i>Average</i></p> <p>Charter boats customers range from tourists or sportsmen hiring pleasure or fishing craft off the coast of the US or Europe, to smugglers and mercenaries hiring tramp steamers on the rivers of South America or the Far East. Larger vessels can make more money per trip, but also incur larger operating costs, including crew.</p> <p>A charter boat captain who lives and sleeps aboard his vessel may reduce his Cost of Living by 75% to reflect not having to pay rent or utility bills.</p> |



Deep-Sea Diver^f

Comfortable

The deep-sea diver may work commercially gathering underwater resources such as sponge or coral, may work in underwater demolitions or salvage, or might hire out to exploratory or treasure-hunting expeditions.

Whatever the job, deep-sea diving requires a proper helmeted suit and pumped air supply from the surface. Many divers prefer to work with a familiar team of people who know what they are doing.

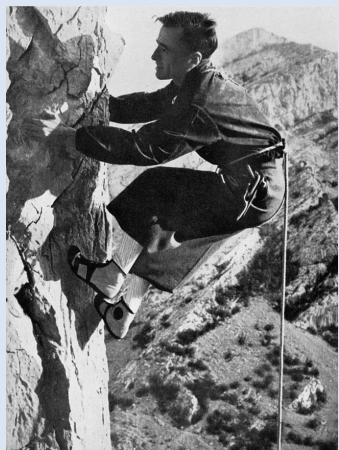
It is a highly dangerous occupation with a plethora of possible dangers, but attracts a commensurate remuneration.



Explorer^f

Comfortable

Explorers usually contract out to large organisations, receiving grants from scientific bodies, newspapers or philanthropic organisations. Although rarely lucky enough to become rich, successful explorers can negotiate for shares in the expedition and become moderately wealthy from their percentage of newspaper, book and even film rights, as well as sales of loot and possible resource exploitation rights. Unsuccessful explorers tend to vanish in uncharted territory.



Mountain Climber

Average

As well as acting as guides or instructors for wealthy sports climbers, mountain climbers may receive grants from rich sponsors keen to cash in on the publicity of successful expeditions. Needless to say, the occupation is a hazardous one, made more so by the relatively primitive equipment available and the lack of established rudimentary essential preparations for high-altitude climbing.

In the 1920s the Himalayan mountain ranges have been opened up by Tibet for Western climbers, but so far, despite several expeditions, nobody has conquered the great challenge of Mount Everest and lived to tell the tale.



Prospector^f

Struggling

The lure of riches that beguiled the Old West gold prospectors still exists for some. Although primarily covering those living in rough and ready conditions searching for gold, prospectors might also be looking for oil, diamonds or just about any other naturally occurring mineral resource.

Some prospectors are paranoid that new people are trying 'jump their claim', others are convinced that the gold they seek is to be found under places they are not allowed to enter. Prospector characters might struggle to operate in civilised society.



Racing Driver

Wealthy

Motor racing did not take long after the invention of the motor car to become an established sport, the first races being held at the end of the nineteenth century. Initially held on public roads, a series of fatal accidents saw motor racing move to old horse-racing tracks and then to purpose-built motor racing circuits. Cars were restricted by rules designed to maintain safety, but even so, by 1927 they were averaging 120mph in qualifying laps.

Motor racing is a sport of great risks but great potential rewards. Its stars are media celebrities to rival those of Hollywood, although Hollywood stars don't risk 100mph+ crashes in flimsy cars for their fame and fortune.



Treasure Hunter^f

Struggling

Similar in ethos to the prospector, the treasure hunter seeks to make that One Big Find that will make his fortune and allow him to retire. Instead of digging for minerals, however, the treasure hunter explores old ruins, shipwrecks and obscure depositories. Physical treasure is the usual goal, but 'treasure' might also take the form of forgotten documents, maps or other valuable knowledge.

Most treasure hunters spend a great deal of their time looking for sponsors to finance their expeditions. Many die unseen in exotic locations.

ARTS, CREATIVE



Architect

Comfortable

The architect is a designer of buildings and usually has a working knowledge of engineering (usually Engineer [Civil], but maybe Engineer [Materials]). Unlike many other creative artists, architects require a college education but may not be worlds apart from fine artists in temperament and ethos. Architects may be freelance, but most work for a company. Few make it through the drudgery of designing tiny architectural details and municipal bus shelters to reach the ultimate goal of designing enormous skyscrapers.



Artist^f

Struggling

The occupation of fine artist is difficult to pin down. They may be painters in the classic sense, sculptors, potters, textile artists or even employ the new technology of photography. There are various schools of artistic philosophy, from Art Deco and Precisionism through to Surrealists and other forms of modernist abstract style. Many artists follow a bohemian lifestyle and value their own unconventionality and rejection of consumerist values.

The artist lives by selling works, but is not tied to a schedule or subject. She may take commissions but is primarily a free spirit. Most barely make enough money to buy materials but some, a very few, become successful enough to find themselves in demand and become wealthy.



Commercial Artist

Average

Spiritually related to the fine artist, the commercial artist has sold his soul to big business in return for a steady wage. Designing adverts for magazines, drawing animation cels for the new movie cartoon industry or illustrating books, the commercial artist is told what to create and how to create it.

The photograph has not yet completely overtaken hand painting for advertising, and graphic designers churn out eye-catching images that plaster billboards, posters and magazine pages.



Designer

Comfortable

1920s consumerism means a huge rise in manufactured goods. Everything manufactured has to be designed, from automobiles to toothbrushes, and designers are the people who create the looks that customers are attracted to. Most designers work for a corporation and are well paid, but rarely get much recognition for their creations. Fashion designers are an exception and may become fabulously wealthy if they manage to capture or create the new big fashion in clothes or accessories.



Photographer

Average

Photographers are often employed by large firms to take photographs for advertising, or by publishers to illustrate magazines or books. Some may work freelance to photograph portraits, weddings or other events. Photographers might also be on the books of the local police to photograph crime scenes. Less moralistic photographers make a living photographing young ladies who forget to bring their clothing on the way to the studio.

Photographers who use the camera purely or primarily for artistic reasons may be classed as artists. *Photojournalists* are dealt with in the *Journalism* section below.



Writer^f

Average

Writers may be novelists, poets, magazine authors, academic authors, screenwriters or lyric writers. Any business that requires a grasp of the written word (except journalism) is covered by the writer occupation. Many receive advances from publishers and spend the next few years trying to justify the money. Others send in unsolicited scripts or articles to producers or editors in the hope of making enough money to concentrate on writing the next piece. A lucky few are on a fixed salary (i.e. not freelance) for so long as they regularly produce usable material. Writers not in contract are very likely to be *Struggling*.

ARTS, PERFORMING



Entertainer, theatre

Average

Usually referring to vaudeville or burlesque, theatre entertainment is in its twilight years during the Roaring Twenties. Not to be confused with stage plays, vaudeville in the US is close to what the British know as 'music hall' entertainment. Confusingly, British vaudeville is a slightly down-market form of entertainment closer to US burlesque, with bawdy comedy, skimpily-dressed dancers and, increasingly throughout the period, striptease acts.

Theatre entertainers are a mixed bunch that might include comedians, jugglers, dancers, midgets, singers and anything else that might conceivably entertain a paying audience. Stage *actors* have their own entry, below. *Musicians* also have their own entry (see below), but are nonetheless an essential part of theatre shows. Similar to circus entertainment in many ways, a vaudeville or burlesque show will travel around the region's theatres and include plenty of different acts on the same bill. Popular acts might become famous, but most will struggle to rise from obscurity.



Highly popular in the previous century, the rise of moving pictures takes away much of vaudeville and burlesque's novelty and audience by the 1920s. Acts often include some cinema clips and many vaudeville acts try to 'make it big' in Hollywood.



Film Actor

Average

The 1920s is an exciting time for the US film industry, seeing it grow from independent studios run from dusty desert warehouses into the huge industry that would be so familiar to later generations. The first 'talkie' is the *Jazz Singer* in 1927, transforming the careers of many established stars.

For every Rudolph Valentino and Clara Bow there are many thousands of actors who never get more than faceless walk-on parts. *Struggling* or even *Poor* occasional actors are very common, those of *Average* wealth are the ones regularly offered bit parts. For the biggest stars, the money they command is beyond the dreams of most Americans, \$15,000 a month is not unusual for the bigger names, and deals of half a million dollars plus profit shares for three films was sometimes offered to the very biggest stars.

There is some snobbery towards films actors from those of the stage, but at the same time much jealousy at the high wages paid to big stars in Hollywood. Some stage actors even transfer to film making.



Film Crew

Struggling

These are the often unsung people behind the camera who make the film possible. Almost any trade can find work in the film industry, be it operating the camera, painting scenery or sewing costumes, and it is certainly easier than finding an on-screen role. The wages are poor but it is still working in movies, no matter that you are holding a hammer rather than the hand of a leading lady.

More prominent and/or skilled positions such as directors and film editors will be earning *Average* or *Comfortable* wages. Assess skills (e.g. *Group Performance*) as appropriate.

Film producers would be more appropriately categorised as *Business* executives, albeit with a good knowledge of which films will sell.



Musician, Jazz

Struggling

Derived from blues and ragtime, jazz has its roots in black music of the nineteenth and early twentieth century. The lively and free nature of jazz epitomises the spirit of the age, and the 'The Jazz Age' of the 1920s sees an upsurge in mainstream popularity of the genre, notably in speakeasies. Black and white musicians both play jazz, but it is more associated with black culture. Some critics despise jazz and see it symptomatic of wider moral decay. There are also frequent racist overtones in criticisms of jazz.

The jazz musician occupation may also be used as a for musicians playing other unconventional music such as ragtime, blues or early swing (which became more 'legitimate' in the 1930s).



Musician, Legitimate

Average

The legitimate musician plays classical, 'standard' dance music or show music, as opposed to jazz, ragtime or blues. At a time when the quality and availability of recorded music was limited, live music is very popular. In the 1920s, bands are employed for dances and parties at every level from colleges to high society, and many upper class restaurants have a string quartet to play incidental music for the diners. Orchestras are employed to provide music in theatres and cinemas as well as putting on concerts in opera and music halls. When sound reaches Hollywood, special halls are built to house the orchestras used to record the soundtracks.

Less successful musicians, playing anything from violins, flutes and clarinets to concert harps, might be found 'busking' on city streets.



Stage Actor^f

Average

Stage plays in the 1920s compete for audiences with vaudeville and cinema, but are still going strong. Going to the theatre might be an important social event for a fashionable play with well-known stars and it represents escapism and even an injection of culture to a wide audience.

Broadway productions travel to provincial theatres and make household names of their stars and producers, but even the less successful plays might be booked for tours covering huge geographical distances and taking many months. Plays in financial trouble might also close suddenly, leaving their cast and crew stranded many miles from home.

Some stage actors make the move to Hollywood despite the surface rivalry between the two professions. The debate as which performers, film or stage, are better actors is an ongoing one.



Stage Hand

Struggling

As the film crew make the film possible, so the stage hands keep stage plays running. All manner of tasks need doing, from sewing costumes, rigging, lighting, painting scenery, to making the coffee. There is usually a role for someone with practical skills. The pay may not be good, but for some people simply being part of the fantasy world of the theatre is worth the poor remuneration.

Becoming friendly with stage hands might be a good way to gain backstage access to actors.



Stunt Man

Average

With a rise in the popularity of action sequences in films, Hollywood requires ever-more dangerous and spectacular stunts. Stunt men are the people to whom the industry turns. At this stage of the film industry there is no regulation or licensing for stunt men, but at least professionals are used as opposed to paying anyone brave (or stupid) enough to perform the stunt, as had been done up to 1910.

Stunts at this stage are just that, very little visual trickery is involved and accidents are common. Stunt men are deliberately unacknowledged to avoid tarnishing the audience's illusion of the daring of the named cast.



Talent Agent^f

Comfortable

Most associated with actors, dancers, musicians and writers, talent agents will work with anyone who has a talent to sell. Either the client's best friend or a fraudster, talent agents take a percentage of their client's earnings in exchange for advertising them and finding them work.

Some casting directors have favourite talent agents who they use on a regular basis, and these agents become more successful as other clients want to sign up to take advantage of this favouritism. Having the same agent as a major star allows some measure of reflected glory.

ATHLETICS



Acrobat

Struggling

An acrobat might perform in a circus or might be a gymnast competing in athletics competitions. Some may also work the vaudeville shows in theatres, particular when working in troupes. Female acrobats are almost as common as males and usually emphasise their physical appearance with suitable costumes.

The acrobat occupation also covers wing-walkers, the first example of which was performed in 1918, where daredevils tied to the wings of aircraft perform various stunts whilst the aircraft is in flight. Other acrobats might stage dangerous stunts such as walking across waterfalls or performing handstands on precipitous ledges. Some find fame and money this way, others find an abrupt end to their career.



Boxer/ Wrestler^F

Struggling

Professional boxing is extremely popular and makes huge amounts of money, but rarely for the fighter himself. As Jack Johnson had dominated the previous decade (certainly on the Negro circuit), so the main figure in the 1920s is Jack Dempsey. The sport is newly legal and regulated in the USA by the National Boxing Association; wearing gloves has now become mandatory. Illegal betting on fights is extremely common, but the new regulation has somewhat reduced the incidences of fight fixing and overt criminal involvement. Black boxers are barred from fighting for mainstream championship prizes and compete in a separate 'Negro circuit'.

Professional wrestling is enjoying a rise in popularity during the 1920s, but business shenanigans and a fragmented plethora of small championships, each run by their own promotional company, sees faith in the wrestling industry fall off during the 1930s.

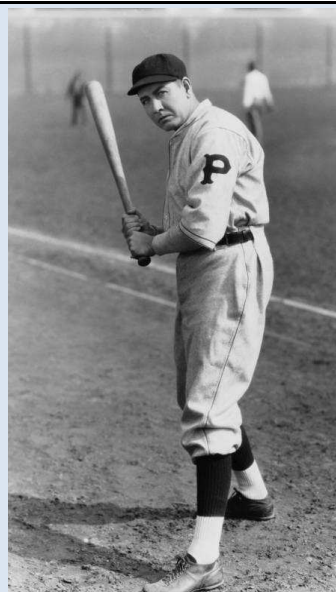


Golf Professional

Comfortable

Either a golfer making money from prizes or, very rarely in this era, sponsorship, or a former successful golfer who works for a private golf club. Both male and female golf increase in popularity during the 1920s, moving from being viewed as an exclusively upper class activity to one to be enjoyed by the middle classes as well.

By 1920, women have been competing professionally for two decades, although female participation is almost exclusively from the wealthier parts of society.



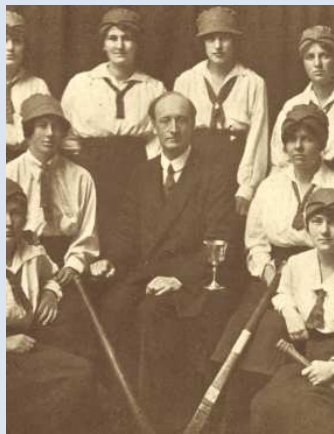
Professional Sportsman

Average

Baseball followed by American Football are the most popular professional team sports of the 1920s, even though football was only professionally organised in 1920. Football at this time is very disorganised, with a very amateurish 'college football' feel to it. The baseball league is better run and is the more popular sport of the two. Basketball is growing in popularity, having first been made professional in 1898, but is still seen mainly as a college sport.

Black baseball players cannot play in the main league but are instead relegated to the Negro league. Black football players are allowed to play in any league team, but few play at this time. Basketball is still not integrated, with separate leagues for black and white teams.

Wages are not high in this pre-television era, smaller league teams might only pay *Struggling* wages.



Sports Manager/ Coach

Comfortable

The manager of a single professional or an entire team, the manager is ultimately responsible for the success of his charge. Managers are usually former athletes themselves, with a varying level of former success, although given that many professional sports associations only began in the 1900-1920 era, few older managers will be former professionals.

Coaches of college teams are unlikely to earn better than *Average* wages. Successful professional managers might become minor celebrities, especially in the sports pages, and the very best can become wealthy.



Sports Trainer

Average

Trainers are the men and women employed by teams to keep their athletes in top physical condition. They may be skills coaches, fitness instructors, masseurs or physical therapists, and their primary role is the welfare of their charges. Rarely enjoying the publicity of either the athletes or the manager, the sports trainers are nonetheless essential to the success of an athlete.



Tennis Professional

Comfortable

Professional tennis grows in popularity during the 1920s and sees a surge of black and women players, albeit playing in separate tournaments. Most of the more successful professional tennis players come the warmer US states where they can play all year round. Tennis is still predominately a wealthy sport as the better players learned to play in childhood on private courts. Clubs founded by philanthropic donors allow black players access to courts and their own championships.

Professional tennis stars are popular and glamorous celebrities appearing regularly in the society papers. They may also be employed by tennis clubs to coach and encourage new club members.



Track and Field Athlete

Average

Most track and field athletes are amateurs in the 1920s, with only a few professional championships. Track and field athletes might be runners, javelin throwers, shot putters, high jumpers, or any one of the myriad events that comprise the track and field sporting catalogue.

Amateur athletes may be able to receive an income if they can secure sponsorship from a wealthy patron, but this is rare.

BUSINESS



Accountant

Comfortable

Accountants may work in the accounts department within a large company, or they may belong to a firm which maintains the accounts for companies without their own accountants. Accountancy may not be the most exciting occupation in the world, but it is well paid and usually in demand. As well as keeping the books for commercial firms, accountants also find work as auditors for the Bureau of Internal Revenue, the Treasury department set up in 1913 to assess and collect income tax. In 1931, Al Capone will have reason to curse the Treasury Department accountants.

Note that this occupation assumes an honest accountant. For less honest accountants, see *Shifty Accountant/ Lawyer* in *Criminal Occupations* below.



Barber^f

Average

A person with their own small shop who cuts and styles hair. During the early part of the 1920s, men's barbers often cut the hair of young women who want short styles such as bobs as the usual women's hairdressers refuse to cut it in so unfeminine and radical a style.

The barber may also be used as a template for any of a number of small businessmen such as cobblers or watch repairers, who work out of their own small premises and mainly offer services rather than goods.



Captain of Industry

Very Wealthy

A captain of industry is the head, and probably owner, of a large network of businesses, and holder of large and valuable portfolios of stocks and shares. These are the rich industrialists who really run the country. Family members may be businessmen in their own right or may be dilettantes.

Captains of industry may be descendents and heirs of the original entrepreneur who built up the business empire. Some made their money through business practices seen by observers as immoral, dishonest or unethical. Families of these 'robber-barons' of the late nineteenth century include the Astors, Carnegies, Stanfords, Vanderbilts, and many others.

Captains of industry and their families may well be much richer than the suggested level of *Very Wealthy* and are amongst the richest individuals in the USA. They are important society figures, patrons of sports, the arts and sciences, and are often behind large charitable organisations. Philanthropic donations from such men sponsor everything from exploration of Africa to new schools, hospitals and universities. A captain of industry is usually politically very influential. They are, whilst not exactly outside the law, certainly more able to control it than most.



Clerk

Average

The basic entry-level wage-slave and their immediate office supervisors working in any one of many different office environments. Just about every company of more than a handful of staff requires a clerk, and large companies have vast numbers of them. Typists, insurance assessors, payroll administrators, accounts bookkeepers, receptionists, stenographers, and many other roles can be covered by the umbrella occupation description of 'clerk'. *Secretary* and *Switchboard Operator* are their own occupations (see below).

This is one occupation where female workers are not vastly outnumbered by males, although men still tend to be first in the queue for promotions. Very few women progress beyond the administrative roles to become managers.



Company Boss

Wealthy

The owner or Chief Executive Officer (CEO) of an average or larger-sized company. The company boss may take time off to pursue investigations whenever he decides, but only at the risk of having his executives making potentially poor management decisions whilst he is not there to veto them. CEOs (as opposed to owners) might also face the risk of boardroom coups if they are not there to keep an eye on things.

Unless the company boss is a young entrepreneur and head of his own company, he is likely to be at least approaching middle age.



Company Officer/ Executive

Comfortable

Company officers and executives are the heads of department and middle managers within large companies. They qualify for their own office and secretary (or secretaries), as well as various potential executive privileges such as separate washrooms and restaurants.



Salesman

Average

The rise in consumerism is good for retailers but the plethora of firms producing goods leads to competition for sales. Advertising reaches an unprecedented level and sales techniques become more sophisticated and aggressive, fuelled by much of the salesman's income being commission on the sales they make.

Salesmen work out of showrooms and in department stores, if they travel to potential customers then they are *Travelling Salesmen* (see below). They might sell anything from houses, cars or speedboats to crockery and hats.



Secretary

Average

Every executive or manager needs someone to organise their diary, answer the telephone, filter the mail, take their letters, intercept potential office visitors, and make the coffee. The secretary may be anything from a sultry bimbo whose administrative skills are less important than her looks and open-mindedness, to a hard-faced harriidan who steadfastly and efficiently keeps her boss productive and stress free.

Although male secretaries certainly exist, this role is predominantly female by the 1920s.



Shopkeeper

Average

The owner or sales staff in one of many different small shops. Such shops are often family-run. This is the age where customers are served by shop staff from behind a counter or fetching the goods they request, the age of widespread self-service is many decades away. The self-service supermarket concept is still very much in its infancy, the first such store having opened in 1916, and queuing for counter service is still very much the norm.

This occupation might also cover lower ranking department store assistants, with the more senior sales staff being classed as *Salesmen* (see above).



Small Business Owner

Comfortable

Small businesses employ around a dozen or more employees. The owner is often the one who began the business and is generally familiar with most, if not all, of the tasks within the company. If the revenue of the company increases and thus the income of the owner increases to *Wealthy* levels (\$351/month and higher), the small business owner moves into the category of *Company Boss* (see above).

The small business owner's presence might be too valuable to justify long periods away from the office, despite his theoretical freedom.



Stock Broker

Comfortable

The consumer boom of 1922-1929 sees soaring prices on the Wall Street stock exchange, and consequent prosperity both for those who hold stock and the stock brokers who advise them and organise the share dealing.

Whilst many will lose heavily following the Wall Street Crash in October 1929, the occupation as presented here is for a moderately successful stock broker in the boom years. Stock brokers who get lucky can become immensely wealthy.



Switchboard Operator

Struggling

Switchboard operation is exclusively a female job by the 1920s, and has been since 1880. It takes immense patience to repeat 'number please' over a hundred times an hour, deal efficiently and politely with often rude and perfunctory callers, and not be allowed to communicate with the neighbour sat next right to you. Early experience showed that young men did not possess this patience.

Aside from being employed by the hundreds by telephone companies, switchboard operators are also seen in hotels and in large companies which have many telephone extensions.



Travelling Salesman^F

Average

Although classed as Freelance, many travelling salesmen work exclusively for large companies and are assigned geographic areas in which to operate. They are treated as Freelance, however, due to being heavily dependent on sales commission; the more they sell the better their income. Enthusiastic, aggressive or desperate travelling salesmen may be very close to being con-men, but most remain just the right side of honest.

Travelling salesmen have a disrupted domestic life at best, and may travel far and wide to secure sales. Reasonable travel costs are taken into account as work overheads when listing the stated income.

CLERGY



Bible Salesman^F

Struggling

The bible salesman is a travelling salesman who sells religious publications of all kinds. Generally seen in the more rural 'bible belt' for obvious reasons, the bible salesman may be a religious proselytiser, a cynical atheist or anything in-between.

Some bible salesmen are men of god, some are unemployed men trying to scrape out a respectable living, a good many others are petty criminals and con-men.



Catholic Priest

Struggling

Catholic priests are the spiritual leaders of their local Catholic community. Their parish is assigned by the Church and income depends on the parish's wealth. They may be moved on to better or worse places according to their achievements. Catholic priests are expected to remain celibate. Some have training as doctors, lawyers or scholars and may act in this role within the Church (often for a better financial allowance). Promotion is possible within the Catholic Church, see the section on Religious Rank (p.5 above).

Monks and nuns have no actual income but their Cost of Living is covered by the Church. Some orders work in the community, others are more insular.



Charismatic Cult Leader^F

Comfortable

Sometimes genuine and well-meaning but mostly fraudsters milking the gullible, cult leaders may title themselves and their cults in practically any fashion they please. Pseudo-Orientalism is common, as are references to mythical or pseudo-historical religions and cultures.

The income collected by cult leaders depends on how much they can tithe or con from their cult followers. Many cult leaders live amongst their 'flock', others prefer to live remotely in luxurious accommodation in cities. Obviously, some cult leaders worship strange and unfathomable gods....



Itinerant Preacher

Struggling

Most itinerant preachers are untrained zealots, convinced that they hold the answer to mankind's troubles. Most are ostensibly protestant but there are a wide and bewildering variety of religions and religious suborders in the USA, and itinerant preachers might follow one or none of these.

Not all itinerant preachers are short of money, some attract large audiences and are comparatively well off. Most are obsessed with sin and repentance, and many can charitably be called mentally disturbed.



Missionary

Struggling

The missionary, or evangelist, takes the word of their god to those who, it is believed, will benefit from being converted. The majority of such missionaries are Christian and may operate anywhere from inner cities within the USA to less developed parts of the world such as Africa, South America and the Far East.

Some missionaries also act as doctors or take other skills to those in need. Missions may have the help of others of the faith (often nuns or monks for religions which have such orders) and may represent the only schooling and hospital facilities available in the area.



Protestant Minister

Struggling

The Protestant Church in the USA is highly fragmented, with Southern Baptists making up the largest denomination. Lutherans, Calvinists and Pentecostals make up a sizable percentage of the rest, but many minor and obscure Churches which are ostensibly Protestant may be found in local communities. The Appalachian snake-handling congregations are isolated and extreme examples of Protestant worshippers.

Congregations may choose or elect their own clergy and there is less of an established hierarchy than in the Catholic Church. Unlike Catholic priests, Protestants may marry and raise families.



Rabbi

Average

Judaism is not as hierarchical as either the Catholic or Protestant Church, with rabbis seen more as religious teachers than as leaders. There are a variety of important positions within the Jewish Temple, but most are performed by suitably qualified and informed lay members and are rarely full-time positions. Rabbis are considerably better paid than priests, but are not supplied with a house.

A *tzaddik* is a rarity, and is a particularly righteous person within the Jewish faith. He is not necessarily a rabbi, but is nonetheless considered to be a superior spiritual teacher.

As with other religious organisations, it is recommended that players wanting to play rabbi characters do some research to better understand the Temple organisation.

CRIMINALS



Bank Robber^f

Average

Although robbing banks is the defining activity of the bank robber, this occupation might also include kidnap for ransom or robbing mail trains, wages vans and so on. Armed violence for monetary gain is the key principle. Bank robberies usually involve firearms and killing or wounding security guards, policemen or members of the public is always a possibility, as is being shot in return.

Although not necessarily members of a local gang, bank robbers operating within cities will at the very least need to have informal contact with the local gang leaders to avoid hitting targets under their protection.



Bookie^f

Average

Most gambling is illegal throughout this period so bookmakers operate from speakeasies, cafés or anywhere else where customers may access them without arousing suspicion. The bookie takes the money and records the bet and a runner then usually takes both bet and money to a safe central location. From 1927, betting on horse races is again made legal, and small stakes bingo was allowed for various Church organisations as a way to raise funds during the Depression. In the main, however gambling is illegal and is usually run by the local gangs.

A bookie who is not at least an associate of a gang claiming influence in the area he operates, risks life and limb for interfering in their area of business.



Bootlegger/ Thug^F

Struggling

The bootlegger may also distil illicit alcohol but is more associated with smuggling it. Many bootleggers are armed to fend off police or revenue officers, or indeed other criminals looking to rob them. All manner of ingenious methods for concealment are used and whilst many shipments are intercepted, enough gets through to supply the US with booze. Prohibition runs from 1920 to 1933, at which point the bootlegger may turn to smuggling other illicit goods (see *Smuggler*, below) or go legitimate.

Thugs are simply general-purpose 'heavies' who make a living using intimidation and violence, sometimes (but rarely) including murder.



Burglar^F

Struggling

Burglars break in and steal goods from houses and other buildings. They tend to target wealthy residential homes simply because they have more to steal, but a burglar can usually find something worth stealing in any house. Most burglars are unarmed, but some may carry weapons in case they encounter guards or the homeowner. Aggravated burglary is a break-in that includes or results in a more serious crime than simple theft.

Burglars are fairly small fry in the hierarchy of criminals and, whilst sometimes employed by them, rarely get invited to join gangs unless of notable skill. On rare occasions, skilled burglars might be secretly employed by corporations, or even the government, to break into buildings for reasons of espionage or sabotage.



Con Man^F

Struggling

There are many occupations where the line between honest work and being a deliberate con-man gets blurred, but this represents the criminal who sets out to cheat people from the start. He could run a 'find the lady' stall, sell non-existent insurance, demand payments whilst pretending to be from a government department, pretend to be a relative needing money to receive hospital treatment or be released from prison, sell worthless mine claims, or any of a number of other scams. Better organised con-men work as a team, possibly even renting offices to persuade investors to hand over money.



Fence^F

Average

Every thief needs someone to sell stolen goods to, and that person is the fence. Fences pay as little as 10% of a 'hot' item's value and sell it on for far more. Some operate out of pawnshops, some from market stalls, and others have small warehouses. Many have a network of contacts and ship goods to places where they are less likely to be recognised as stolen.

Fences are usually associates of the local gang, at least if they are wise.



Forger/ Counterfeiter^F

Struggling

Ranging from forging signatures on cheques to creating fake passports and forging US currency and stock certificates, forgers and counterfeiters are backroom criminals who are nonetheless essential to many criminal operations. Some forgers make a living painting counterfeit works of art and often have good art skills as well as being clever forgers. Some operate on their own, but most will be associates of the local gang.



Cambler^F

Struggling

Gamblers may be penniless and desperate, gambling their last dollars on the turn of card or a 'sure thing' horse in the next race, or they may be relatively successful and sharp characters dressing and acting accordingly.

Some gamblers hang around horse races, others the illegal casinos run by the local gang. Particularly successful gamblers might find themselves investigated by suspicious bookmakers or club owners.



Gangster

Varies

Although the wording of the Job table and Rank chart suggests an Italian-American Mafia gangster, gang members of various ethnic backgrounds all come under this category. Al Capone's principle rivals in Chicago, for example, are the Irish-American North Side Gang, and the Chinese tongs operate in any US city which has a sizable Chinese population.

Associate is not a formal occupation but covers criminals and 'ordinary people' who work with the local gang but are not full members. They may run errands, provide information or perform crimes on the orders of the gang. Corrupt policemen, street punks and many hookers are often gang associates.

Soldiers are the lowest ranked full members of a gang. These are the members who do the bread-and-butter gang work. In the Mafia they must be of Italian heritage, and they are protected from being casually killed by other gangs; transgressors risk being killed in turn or starting a gang war. Income may come from their own crime rackets or from 'no-show jobs' where they receive a wage without actually turning up to work.

Lieutenants (*Capos*) are the local gang leaders, in charge of an area or a particular operation. They receive a percentage of income made by their soldiers, and in turn send a percentage up the hierarchical chain.

Underboss is the gang boss's right-hand man and trusted second-in-command. Large gangs may have two underbosses, but this is rare.

Boss is the gang leader. His word is law and people die at his whim.

The term 'Godfather' is used by the Italian Mafia to denote a particularly influential boss but is not a formal rank..





Hit Man^f

Wealthy

The hit man, or 'button man' in contemporary slang, is more than a simple murdering thug. He (or possibly she) is a professional assassin with proven skills. In areas dominated by gangs, the hit man works either within the gang hierarchy (possibly at Rank 1) or as a respected associate, contracted when required.

The hit man uses a variety of methods to kill, from simple knives or firearms to poisons, explosives or setting up 'accidents'. He is paid well for his talents but he is a loner. With a lack of empathy being almost mandatory, the hit man is rarely able to get close enough to people to enjoy lasting relationships. He very rarely lives long enough to draw a pension.



Hooker^f

Poor

Known by a wide variety of (usually derogatory) slang names, most hookers are female although they may be of either sex (as may be their clients). The hooker's possible Wealth category varies considerably according to their skills and/or appearance. Those in the *Poor* income category (a 'quiff'), may be drunks who sell their body for the price of a drink, or possibly desperate mothers needing money to feed their children. Higher income hookers might act and dress in a more sophisticated fashion, possibly styling themselves as 'dancers' or 'actresses', and targeting wealthier men looking for company.



If living as a long-term companion for a 'sugar daddy', assess income as *B&B* (i.e. Cost of Living is met) at an appropriately increased Status level, with 'pocket money' and a little additional cash from discretely selling received presents (although getting caught out might lead to trouble). Such women are in the money for so long as they can interest their lover.

Many gangsters' molls and girlfriends, although not *exactly* the same as hookers, are classified within this category. They may genuinely be small-time actresses or dancers, or be from any of a variety of putative professions, but the bulk of their income still comes from wealthy (usually male) patrons who expect their exclusive and intimate company in return for presents and financial favours.



Loan Shark

Comfortable

The loan shark lends money to those who cannot, or will not, approach more respectable financial institutions. The usual terms are an astronomical rate of interest with violence used to ensure repayment. In some cases, loan sharks are linked to other criminal activities such as blackmail.

Loan sharks may be closely associated with gangsters and loan-sharking forms an important part of many a gang's income. Recruiting useful new 'associates' by offering to waive loan repayments might be the aim of many gang-controlled loan-shark operations, especially when linked to gang-controlled gambling businesses.



Petty Criminal^f

Poor

The petty criminal is a troublesome and ultimately insignificant individual who scrapes a tenuous living from occasional pick-pocketing, shoplifting and other such non-violent crimes. Many petty criminals are disaffected youngsters, and the 'occupation' may include street children. More violent urchins would class as the *Punk* occupation (see below). Less a career criminal than an aimless deadbeat, the petty criminal may move on to more serious crimes, may sort his life out and get a legitimate job, or may simply end up dead in an alley after annoying the wrong person or ingesting the wrong chemicals or too much homemade booze.

This occupation also applies to hobos who resort to petty theft rather than chasing down itinerant employment. See *Hobo/ Itinerant Labourer* entry (in *Miscellaneous Occupation* section, below) for more law-abiding hobos. A 'successful' petty criminal with *Struggling* wealth may be a professional pickpocket (a 'dipper') or shoplifter (known as a 'derrick'); assess the appropriate job prerequisite using the relevant skill at 11+.



Punk^f

Poor

The punk is a neighbourhood tough, almost certainly belonging to the local teenage gang. He is perhaps hoping to move up to join the local organised crime gang, but at the moment can act only as an associate at most.

Punks are happy to use violence and intimidation to achieve their aims, but usually stop short of murder. They are non-specialist criminals, rarely having skills sufficiently developed with which to make a decent living.



Shifty Accountant/ Lawyer

Comfortable

Organised crime makes extensive use of corrupt officials, bureaucrats, and especially of lawyers and accountants. Corrupt accountants operating independently may make money by skimming from their client's account. Shifty lawyers usually work for influential criminals and corrupt the usual legal process through bribery and blackmail. Corrupt or immoral lawyers may even find employment with less ethical law enforcement or local government officials.

This occupation might include the Mafia boss's advisor, the *consigliere*, in which case the usual Wealth category will be *Wealthy* and the occupation usually requires Mafia Rank 2.



Smuggler^f

Struggling

Although the *bootlegger* is covered by its own occupation (see above), the *smuggler* is more of a generalist. Note that small arms and explosives are, for the most part, unregulated in the USA until 1934 so smuggling firearms is only necessary if the recipient does not want the acquisition to become wider knowledge.

Drugs such as opium, cannabis and heroin are controlled in most states and banned in others, but there are many addicts in the US and drug smuggling is big business. Drug smugglers employ a wide variety of methods to bring their goods into the USA or across state lines.

After the 1921 immigration quota, smugglers might also transport illegal immigrants across national borders, especially from Mexico and Cuba.



Spy

Comfortable

The profession of *spy* is a complex one, not least in defining it as a criminal occupation. Gangs may employ spies to keep an eye on rivals, companies employ spies in industrial espionage, law enforcement employ spies to infiltrate criminal organisations, military intelligence agencies employ spies to gather military secrets, and government intelligence agencies employ spies to spy on foreign governments.

If the list of potential employers is diverse, then the required skill set and essential job is not. Spies covertly gather information, and everything else is complementary to that task.

JOURNALISM



Columnist

Average

A columnist works for a newspaper or magazine, supplying a daily, weekly or monthly column that usually covers a limited subject area. Columnists are generally established journalists or possibly other celebrities with a talent for writing interesting prose. The actual skill and time involved depends on the publication in question; a column for *Broadway Brevities* and *Society Gossip* takes less research than one for *The Wall Street Journal*.

This occupation would also cover such regular journal contributions as astrology sections, crosswords and cartoon strips, although these might require different skills.



Editor

Average

The editor is the publication's manager, responsible for assignments, staff issues and content. If the publication is a large one, such as a large circulation newspaper, then each subject area (sports, fashion, news, etc.) might well have a separate editor and a chief editor in overall charge.



Copywriter

Average

The journalist copywriter is the person responsible for turning reporters' scribbled notes into polished prose suitable for publishing. Copywriters might also work in advertising or for business, writing advertising copy or equipment technical manuals. The work is expected to be accurately written but the copywriter generally has little or no creative input into the actual content and so is not the same occupation as the *Writer* (see *Creative Arts*, above)..



Foreign Correspondent

Comfortable

The foreign correspondent reports exclusively on matters relating to his assigned country. Receiving an often generous salary in US dollars, the foreign correspondent may be able to live in some luxury if his assigned country has a low cost of living. Of course, he may also be forced to live in a mosquito-plagued hellhole, especially if he has annoyed his editor.

Some foreign correspondents might send sensitive information to Intelligence agencies and are often mistrusted by militaries and governments for this reason.

A number of foreign correspondents in this era may have reported on the war and could potentially have been close to the fighting.



Photojournalist

Average

The rising use of still and moving film to illustrate news reporting has given rise to the photojournalist. More than simply a photographer, the photojournalist writes copy to accompany the pictures and becomes expert at framing (or posing) the subject for maximum journalistic effect.

Newsreels require bulky cameras, lights and film canisters, and a moving-picture photojournalist will work within a team of at least three; a reporter interviewing, writing copy and directing the shot, a cameraman and a lighting engineer.



Radio Announcer

Average

The radio announcer is the voice of the new technology and is transmitted into homes around the country every day. Whether reading out news or providing spoken links between items, the radio announcer provides a measured and clear diction that is decipherable over the usual crackle and hiss of early radio sets. They are the 'face' of radio stations.

Prominent radio announcers for popular radio stations may earn wages several wealth categories above that of *Average*.



Reporter

Average

Although radios are becoming more common in households across the USA, the newspaper is still where most people get their news. Reporting may be for radio or magazine articles as well as for newspapers.

Reporters may be able to gain access to crime scenes and other closed areas if they are convincing or prepared to part with a few dollars in bribes. The 'freedom of the press' and the power of a press pass is an illusionary conceit that may nonetheless influence a green street cop or tired veteran detective. Some reporters have skills and methods very similar to those of private eyes, with as much legitimate right to enter restricted areas or access official secrets (i.e. none). Contacts are essential.

LABOUR, RURAL

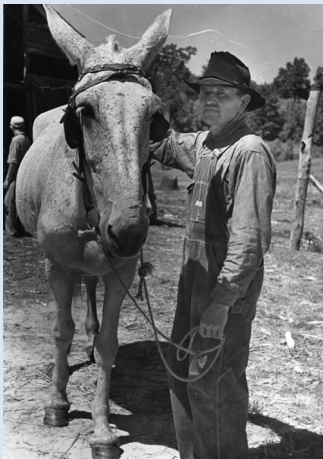


Farm Hand

Poor

The rural economy in the US is in decline and farming is no longer the prosperous business that it once was. The farm hand works agricultural land for a farmer in return for a place to stay, food to eat and a few dollars each month. Many farm hands are itinerants, drifting to wherever they are needed and rarely staying more than a month or so.

In the South, many farm hands are black, sons and grandsons of former slaves. Despite emancipation, their standard of living probably hasn't improved much, but the freedom to seek other work is a powerful right.



Farmer^f

Struggling

Farms that once generated a good income are, by the 1920s, lucky to make enough money to stay in operation. Farmers who work their own land, perhaps aided by a handful of *farm hands* (see above) or by machinery bought on credit, will usually have enough to eat but do not make much on sales of their crops. Many farmers are in debt and foreclosure looms. In the Midwest USA in the 1930s, dust storms destroy many farms.

Some lucky few farmers ride out the recession and have larger and more production farms, possibly through careful crop selection or through having had enough cash to avoid needing to borrow to expand and diversify.



Lumberjack

Struggling

The lumberjack fells and processes trees, creating essential raw material for everything from fuel to building and paper. Many lumberjacks work in gangs, moving together to where the work is. The work itself is hard, dangerous and not well paid, but the camaraderie within lumberjack work gangs makes it a reasonably good life for those who don't mind the rough and ready outdoors lifestyle.

Some 'ride' logs downstream to the sawmill, pushing logs off of obstructions and thus avoiding logjams. They are variously known as river pigs, catty-men, river hogs, or river rats. Death and maiming are constant risks in an occupation dealing with axes, sawmills, chainsaws and falling trees.

Whether or not some lumberjacks put on women's clothing and hang around in bars is a matter of intense debate.



Miner

Struggling

The mines of West Virginia and Pennsylvania, amongst other, smaller, coalfield area, produce the coal that heats homes and, with charcoal, fuels the growing US iron and steel industry. Mining is a dirty and dangerous job, and many miners develop long-term lung conditions or other disabilities. Mine safety is better than it was the previous century, but accidents are hardly rare.

The US coal industry is one of the remaining strongholds for union activists, and the United Mine Workers of America (UMW or UMWA) is a target for Socialist and Communist infiltration, although not to the extent that the mine bosses suspect. In 1919, the UMW held widespread strike action ended only by threats of criminal action against the head of the union. Violent uprisings result in many deaths in the years 1919-1922 as mine bosses and their hired muscle fight the unions and mine workers.



Ranch Hand/ Cowboy

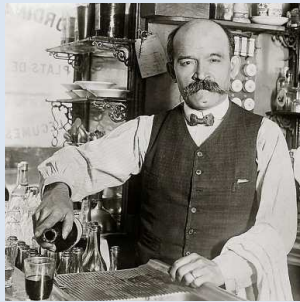
Struggling

The ranch hand differs from the *farm hand* (see above) by dealing with livestock, usually cattle, instead of crops. The term 'cowboy' still refers to ranch hands who ride horses and supervise large herds of cattle which graze on the vast spaces of the prairies (now mostly divided up by fences), but ranch hands may also deal with sheep or horses. Ranch hands receive meagre wages but are also housed and fed by the rancher. The ability to ride a horse is still essential if cattle are to be driven.

Not quite as badly affected by the decline in crop prices and unaffected by the boll weevil, many Midwest ranches are hit by dust storms in the 'Dust Bowl' of the 1930s, a consequence of both overgrazing and ploughing up prairie grasslands.

GURPS: JAZZ AGE MYTHOS

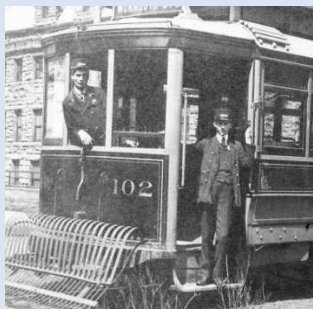
LABOUR, URBAN



Bartender

Average

The bartender proper effectively becomes a criminal occupation during Prohibition, but many work in no-alcohol bars, cafés and coffee houses. The speakeasy is the natural home of the classic bartender, however, and thus he often works indirectly for the local gang. Working long hours, the bartender may supplement his income with tips or by selling information to 'interested parties'. Very few women work behind bars in this period.



Bus or Streetcar Conductor

Struggling

The conductor of an omnibus or streetcar is in charge of passenger safety and collecting fares. This occupation also applies to railway conductors.

The streetcar was cheap to ride, mainly due to municipal fare capping, but uncomfortable and overcrowded. The omnibus was comparatively more luxurious but also more expensive. All public transport was racially segregated in the US Southern States.



Bus or Streetcar Driver

Struggling

The conductor of an omnibus or 'trolley' streetcar is the man actually driving the vehicle. Collecting fares is the responsibility of the *conductor* (see above).

The streetcar was cheap to ride, mainly due to municipal fare capping, but uncomfortable and overcrowded. The omnibus was comparatively more luxurious but also more expensive. All public transport was racially segregated in the US Southern States.



Cocktail Waitress

Poor

Few women plan to become cocktail waitresses as a career, but working in a speakeasy for a few cents a day plus tips is often the fate of independently-minded young women hoping to find other work soon. Cocktail waitresses are routinely groped and are often assumed to be little more than hookers by customers. Unless the bartender or club owner are willing to intervene, the cocktail waitresses must either grit her teeth and smile, or simply walk away from a job that they have been forced into by financial circumstance.



Labourer

Struggling

The labourer is a cover-all occupation title which includes all manner of physical and unskilled labour. This occupation is almost exclusively male.



Mechanic

Average

Mechanics are skilled workers who maintain and repair mechanical equipment. A rise in the popularity of motorised transport creates a need for garage mechanics, but mechanics are also needed on the railways, buses, streetcars, aircraft, production lines, shipping and to repair the numerous domestic electrical appliances that the consumerist Americans are buying. Although female mechanics are rare, black mechanics are not.



Servant, domestic

Struggling

Even *Average*-income families often employ a maid and possibly a nanny, with *Comfortable* households also having a cook, chauffeur and perhaps a gardener if there is a garden. Footmen, together with a bewildering variety of additional maids presided over by a housekeeper, become more numerous as the household income level increases. Black servants are common, and generally get paid less than an equivalent white worker.

Servants may be given a room in the house or may live elsewhere. The cost of keeping an appropriate number of servants for your social status is covered by the Cost of Living.



Skilled Tradesman

Average

The tradesman has a professional trade. He may be a carpenter, machinist, bricklayer, glassblower or any of the myriad occupations that require apprenticeship, training and experience to make a living.

Sadly, both female and black workers may struggle to gain employment in a firm employing skilled tradesmen, despite having the right skills. If they do, they will likely suffer jibes and hostility for 'taking the job of a white man with a family', no matter any evidence to the contrary.



Taxi Driver

Struggling

Ubiquitous in big cities, taxicab drivers may find employment just about anywhere people need to travel moderate distances. Unlicensed and unregulated, taxicab companies range from the large Yellow Cab Company in New York to independent drivers eking out a living with a single car. Fares are relatively high compared with streetcars, but low enough that many moderate and higher income urban people use them instead of buying and running their own car. Black drivers are not uncommon, less so women drivers.



Train Driver

Average

During the First World War, the US government takes control of the nation's railroads but the companies regain control in 1920. The railways are inefficient and the network is controlled by a collection of regional companies, none of whom are prepared to help each other. Many companies will fold and disappear during the Great Depression.

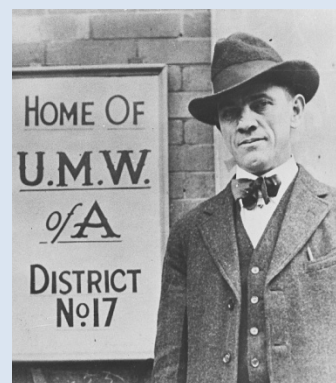
Train drivers, or 'engineers', often work one stretch of line around 100-150 miles long and are expected to know their route intimately. This occupation can also be used for the driver's essential team-mate, the fireman.



Truck Driver

Average

Motorised trucks have not quite completely taken over from horse-drawn wagons, but trucks nonetheless dominate the freight industry. Trucks range from small vehicles little larger than cars to huge articulated 'semi' trucks. The heavier trucks will require *Driving [Heavy Wheeled]*, but those based on converted car bodies may be driven with *Driving [Automobile]*.



Union Activist

Average

The US trades unions grow in influence during the war as the government tries to keep workers onside during the crisis. Following the 1919 strikes the government and employers use forceful methods to break further strikes and discourage union membership. Unions were often assumed to be run by Communists, an assumption that was incorrect in most cases.

The union activist is either a hero and champion of the working man (rarely woman) or an unpatriotic Communist radical trying to sabotage America's industry. The definition depends on who is doing the defining.



Waiter

Struggling

The waiter is an essential part of any pre-self-service restaurant or café, and they may also be found in the staff canteens of large companies. Note that the waiter is not the same as the *Cocktail Waitress* (see above) and is considered a more respectable profession.

The *Struggling* wage category applies to most service waiters and particularly to waitresses. More expensive restaurants might assess *Average* income of \$80 + tips (\$4x) but are almost exclusively staffed by male waiters. Such sought-after positions are easily lost; failing two Job rolls in the same six month period leads to getting the sack.



Warehouse foreman

Average

The warehouse, factory or dockside foreman is the supervisor of a labour gang, just below the manager in rank. Not confined to warehouses or docksides, the occupation applies to the foreman of any group of labourers and factories.

Whilst the workers might be black or female, the foreman is almost certainly white and male.

LAW ENFORCEMENT



Agency Detective

Average

Detective agencies are private security firms that hire out to whoever employs them, usually business owners wishing to control their workforce or guard their premises. They have no special police powers.

Whilst the majority of agency business is from hiring out guards, the detective side of agency business is also profitable. Agency detectives sometimes hire out to investigate cheating spouses or find missing persons or pets, and in this sense they are very similar to the *private eye* (see below). Most agency detectives, however, are employed by corporations and companies to infiltrate and investigate trade unions or workforces to gather information on potentially subversive activity.



Agency Guard

Struggling

Detective agencies are private security firms that hire out to whoever employs them, usually business owners wishing to control their workforce or guard their premises. They have no special police powers.

Agency guards are private security guards often employed to patrol business premises and warehouses. They might also escort wages, ride with valuable cargos on trucks, or act as strikebreakers by intimidating (and sometimes attacking) striking workers. Open conflict with workers is not uncommon.



Bounty Hunter^f

Average

Employed mainly by *bail bondmen* (see *The Legal Profession*, below) to retrieve felons who jump bail, such bounty hunters are also known as a bail enforcement officer. Bounty hunters have a well-deserved reputation for using unethical, irregular and often illegal methods to catch their quarry. The rights of the fugitive are usually ignored and whilst many complaints are made, the police are generally lax in investigating allegations of brutality or unlawful apprehension made by bail-jumping criminals.

Bounty hunters usually get paid around 10% of the bail paid by the bondsman and so their income depends on the criminal being hunted.

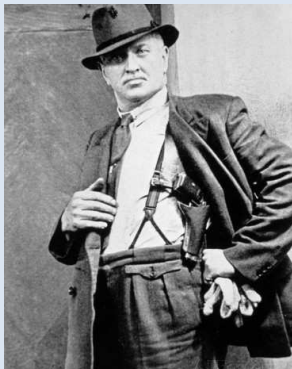


Federal Agent

Average

The federal agent is a government employee in one of the many federal departments. Many agents in departments such as the Bureau of Investigation (BOI, the FBI from 1935), Treasury, and Secret Service are employed in a security or law enforcement capacity which calls for firearms and often dangerous assignments. There is also an increasing use of forensic sciences within the BOI, with a purpose-built laboratory established in 1932.

Other government departments, such as the Department of Agriculture or the Internal Revenue Service, have less enforcement agents but may employ agents with a wider range of skills. Black federal agents are rare but present, the few female agents are usually restricted to non-enforcement positions, mainly in a clerical capacity.



Police Detective

Average

A former patrolman who specialises in investigating crime, as opposed to preventing it. Police forces are local and their jurisdiction limited in area, whether that be state, city or county. The Bureau of Investigation is responsible for crimes that involve multi-state activity, and they are usually responsible for investigating organised crime.

Detectives receive more pay than uniformed officers of the same rank but have no additional bureaucratic supervisory responsibility. A uniformed sergeant still outranks a detective, even though his wages might be the same or less each month.



Police Patrolman

Average

The uniformed public face of most municipal police forces, the patrolman enforces local ordinances and deters crime rather than investigating it. The pay is low but the patrolman often makes a real difference in his neighbourhood. Many receive bribes or favours, such as free pie and coffee, that fall just short of bribes. Most know better than to challenge the local gangsters on equal terms.

Women are generally restricted to clerical positions or assigned to deal with reports of crimes involving children or vulnerable women. Black officers are usually assigned to patrol black neighbourhoods.



Private Eye^f

Average

A staple of 1920's, 30's and 40's *hardboiled* fiction, the private eye (private investigator or PI) makes for a useful investigator character. PIs were in a transition during the period, with government police forces and federal agencies becoming larger and more efficient.

Most private eyes of the period were hired to follow cheating spouses and find missing persons (or even pets). The PI might also work for an attorney or insurance company, covertly collecting pertinent information.



Western Lawman

Average

The main difference between the Western lawman and more conventional police forces is that the Western lawman has far less support on call. Potentially covering huge geographical areas, the Western lawman needs to be tough and independent. Being able to ride a horse is an advantage if accessing the more remote areas, and is certainly seen as a basic skill by the local population, but increasing motorisation allows even non-riders to traverse the district.

The major skill required by the Western lawman is an in-depth knowledge of the district and its inhabitants. Few districts require a uniform at this time.

THE LEGAL PROFESSION



Bail Bondsman

Comfortable

Bail is a surety paid to the court as a promise that the suspect will return for trial; the exact amount is set by the judge in discussion with the attorneys. The bail bondsman puts up the money required by courts for a suspect's bail if the suspect cannot provide it by themselves. This is effectively a loan to the suspect by the bail bondsman. The bondsman usually requires at least a percentage of the bail to be provided by the suspect, as well as security for the bond; property or items of value such as automobiles are common.

If the suspect 'jumps bail', the bail bondsman might employ a bail enforcement officer or *bounty hunter* (see *Law Enforcement*, above), to pursue and recover the fugitive in order to protect his investment.



Judge

Very Wealthy

More than simply the top position in the legal profession, a judge is also a political animal. Appointed, elected or selected from the local attorneys, the prospective judge usually runs an election or selection campaign in the same way as a politician running for election.

Almost exclusively from good families, the judge is well paid and lives amongst the top social echelons. In more remote areas the pay may not be as generous, but the high relative social position remains. Female and black judges exist but are very rare, and the first black federal judge is not appointed until 1937.



Practicing Attorney^f

Wealthy

The practicing attorney acts for clients facing the courts. They may work in large law firms or be exclusively retained by companies (or rich individuals), or they may practice individually. They are licensed and require a good education before being considered for being 'called to the bar'.

Black attorneys are usually restricted by circumstances (rather than legislation) to acting for black clients. Female attorneys also exist but are similarly restricted by social convention to family or social rights cases.



Prosecuting Attorney

Wealthy

The prosecuting attorney acts for the prosecution in cases being brought by the county, state or other division of government. Larger communities retain a permanent prosecuting attorney, known as a 'district attorney' or some similar title. Smaller courts may engage practicing attorneys as required.

THE MEDICAL PROFESSION



Dentist

Comfortable

The 1920s saw many changes in dentistry in the USA. Previous to the end of the First World War and for some years afterwards, many proprietary dental academies were granting diplomas in dentistry to inexperienced new dentists who lacked an academic grounding. The 1920s and 30s saw a reform which required more uniform and better educational standards, with the founding of the American Association of Dental Schools in 1923. In 1926, dentistry training became a university-based doctorate. The period also saw the introduction of electric drills, the flexible-headed X-ray machine suitable for dentistry, and a better understanding of fluoride in water.



Forensic Surgeon

Wealthy

The forensic surgeon is usually employed by the city or state to perform autopsies and give expert testimony in cases of sudden death. Forensic surgeons are specialist surgeons with years of experience in medicine behind them, and are consequently close to the top of their profession, hence their income level.

As their pay depends on the budget of their employing governmental body, forensic surgeons in smaller or less wealthy cities may earn a slightly lower income. The forensic surgeon often makes people feel uncomfortable and they may have a very morbid and inappropriate sense of humour.



Hospital Orderly

Struggling

The hospital orderly performs all manner of tasks within a hospital. He may act as porter, transporting patients in stretchers, beds or wheelchairs to where they are required; as janitor, cleaning up spills and moving heavy equipment; or he may even help nurses with the patients, feeding, shaving, washing or otherwise interacting with them.

A very basic medical knowledge is usually helpful, although this may be no more than an elementary school knowledge of human biology. More important is the ability to lift and carry and work for fairly low pay.



Nurse

Average

By the 1920s, nursing is taught in hospital-controlled schools rather than the autonomous schools that had supplied nurses up until about 1911. Nurse training now emphasises practical clinical experience over the previous academic learning. Older nurses are likely to have received the older-style training, however, and disputes between the two generations may occur.

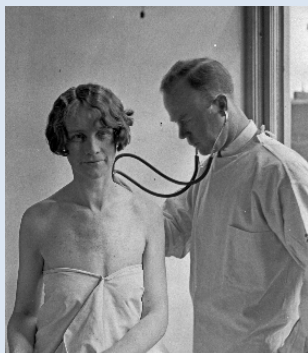
In the 1920s, a quarter of nurses are involved in dealing with TB, community health and health education in rural areas. Nursing is overwhelmingly a female occupation, but male nurses do exist. Military nurses are granted military *Courtesy Rank* of 4 (Lieutenant) and receive half the usual Lieutenant's pay.



Pharmacist

Comfortable

Pharmacists in the 1920s are regulated and licensed, requiring three years in pharmacy training. Many work in hospitals, others in drug stores or open their own independent shops. Corrupt or unethical pharmacists are not unknown, writing unnecessary prescriptions both for medicinal alcohol (allowed for registered alcoholics) and for otherwise illegal drugs such as opiates. Needless to say, such accommodating pharmacists often attract the interest of the local criminals.



Physician

Comfortable

Many medical schools in the 1920s are found to be little more than 'diploma factories' and are consequently closed. Others improve standards until, by the 1930s, almost all medical schools require stringent entry qualifications.

Specialist physicians earn more (possibly to *Wealthy* income levels), and might include surgeons, paediatricians, oncologists, immunologists, anaesthesiologists and many other such specialist areas. The *alienist/psychiatrist* is also a specialist physician but has his own occupation entry (see *Mental Health*, below).



Plastic Surgeon

Wealthy

Plastic, or cosmetic, surgeons are a sub-specialism. Great strides had been taken in reconstructive surgery during the First World War, especially in the field of ameliorating facial injuries. This is still an important medically necessary procedure, but the plastic surgeon now also performs cosmetic procedures for non-medical reasons. Driven by Hollywood stars requiring a 'nip and tuck' to improve or retain their features for close-ups, face-lifts and other vanity procedures are good earners for privately practicing plastic surgeons. The flat-chested 'flapper' look results in many wealthy women choosing to have breast reductions. Gangsters looking to alter their appearance might also employ a plastic surgeon, although this obviously involves a lot of trust and risks for both surgeon and gangster.

MENTAL HEALTH



Alienist/ Psychiatrist

Comfortable

The 1920s psychiatrist is living in a time of change. All psychiatrists are physicians and may prescribe drugs. This sets them apart from *psychologists* (see below). For a hundred years, psychiatry was dominated by the theory that mental illness had an underlying biological cause, treated through experimental neurosurgery and sedation where necessary. 1920s psychiatrists may employ psychotherapy for treating patients. See *GURPS: Jazz Age: Sanity and Insanity* for more information.

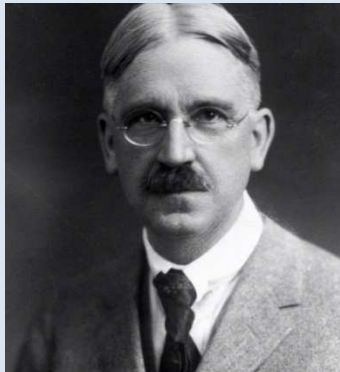
Most psychiatrists work exclusively on patients within institutions.



Madhouse Attendant

Struggling

The ideal madhouse attendant is a caring and empathic person who wishes his charges well and patiently tolerates the erratic and often violent idiosyncrasies of the mentally ill. The very best attendants are just that, but the very worst are sadistic brutes who treat the patients as children or animals. Most fall somewhere in-between, occasionally lapsing into brutality or otherwise succumbing to the stresses of working in a mental institution whilst nonetheless fundamentally recognising that many patients are not responsible for their frustrating behaviour.



Psychologist

Comfortable

The psychologist studies the mind and behaviour. Behavioural psychologists look at how individuals and groups learn, act and react. Clinical psychologists assess mental processes for therapeutic reasons.

Psychologists are different from psychiatrists in that they are not medically trained and cannot prescribe medication. They offer therapy rather than biological or drug-based treatment, but this is often enough to help with less severe cases. The rise in popularity of psychotherapy sees many psychologists employ psychoanalysis. See *GURPS: Jazz Age: Sanity and Insanity* for more information.

MILITARY



Mercenary

Average

The mercenary fights for money or for personal political reasons. Many at this time will have previous military experience in the First World War or one of the many conflicts that precede it. The mercenary of the Jazz Age can usually find a small war in which to become involved.

Mercenaries generally fight as infantrymen, but pilots and navigators may also hire themselves out, with or without an aircraft. Ranks for mercenaries are usually fairly nebulous, but a mercenary might be able to secure pay and responsibility equivalent to a national military hierarchy. Treat as a *Courtesy Rank* if required.



Military Officer – Senior/Field Rank (6+)

Wealthy

This represents military officers of the rank of Major (Army and Air Force) or Lt. Commander (Navy) and higher. Many Army and Air Force officers will be veterans of the fighting in the First World War, US Navy officers may have served in the Atlantic. Wages vary according to actual rank.

The military at this time was stagnating and suffering a drop in popularity, partly due to their recent role in suppressing strikes and civil disturbances.



Military Officer/SNCO – Junior/Company Rank (3-5)

Comfortable

Covering military ranks from the most senior non-commissioned officer, the Chief Warrant Officer, to junior officers such as Captain (Army and Air Force) and Lieutenant (US Navy).

Most, if not all, will have served in the First World War, with the possible exception of some the more junior officer grades.



Sailor (US Navy/ Coast Guard) – Rank 0-2

Average

The US Navy was in a period of growth in the 1920s, and was also beginning to build aircraft carriers to complement its large number of battleships and cruisers.

The Coast Guard suddenly found itself in the front line combating alcohol smugglers, and was given several old (and rather slow) Navy destroyers in an attempt to boost its effectiveness. To rapidly grow in numbers, it also began enlisting former servicemen recently discharged from other service branches.



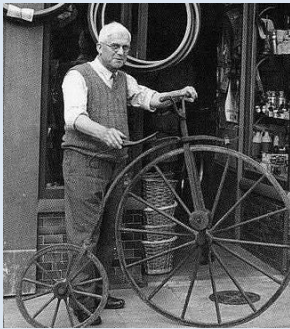
Soldier/ Marine/ Airman – Rank 0-2

Average

At the end of the First World War, thousands of excess military personnel were discharged, but many, of course, remained. The 1920 National Defense Act, or 'Kahn Act', reorganised and decentralised the Army and National Guard. Both the Regular Army and National Guard saw a period of stagnation as budget cuts and public opinion reversed the Army's previous patriotic popular wartime status. Soldiers, 'doughboys', were employed in keeping the peace during the strikes and civil disturbances of the period.

The air force was a new organisation that had only recently been instituted. It was still under the command of the Army and was known as the US Army Air Service until 1926, and US Army Air Corps from 1926 to 1941.

MISCELLANEOUS OCCUPATIONS



Antiques Dealer^f

Average

The antiques dealer may buy from auctions or a dealer or may travel the world to source antiques by himself. Some may be experts in their stock and passionate about antiques, others might simply in it for the money. A depressing number manufacture fake antiques to sell to wealthy but unwitting buyers.

The Great Depression sees demand for luxuries like antiques drop off, whilst availability rises as old and established families sell their furniture and valuables to make ends meet.



Book Dealer^f

Average

Most book dealers know and love books, although some just see them as a financial investment. A book dealer may operate her own store or may work in the book department of a larger department store. Some even work as book-buying agents for an exclusive client or limited clientele.

A book dealer may be a generalist or a specialist. If the latter, she almost certainly knows her subject in some depth.



Dilettante^f

Wealthy

The dilettante is an individual who does not work for a living, but nonetheless receives an income sufficient to meet her monthly needs. Dilettantes are usually wealthy and often share holders or the sons and daughters of rich businessmen. However, less wealthy dilettantes are possible as those living on welfare, a disability pension or a meagre monthly stipend from an inheritance are also dilettantes. If you receive money without working then you are probably a dilettante.

If this is an independent income, such as from a pension, trust fund or similar, then it is worth reading the *Independent Income* Advantage B26. Note that the GURPS *Independent Income* Advantage applies to a percentage of the starting wealth (see p.9, above), and not to monthly income. Monthly income in this campaign is approximately 1/5 (20%) of starting wealth. As 1 point of *Independent Income* grants 1% of the *starting wealth* as an independent income, this translates to each point representing 5% of the monthly income as independent. Hence it takes 20 points of *Independent Income* (i.e. 20% *starting wealth*) to have the full stated monthly income as Independent and not subject to a monthly Job roll.

A dilettante does not technically need to buy *Independent Income* but in that case income not covered by that Advantage is subject to a Job roll. The variable income from the Freelance Job roll may represent stock market fluctuations, the relationship with your benefactor or whatever the player and GM can come up with. A dilettante's Income may be part independent and part freelance.

Dilettantes may also take work or indulge in full-time hobbies to fill their days or supplement their income. However, remember that it is the character's Wealth level that determines overall income and not the job.





Fireman

Average

Some smaller US fire departments are manned by volunteers, possibly with a professional in overall charge. This occupation covers the professional fireman (there are no female full-time professional US firefighters at this time).

Fireman work long shifts in the station house, responding to calls as required. Most cities and larger towns have motorised fire engines by this period, but horse-drawn engines might still be seen in more rural towns. By the 1930s, specialised equipment to deal with high-rise building is appearing in cities where it is needed.



Gardener/ Grave Digger

Struggling

An unusual pairing of occupations, the gardener and gravedigger are both concerned with digging and with maintaining grass and flower beds. Gardeners may be employed privately or by municipal councils, the former is obviously less likely in the centre of large and garden-free cities. Gravediggers dig graves, of course, but also maintain the graveyard or cemetery and thus perform much the same service as do gardeners.



Hobo/ Itinerant Labourer^f

Poor

The Jazz Age sees a large increase in 'hobos' as economic and rural depressions hit at both ends of the time period. The hobo is a migrant or itinerant worker, travelling looking for whatever work he can pick up. By contrast, a 'bum' deliberately avoids doing work and is usually *Dead Broke*.

Although railway security chases hobos off whenever they are found, the railroads provide free long-distance travel, and hobos can also be seen walking the empty rails or on the road on their way to the next town.



Librarian

Struggling

The librarian works wherever there is a library, be it a municipal lending or reference library, a university library or even a private library in a great house. The *struggling* income category applies to the junior municipal librarians who are often women and thus poorly paid. Better pay can be earned by promotion or in other institutions although few librarians are likely to become rich. Most librarians love books and literature, and some resent having to let the general public handle their charges.



Merchant Sailor

Average

The merchant marine has a long history in the US, especially on the Northeast coast where trading, fishing and whaling vessels have departed for the oceans since long before independence. Passenger liners are still the only realistic way to cross the oceans for most, although airships provide faster crossings for those wealthy enough to afford the high fares.

The merchant sailor may crew either water craft or airships, and the traditions and customs of one are largely duplicated in the other. The *Hindenburg* disaster in May 1937 sees the effective death of the airship as a commercial venture, and advances in aircraft technology during the 1930s sow the first seeds of real competition for passenger liners.



Museum Curator

Comfortable

The curator is responsible for maintaining and displaying the exhibits at a museum or gallery, as opposed to the manager who is responsible for the business side of things.

Museum curators usually have an in-depth knowledge of the collections in their establishment, and almost always have a solid grounding in a supporting academic specialism such as history, archaeology or art

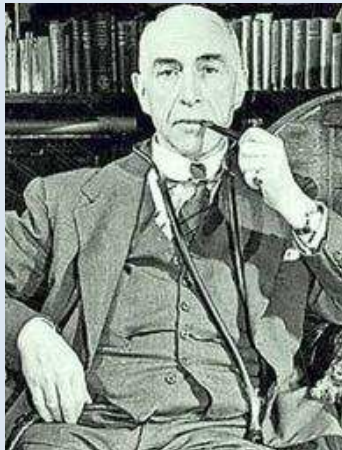


Occultist

Average

The occultist studies or financially exploits the occult, which in this campaign covers the mythology that exists in our own world, but not Lovecraft's Cthulhu Mythos. Witches, ghosts, dragons, zombies, Babylonian magic, Norse superstitions; they are all part of the occult. Deep Ones and the Outer gods are not. There is some cross-over, ghouls for example, but the *Occult* skill should never be a substitute for *Hidden Lore: Cthulhu Mythos*.

Academic occultists are often serious and highly knowledgeable about their subject, but less academic occultists such as fortune tellers or mediums are usually fakes, conning money out of the gullible. In this campaign, a tiny minority may actually have the power to speak to the dead or predict the future.



Parapsychologist

Average

The parapsychologist examines and investigates reports of occult and paranormal activity. Some are convinced that the spirit world is constantly trying to contact the living, others are equally convinced that the paranormal simply doesn't exist. Most fall somewhere in between, diligently investigating for evidence one way or another. In 1911, Stanford University begins seriously investigating claims of ESP and telekinesis, joined in 1930 by Duke University.

Harry Houdini and Harry Price are famous 1920s parapsychologists. In this campaign, a very small handful of paranormal investigators themselves have extraordinary abilities that allow them to detect or even interact with the paranormal.



Surveyor

Comfortable

The surveyor is the man who plans out the topography before major building work, whether new roads, railway tracks, or municipal, commercial, or residential buildings. The surveyor is sometimes retained by planning departments in cities or larger towns, but most take contracts wherever in the country they are offered and consequently spend a great deal of time travelling and staying in hotels.



Undertaker

Average

The undertaker temporarily stores and prepares dead bodies, and arranges for their burial. The usual undertaker has a refrigerated morgue on-site and a collection of coffins in the shop window, and keeps one or more hearses, one or more of which may be horse-drawn.

Most tend towards the traditional solemnity expected of the role although some may offer a different face. The undertaker has the unenviable job of preserving and cosmetically preparing bodies so that they look peacefully at sleep, sometimes a difficult or impossible task when the person died violently or has undergone an extensive autopsy.



Zookeeper

Average

The zookeeper earning *Average* wages is likely to be a senior keeper, possibly in charge of a department or a particular group or category of animals (reptiles, primates, big cats, etc.). Lesser keepers earn correspondingly lower wages and have less responsibility.

Many zookeepers are sensitive to the health and mood of their charges and know enough to identify problems. Some zookeepers might prefer the company of their animals to humans.

POLITICS



Ambassador

Very Wealthy

The ambassador represents his country to foreign nations. As a top-ranked diplomat, the ambassador's income is generous by any measure. The major reason for his income being rated as *Very Wealthy*, however, is that his government-funded lifestyle is amongst the highest on offer, and often almost as high (or sometimes higher) as that of the host nation's ruler.

As the representative of the USA, what the US ambassador does reflects on the USA as a nation. This is a significant professional duty.

At a lower income level, this occupation could also represent a lesser diplomat.



Communist/ Radical^F

Poor

The Socialist Party of America was established in 1901 and the Communist Party of America in 1919, given impetus by the Communist Party successes in the Russian Revolution and Russian Civil War. Both parties attracted radicals and anarchists, as well as those with more measured political leanings. US industrial unrest in 1919 and immediately afterwards was at least partly fuelled by Communists in the trade unions, and a 'Red Scare' saw widespread establishment mistrust and hostility towards the Left.

Communist activists may receive a small allowance from Party funds and several usually lodge together in low-rent Party-funded accommodation.



Politician, local

Comfortable

The local politician has Political Rank 2-4, and represents districts up a city or county rather than the state. The occupation might also be used for lower political appointments within state and national governments.

A local politician such as a mayor, but not lower political appointments, may receive official accommodation as part of his remuneration.



Politician, state

Wealthy

Having Political Rank at 5 higher, the state politician is a truly powerful political force in the country. This may also represent heads of department and their deputies in state or national government.

Rarely do state politicians receive the benefit of accommodation, although the President obviously does. The President is protected by the Secret Service, and Congressmen (Senators and Representatives) receive full-time protection from the United States Capitol Police (treat as *Allies*). Such protection is one of the benefits of their Rank.

Of course, state politicians are generally under intense scrutiny by the media and their political opponents.

SCHOLARLY PURSUITS



Field Researcher

Average

The researcher examines, analyses and investigates within their academic field. Whilst most researchers work in laboratories, the field researcher does so out in the field, in the 'real world'. Field researchers usually need to be more robust than their more domestic colleagues, and more able to work without the benefit of bulky equipment, a library and an army of technicians.

A field researcher in the 1920s may need to have considerable survival skills, and might possibly need to be able to handle a firearm. However, depending on the nature of the research, field researchers might just as easily be required to work in the Canadian prairies or the streets of New York as deep within the jungles of Ecuador.



Laboratory Technician

Average

The laboratory technician has a good knowledge of the field in which he is engaged as well as knowing their way around a laboratory. Many different sciences rely on laboratories and their technicians, from forensics and electronics to geology and palaeontology. Medical laboratory technicians may also work in the X-ray department or morgue. Laboratory technicians have a good academic education and are usually diligent and methodical in their approach, if not to life in general then at least to their work.



Professor

Comfortable

The professor is a leading academic, usually working out of a university or other centre of education and research, and is often the head of department. The title and position is a formal acknowledgement by his peers of the professor's academic contribution rather than a particular qualification.

Lucky or particularly sought after professors may manage to secure tenure, effectively guaranteeing them a job for life.



Researcher

Average

The researcher works out of an academic or other research institution, investigating and analysing theories or new discoveries. Some will be working towards their own qualifications such as doctorates, others will already have earned their qualification.

The primary difference between the researcher and scientist is down to the type of work being performed. A researcher is not necessarily a scientist and is examining and looking to prove or discover theories in his field, whereas a scientist is primarily using existing scientific principles and theories, usually for commercial reasons.

GURPS: JAZZ AGE MYTHOS



Scientist

Comfortable

The scientist usually works out of a laboratory, be that a chemistry or biology lab, astronomy observatory or another place dedicated to practicing the particular science in question.

Corporations such as oil and manufacturing companies employ scientists, and so do universities. There is some crossover between the researcher and scientist, but the major difference is that not all researchers work in a scientific field and scientists do not necessarily perform research.

The *Comfortable* income category assumes a scientist working within a commercial corporation.



Student/ Intern

Struggling

This occupation usually covers anyone over high school age (i.e. aged 18+) who is studying full time. Students younger than this will generally be part of their parent's household. Apart from the most obvious category of college students, it also covers apprentices and interns. Details will vary, but the occupation assumes that the character is provided with food and a place to stay (or a subsidy to cover such costs) for the duration of study.



Teacher

Average

US education at this time consists of eight years of elementary school (ages 5-14) possibly followed by four years of high school (ages 14-18). Kindergarten, taking children from 3 to 5, has been available in some areas from the end of the last century. By the 1930s, all children that are able to, attend elementary school, and the high school movement means that a greater number of students attend and graduate high school. College provides higher education from 18 to 22 years of age and many of the more academic skills and occupations assume a college education.

The teacher occupation covers everything from kindergarten to university/college lecturers (although *Professors* have their own entry, above). The income stated assumes a high school teacher, reduce by 20% for a kindergarten teacher, 10% for an elementary school teacher and increase by 10% for a college lecturer.

