



CHAPTER FOUR:

CHARACTERS

WHAT YOU SHOULD YOU KNOW BEFORE PLAYING A...

GURPS characters, of course, are not categorised by “classes”. However, most players do tend to create a character that roughly follows one of the following archetypes, even if they have secondary skills that “borrow” from a different archetype.

Fighter

The fighter is a staple of any adventuring group and the armoured stalwart behind whom the rest cower when the going gets tough. The fighter is arguably the easiest character to play, though it can also be a complex and deep character in able hands. The tools of the fighter’s trade are his or her armour and weapons, and it is here that Sadurian fighters will find the most radical departure from the “standard” RPG fighter.

Armour

In most RPGs, the only limit to what armour you wear is money. In Saduria, you also need connections and status to acquire the heaviest armour. Full plate is not necessarily out of your reach, but only a lucky few will manage to get their eager hands on anything better. In most cases, a fighter will, in any case, be able to make do with a plate cuirass or even just a breastplate, together with lighter limb armour, as most hits in GURPS fall on the torso. Whilst it may be dangerous to assume that this is always going to be the case, it is safe enough to assume that the torso requires the best protection. Weight considerations might force the issue, of course.

Helmets are another compromise. The best protection reduces perception, and in many adventures the ability to hear or see what is coming may be better protection than steel. Shields are less useful in an age of two-handed weapons, though the classic sword and shield combination is always good.

Weapons

The standard all-purpose sword in Saduria is the sidesword, lighter and handier than the broadsword, but heavier than the rapier and with a better cutting edge. The happy Sadurian fighter will normally automatically have a *fine* quality sword, with *very fine* not impossible to acquire. Remember, though, that good steel also offers good armour. A sword will struggle against the best armour and a two-handed weapon is a wise investment; pollaxes or other polearms are both versatile and deadly.

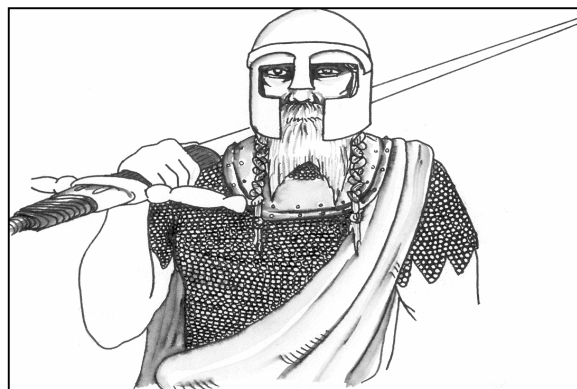
Crossbows are popular missile weapons, not least for the additional power they can have. Remember though that stronger crossbows take longer to reload. With most combats over in a matter of seconds, having a character spending over a minute laboriously loading his heavy crossbow only makes sense if it is treated as a sort of “one-shot” weapon and reloaded between combats.

Stereotypes

So, the fighter has his full plate armour on, is grasping his pollaxe and has his heavy crossbow slung ready for used. Sadly, most towns have strict weapon laws and are not going to let him in until he takes it all off again. It is always wise to train up with some civilian weapons for those occasions when the fight takes place in civilised surroundings. The sidesword may be sufficient, but knives and fists are always accepted! You might even consider learning the smallsword or rapier, but be sure to have a decent skill before parading them in front of aggressive young nobles.

Remember also that most people in Saduria are peaceful and are afraid of violence. A scarred and bloodstained man wearing armour and carrying heavy weapons tramping through their village will make most people scuttle for cover. The average RPG fighter and his warhorse sticks out in normal society like a sore thumb, it is the equivalent of a fully-equipped modern soldier sitting down in a pub in our TL8 society, with his armoured vehicle parked just outside.

Finally, many players may choose a less “civilised” template for their fighter. Barbarians may come from Ruse; they rely less on heavy armour and more on individual bravery. Spears, axes, broadswords and more primitive polearms (especially glaives) are common Rusic weapons. Remember, though, that Ruse is only TL3 at most, and that barbarians carry a social stigma within Sadurian society.



Ruse barbarian. This man is wearing mail and a bascinet-style helmet. His greatsword is very likely to be Sadurian in origin.

Suggested Traits

A high DX is actually more useful to most fighters than a high ST, though ST obviously helps making sure the hits count, and to avoid collapsing with exhaustion under the weight of all that armour! HT is a must to ensure survivability.

Consider such Advantages as *Combat Reflexes*, *Fit*, *Hard to Kill*, *High Pain Threshold*, *Rapid Healing*. If you are a military type, a level or two of *Rank* is nice, a low level of *Law Enforcement Powers* can denote a bounty hunter or official bandit hunter. Barbarian types might want to consider the *Outdoorsman* Talent. *Allies* can be bought as members of a military or mercenary squad, or as squires, camp followers and so on. *Fearlessness* is a good option to avoid your tough warrior running at the first sight of a zombie, especially if you have a low IQ.

Although the Disadvantage of *Beserk* might look tempting, remember that you will not be defending yourself and you might end up fighting your friends. Others such as *Alcoholism*, *Bloodlust*, *Bully*, and various *Odious Personal Habits* might all simulate the rip-roaring fighter, but not necessarily a professional warrior. *Code of Honour*, *Duty*, and *Sense of Duty* all represent a more measured and thoughtful fighter.

Weapon skills are obviously mandatory for a fighter, consider taking a hand weapon, two-handed weapon and *Knife* skills, with *Brawling* also much recommended. Missile weapons are a good option, with the crossbow a favourite, but don't forget throwing weapons. *Shield* skill is essential to properly use one. Beyond combat skills, almost anything can be useful to the fighter; *Riding* is a must for the mounted warrior, who might also like to take a little *Animal Handling* to compliment it. The various *Armoury* specialisations are good options for those wishing to take proper care of their own weapons and armour, and *Leatherworking* is similarly useful for those with mainly leather armour. *Soldier* is almost mandatory for those in any organised military or paramilitary organisation, when *Tactics* and/or *Strategy* might also be useful.

Magic Users

Sorcerer

Sorcery is the "standard" spellcasting for Saduria. Sorcerers (also called wizards or mages) are potentially enormously powerful, and with magic uncommon even minor wizards can be hugely effective out of all proportion to their character points. That is why sorcery has to be severely restricted for Sadurian characters in order to maintain game- and party-balance. If a character wishes to play a sorcerer (and the referee cannot talk him out of it), consider this; in most parts of Saduria sorcerers are mistrusted at best, and considered necromantic devil-worshippers at worst. Any display of overt magic will attract hugely negative attention, and the character will immediately be shunned and probably harassed by the authorities and common folk alike,

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if not actually arrested. A sorcerer would be well advised to hide his abilities when in company other than the party.

The Path to Sorcery

To be a sorcerer requires extensive training and there are two options to receive it. Firstly, there is a magical academy (some would say sanctuary) located in a sub-dimensional land that is reached only via an isolated island that teaches would-be sorcerers to hone and control their powers, which could otherwise overpower and destroy them. A visit to the academy is a major event for any would-be sorcerer and it is a useful device for characters to suddenly buy a collection of essential sorcery skills and powers. A new sorcerer character is unlikely to be able to afford much in the way of magic or skills, but if they save up earned character points the referee may allow them to discover the way to the island and thus the academy, neatly justifying the acquisition of the powers and spells. Being within a different dimension, of course, means that time within the academy may pass at a different rate to that in Saduria. Handy really, when a player decides to make a two month visit just when the referee was intending to start a new scenario....

The most common way to train as a sorcerer, however, is to become apprenticed to an existing one. This master can be handled as a *Patron* or even just a *Contact*, but the apprentice should make a real effort to visit his master before buying new skills and spells.

Suggested Traits

A sorcerer *can* get by without a high IQ, but he is putting himself at a real disadvantage. DX is handy for speed and to hit with missile spells, but no physical statistics are really essential for the average sorcerer.

Magery is the defining Advantage of a sorcerer, without it he cannot cast spells! Extra *Fatigue* is extremely useful, especially if your sorcerer has a low HT. Unless struggling by without a tutor, most starting sorcerers require a *Patron* or *Contact* to teach them new spells and skills, this is generally the mage to whom they are, or have been apprenticed. The enhanced magical senses of sorcerers can be represented by *Danger Sense*, though many are so detached from the real world that they will stumble into danger without realising. *Lightning Calculator* might be good to represent the sorcerer's amazing mental ability, one who regularly deals with the supernatural may have several levels of *Fearlessness*.

The archetypal wizard is *Absent-Minded*, though this might not be true of a younger sorcerer. *Addiction* (to various herbs used in meditation) is fairly common, as might be any number of anti-social Disadvantages (*Callous*, *Clueless*, *Jealousy*, *Loner*, *Low Empathy*, *Megalomania*, *Oblivious*, *Overconfidence*, *Selfish*, *Shyness*, *Stubbornness*). *Unfit* would suit a frail sorcerer, as would having some physical deformity or scarred *Appearance*. Most sorcerers will also have *Secret*, or *Social Stigma-sorcerer* for a -1 to -6(!) reaction (the exact penalty will vary according to the town or city).

The skill of *Thaumatology* is essential for sorcerers. This skill covers the technical understanding of magic necessary to control and research it, and a successful *Thaumatology* roll is required before understanding and learning any spells found in books or scrolls. Spell throwing requires the *Innate Attack* skill, something to remember if your sorcerer is going to start throwing fireballs around. Aside from those magical skills, any research (especially the *Research* skill itself) or scholarly skills are going to be useful to a sorcerer. Literacy and languages especially are going to aid any research. Don't forget ancient languages. Remember also that, whilst sorcerers are not usually the most sparkling social communicators, if the character is going to start making deals with otherworldly entities then a few communication skills will be very useful. *Hidden Lore* and *Occultism* both point to a study of magical beings and forces, and might be useful if the sorcerer is intending to do any summoning!

Hedge Wizards

Hedge wizardry is less of a character archetype than a useful secondary ability for any character. Hedge wizards are untrained natural talents, who unconsciously channel their faerie-gifted magic into a particular skill. The results can occasionally be incredible, such as a hedge wizard tailor who creates a suit of clothes that mends itself, or a hedge wizard animal trainer who can train even the most recalcitrant horses to count to ten.

Hedge wizards usually prefer to hide their abilities, as there are many people willing to believe that such power comes from dark forces. In some cases they might be right, because the faeries which give such gifts are not necessarily good ones.

See chapter six for a full description of Hedge Wizardry in Saduria.

Suggested Traits

Apart from *Hedge Wizard*, a hedge wizard doesn't need any particular traits, as he is simply a faerie-blessed normal person. *Spirit Empathy-faeries* is logical and may be very useful, but even this is not a required Advantage.

To make full use of the *Hedge Wizard* Advantage, a good practical skill is required to link it to. Classically this is something along the lines of *Carpentry* (making a wooden boy, perhaps), *Cooking*, *Gardening*, *Sewing*, and so forth, but adventurers might find skills such as *Armoury* and *First Aid* more useful. Any skill that produces a solid, real, result is a possibility for linking to *Hedge Wizard*.

Witches

An unusual choice as a player-character, witches are normally firmly rooted in their rural community and do not tend to wander far. An enterprising player, however, might come up with a good reason for a witch to go off adventuring. It is worth remembering however that, like sorcery, witchcraft is often mistaken for necromancy and witches are therefore widely persecuted.

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The witch (or, far more rarely, warlock) communicates with spirits and thus creates spell-like effects without actually possessing any magical ability. Witches use Ritual Magic, and, with priests, are the major proponents of this art in Saduria. Because of their close connection with spirits, many believe that witches call upon the powers of the dead and the witches are often hunted down and burnt for necromancy. This is a little unfair, as not all spirits come from dead people, though it should be admitted that many witches actually do commune with the dead....

Witches rarely have the time or enthusiasm to follow a second career alongside that of their craft, but some can make powerful priestesses of sympathetic gods (Tathbeth is an obvious choice). Witches view sorcery and sorcerers as a dangerous perversion of the world's energy, and witch characters should take a few reaction Disadvantages to reflect this. No witch would ever consider learning sorcery herself.

Suggested Traits

Witches are usually, but not always, more intelligent than usual. Some have frightening high IQs, but others are more mundane. Again, physical skills range from the superhuman strength and endurance of a mighty hag, the unearthly nimbleness of a young enchantress, to the doddering vulnerability of a crone.

The essence of witchcraft is *Ritual Magic-witchcraft*, and witch characters would also be advised to take the associated Advantages of *Ritual Adept* and *Ritual Aptitude*. After all, you might as well be as good at it as you can. *Spirit Empathy* is useful for witches who regularly commune with the spirits (as most do), and the *Medium* Advantage could also be useful. Witches in communities that respect them can buy *Social Regard* that only applies to small groups of people.

Disadvantages can vary according to the style of witch being represented; old crones typically have several physical deformities and dreadful *Appearance*, others might simply have anti-social Disadvantages like *Loner* or *Callous*. Rural witches may have a *Sense of Duty* to a local village (if they respect her), or might be *Intolerant* of everyone else. A *Secret* or *Secret Identity* is only useful if the witch is hiding her talents, many are powerful enough that they don't need to. These "open" witches might like to consider a *Social Stigma-witch* for -1 to -6(!), with the exact penalty depending on the town or city in which she finds herself.

Witches often live by themselves in the wild, so an appropriate *Survival* is a useful skill to have. *Herb Lore* is common, as is some level of *Hidden Lore*. *Detect Lies* and *Psychology* are both handy for reinforcing the common folk's belief that witches can read minds. Other than possibly some *Fortune-Telling* and maybe *Occultism*, the rest of a witch's skills are likely to be concerned with keeping herself warm and fed, *Hypnotism* and *Intimidation* are good for persuading others to help out, *Gardening* and *Housekeeping* will be useful if she has to fend for herself.

Ranger

Woodsmen and rangers mainly come from the dense forests on Saduria's eastern border. The longbow is a popular missile weapon in those regions, and it is one of the very few places that they are made. You can always use a crossbow, of course, but most rangers prefer the speed of the bow over the power of the crossbow.

Deep forests are either very dangerous places (and thus shunned by most folk), or maintained as private hunting parks by the nobility. Liveried foresters ensure that the animals are protected and healthy, and that locals do not let their pigs graze in the forest. Some people still live in the forests, of course, and many make their living hunting and gathering wood. The eastern forests are common land, and this is one reason why so many woodsmen come from there, elsewhere the forests are mainly private.

Many RPG rangers wear animal skins and furs as a sign of their lifestyle. This might work if you stay within your own rural community, but in civilised Sadurian society you will be mercilessly attacked (verbally at least) for your crude boorishness. Most rangers in Saduria prefer to stay in rural areas in any case.

Suggested Traits

High DX and HT are helpful to any outdoorsman, a decent IQ will help perception and survival. ST might be handy in areas where you need brute force to stand in for more technological solutions.

The *Talent of Outdoorsman* is almost the definition of a classic ranger-type. Improved *Perception* will be very useful, as will *Temperature Tolerance*, *Rapid Healing* and a *High Pain Threshold*. *Animal Empathy* and possibly the *Animal Friend Talent* will help those rangers who try to live with the animals (as opposed to just hunting them).

Being a *Loner* defines a certain type of ranger, together with a possible *Social Stigma- outdoorsman* when in urban settings. Reasons why a person would choose the isolated outdoor life might be found in any number of Mental Disadvantages such as *Amnesia*, poor *Appearance*, or maybe a *Secret Identity* (though anyone claiming to be the long-lost heir to the throne of a city state should be warned off...).

Survival of the appropriate terrain (plus possibly some others) is another defining skill. Missile weapons are more useful than melee, with the bow a good choice thanks to its simplicity and ease of maintenance. Allied to that might be *Armoury-missile weapons* to make or repair bows and arrows when away from the comforts of a village or town. *Tracking* and *Stealth* are both very useful for the hunting outdoorsman, while a ranger with *Meteorology* might be able to avoid getting caught out in bad weather.

Rogue

The rogue is another staple character of RPGs and is arguably the most versatile and useful. Rogues range from well-dressed conmen through to pitiful beggars and sophisticated cat-burglars, and the term covers a huge variety of styles of character and emphasis of talents.

Rogues wishing to pick locks should be aware of the Sadurian lock rules (see *Marketplace p105*). Basically, locks are classified according to their type, size and intricacy, and it is this last point that would-be lockpickers need to take into consideration. The intricacy of a lock will normally range from 0-5, with 0 being very simple and 5 being extremely complex. This number is used as a penalty to the *Lockpicking* skill and so thieves should ensure that their *Lockpicking* skill is up to the task.

Selling stolen goods is not limited to rogues, of course, but they do tend to indulge in it rather more than most. A good fence is almost essential for the enterprising thief to pass on goods, strongly consider buying *Contacts* in a few local towns to maximise profits.

There is no Thieves' Guild in Saduria, but organised crime within urban areas does exist. The influence of a given crime lord will usually encompass a city or a couple of towns at most, so any thief will normally be able to escape a wrathful mobster relatively easily. Rogue characters wishing to be part of this semi-formal hierarchy should use the criminal ranking table detailed in *Marketplace p106*. Note that joining a gang in one town will be unlikely to give any benefit in the next unless the two gangs communicate. A rogue wishing to be given a warm welcome by any crime gang should consider buying *Claim to Hospitality*.

Finally, bear in mind that, for the most part, Saduria is a lawful place. If your rogue insists on committing crimes in the party's home town then he runs a risk of being caught. A guilty thief faces a potentially career-ending sentence, so it is usually best to act with a little self-restraint in public rather than becoming a notorious criminal. It is safer to restrict those breaking and entering skills to deserted tombs and ancient catacombs, where the risks might at least be balanced by the rewards!

Suggested Traits

Although DX is a traditional statistic for rogues, this is not really necessary. A high IQ can be just as effective for a con man or gambler, and a beggar needs little but a decent HT.

Rogues are so varied that suggesting Advantages is probably not very helpful. Certainly, any *Acute Senses* will be helpful, as will *Luck* and *Night Vision*. A fence as a *Contact* or even a *Patron* is a good choice for a thieving rogue, while some *Rank* and/or *Claim to Hospitality* will be handy for a rogue who is part of an organised crime syndicate. Anything improving reaction rolls,

Appearance, Charisma, or Voice will be an advantage to con men, while the *Smooth Operator Talent* is almost mandatory for a certain type of rogue.

As with Advantages, rogues are too varied in style to merit blanket Disadvantage suggestions. *Greed* might be an obvious one, a *Secret* or *Secret Identity* can be used for rogues who hide their activities. *Cowardice* might suit some types of rogue, while *Enemies* are easy enough to make in any illegal profession.

Skills suiting rogues are wide and varied, and each style of rogue will have his own list: *Acrobatics, Acting, Brawling, Camouflage, Climbing Counterfeiting, Detect Lies, Diplomacy, Disguise, Erotic Art, Escape, Fast Talk, Filch, Forced Entry, Forgery, Fortune-Telling, Gambling, Gesture, Holdout, Interrogation, Intimidation, Jumping, Knife, Lip Reading, Lockpicking, Mimicry, Observation, Panhandling, Performance, Persuade, Pickpocket, Poisons, Propaganda, Public Speaking, Running, Savoir-Faire, Scrounging, Search, Sex Appeal, Shadowing, Sleight of Hand, Smuggling, Speed Reading, Stealth, Streetwise, and Urban Survival* are just some of the skills various rogues will find useful!

Priest

Obviously a priest character should first choose a god or pantheon to follow. The “big two” pantheons are the New and Old Gods pantheons, with plenty of different emphasis to customise priests so that no two will be the same. Characters may also choose the Nature Gods if they see their priest as druidic, but you should remember that many Sadurians are suspicious of the elemental and ambiguous Nature Gods. Other options are available, such as worshipping gods from other countries or Divine Spirits (weak proto-gods who require further worship to grow in power). Players wishing to play priests really ought to read *Sadurian Religions*. A copy of GURPS Religion and GURPS Spirits would not hurt either, but this is not mandatory (especially if the referee has copies).

All religions offer some basic powers and require some skills and advantages. See *Sadurian Religions* for more details, but a player wishing to play a priest should be aware that some of his character points are effectively already spent for him. The major area that all priests can share in is *Ritual Magic - Divine*, where a limited group of rituals are available to most priests; even those whose god does not grant any further spell-casting.

Not all priests cast spells and those who do so, do so with discretion. The priest's spells are given to him by his deity to further the church's influence and power, not for use as mobile artillery to break through the catacomb's guardians and loot the treasure. A priest character taking spells (and he should consider *Power Investiture* to accompany them) might look at taking an associated *Vow* to reflect that he is an ambassador for his god, and not a quick fix solution to an adventurer's treasure-hunting ambitions.

The New Gods

The New Gods are less generous with their power than are the Old Gods, not granting clerical magic beyond the use of ritual magic, but this can be a good thing if the priesthood is only a minor part of the character's make up. With less to tempt him from the list of normal priest's powers, a character can develop more secular skills. Priests of the New Gods are expected to be aesthetic and devoted themselves to spiritual improvement, but this can accompany any number of other careers such as trained bureaucrats or other professionals. Another option for a player wanting a religious character of the New Gods, but without all the clerical prerequisites, is that of the monk. This, by the very nature of monastic isolation, offers less opportunity for adventuring but might work for a monk with a mission from his church.

The Old Gods

The Old Gods are far more robust than the New Gods, and will normally offer a wider range of powers. They are also still the most popular pantheon in Saduria, and priests can usually expect a good welcome. The choice of churches might stem from a player's preconception of his character's development, but otherwise it might be worth giving thought to the number of potential worshippers of that church the priest will encounter. The agricultural gods are far and away the most popular in rural areas; wandering priests should consider them even though they do not offer particularly "adventure-specific" powers.

The Nature Gods

The Nature Gods are, as might be expected, more popular in rural areas. A character from an isolated region might well be a worshipper or even priest (druid) of this elemental pantheon. Unlike most other pantheons, the priest of the Nature Gods worships all the gods within his pantheon equally, though there is nothing to stop him having favourites. Balance is the key in nature, and the Nature priest will accept the evil caused by his gods as he accepts the good. To do otherwise would lead to imbalance and excessive polarity of power. Players of priests of the Nature Gods should often expect a negative reaction from "civilised" folk and to attract few followers, though isolated communities may still worship the "old ways".

Other Gods

Apart from the official three pantheons, there are also the Aagarhik Gods (normally only worshipped by orcs), the Devils, Demons and Old Ones. Worship of any of the last three is highly dangerous and not recommended. Priests of those religions are unlikely to progress far before death or permanent madness.

Finally, there is nothing to stop a priest from worshipping some Divine Spirit (a sort of minor potential god). The drawback of this is that the spirit is unlikely to have enough power to grant much in the way of powers to its priest. Still, some players like a challenge!

Suggested Traits

More information on the traits that a priest should consider can be found in the separate Sadurian Religions book.

Priests typically have decent IQs as they rely mainly on mental skills. This is not mandatory, however, and particularly dull-witted acolytes are the staple of many a church's workforce.

Clerical Investment defines a priest. Without it, he is just a fervent follower without formal recognition. If a priest of the Old Gods wants to take priest magic, he should consider *Power Investiture* and possibly additional *Fatigue*. Religious *Rank* is another possibility, and might be required for being granted priest magic in the first place, but players ought to remember that higher-ranking priests have less opportunity to go out adventuring. High-ranking priests also have high social status, which needs to be met before promotion is granted (although *Rank* will offset the cost somewhat). The *Talent* of *Business Acumen* might be a good choice for church bureaucrats.

The skills *Religious Ritual* and *Theology*, are both mandatory for priests of organised religions. *Ritual Magic-religious* is also a good choice. Finally, remember that Sadurian churches are huge organisations. Priests will very likely be asked to help administer them, and some priests have extensive bureaucracy and administration skills such as *Accounting*, *Administration*, *Economics*, *Finance*, *Market Analysis*, *Merchant* and *Propaganda*. The skills of *Hidden Lore* and *Occultism* are particularly suited to either knowledgeable priests or specialised exorcists.

A monk or nun of the New Gods will have *Discipline of Faith*, 5-point *Legal Immunity* (meaning they can be tried by the church instead of the secular courts) plus some of the skills of priests, but will rarely have *Clerical Investment* or *Power Investiture*. Monks and nuns are not priests, but they are firmly rooted in the church to which they belong, attracting a reaction bonus from its followers. This might also be used to represent religious hermits, though these are best suited as NPCs. It might also be a good way to model priests who worship Divine Spirits, and have too small a congregation to offer them any formal religious hierarchy.

FEMALE ADVENTURERS

Saduria has its fair share of female adventurers and players are encouraged to consider the challenge of playing a female character. Female characters in Saduria, however, face some challenges over and above that faced by their male colleagues.

Clothing

First and foremost, Sadurian fashion for women is for full skirts, and the addition of tight bodices for the nobility. Women (and men) who do not wear

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the “correct” dress are snubbed socially and viewed with suspicion. Scandal and gossip will follow them wherever they go in society, and those women so crass as to wear breeches or hose will attract a significant reaction penalty; *Odious Personal Habit (vulgar and improper dresser)* for –1 to 3, depending on exactly how the character conducts herself. Although this problem is not restricted to women (high status men’s clothing is also restrictive), it is more pronounced for them.

Unfortunately, by dressing as society expects, female characters are going to limit their abilities. The layered skirts and tight bodice mean that wearers suffer anything from **–1 to 3 to all DX skills and abilities** involving whole body movement (including combat, move and dodge, but not *riding* if a sidesaddle is used). See *Fashion in Saduria (Chapter 1. Sadurian Life, p35)* or *The Marketplace p98* for more details.

Female adventurers, therefore, should either accept social penalties for wearing practical clothes, train their skills to compensate for their unsuitable attire, or choose careers that do not involve a great deal of DX-based skills. Naturally, once out of civilised society, what a character wears is only going to matter to the rest of the party, and she can struggle out of the underskirts and into the hose. It might be interesting for the rest of the players to decide how their characters react to their companion’s scandalous clothing!

Social Restraint

Saduria happily believes itself to be an open and tolerant society, with equal opportunity for men and women alike. As is so often the case, however, the reality falls somewhat short of this ideal. Women are not usually treated quite so badly as to warrant the *Social Stigma* of Valuable Property, but it is not far off.

Women of the common classes are expected to be wives and mothers, raising children and keeping the home as well as helping out in the fields or shop. Anyone encountering a single woman over twenty will automatically wonder why they are not married, and spinsters over thirty will be the targets for suspicious gossip of a spiteful nature.

Upper class women are primarily tokens in the marriage game, and then unpaid stewards for their husband’s estates. Their families will try to arrange for a wedding to someone with title, money or power, and those rebellious daughters who consistently refuse to marry may find themselves disowned or possibly even forced into becoming nuns!

Gentry fall somewhere in between and the women from this class possibly have the most social freedom. Even so, they are expected to act with chastity and honour and to uphold the family name. Women of the gentry may run businesses or estates, but this is more usual if they do not have a man in their life or if the man is away for long periods (perhaps adventuring?). If a man is on the scene, it is he who will usually get the public credit for his woman’s

endeavours! It is no wonder that women occasionally run off to the freedom of adventuring.

Finally, female characters who choose to become warriors *may* find it difficult to acquire rigid armour that fits comfortably if they have the sort of body shape seen in typical fantasy illustrations. A competent armourer can easily modify flexible armour with a little work, but plate or other shaped armour will have to be made to order (full plate always requires a tailored fit in any case). Firstly, the character must find a sympathetic armourer (who doesn't mind being gossiped about afterwards), and she should expect to pay up to 150% list price (the armour would therefore count as scarce if using Availability rules, *Marketplace p9*). Contrary to most fantasy illustration, however, most women will find standard armour a relatively comfortably fit.

Unless defending themselves from prolonged attack, such as during a siege, women openly wearing weapons (aside from daggers) will be viewed with patronising tolerance, respect (if they have proved themselves), or disdain. In any case, they very rarely have a neutral Reaction roll!

Overcoming Social Restraint

Female player-characters can play this in one of two ways. Either they can be married and perhaps buy their husband as a *dependent* or *ally*. Children are obviously *dependents*, but a character with young children is going to struggle sparing the time to go adventuring unless they can hire a governess! A slightly easier option is for a female character to adventure with her husband, maybe another player-character; this might require some interesting role-playing for the two players involved. Divorce is a possibility, but is seen as socially suspect, and in any case just puts the woman back into the same, unmarried, position. Being a widow gives much more freedom for playing a female character as there is no stigma in not remarrying and it might even be the spur that prompts her to go adventuring in the first place.

The second option, and the one most commonly seen in RPGs, is that the character is a rebel who has decided that she is not going to be bound by social constraints and has either refused to marry, or has run away from her husband (perhaps acquiring his family as minor *enemies*). Although free of family ties, such a rebel will normally be viewed with some suspicion by society in general, maybe earning a *Social Stigma* or bad *Reputation* by those who know about it.

Women within a marriage aside (from their husband's point of view, certainly), women are really expected to "know their place", but the opportunities for development are definitely there to be exploited. Guilds and other trade bodies will be slow to admit women into many industries, and women insisting on setting up a business without guild membership are going to have a whole new set of problems. That said, there are no legal reasons for women not to join whatever guild they like, and a strong-minded woman can go far if she doesn't mind overcoming numerous petty obstacles along the way.

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One side effect of all these restraints is that men are often surprised when a woman *does* break the social mould. A female character can often use this to good effect for either surprise attacks or by playing the innocent. Playing off a “gentleman’s” chivalry might be dangerous, but could be effective in the right circumstances. This, of course, might be unthinkable to a strong and independently-minded woman (like an adventurer)!

A different (but equally passive) approach for the attractive and socially well-placed female are suitors or admirers (even married women can legitimately have admirers, and even discrete lovers). Buying a few as *allies*, plus maybe some admirers as *contacts* could mean that she can get someone else to do all that dirty work! Again, this will not suit all female characters, many of whom will be just as likely to be doing the wooing as being wooed.

RACIAL TEMPLATES

Of the humanoid races (humans, halflings, dwarves, elves, beastmen and orcs), only humans and halflings are really suitable for player-characters. The others are either possess alien thought processes and physiology (dwarves and elves), or are too bestial and brutal, and liable to be unplayable in any sort of human social situation (beastmen and orcs).

Human

0 points

Humans are the standard and players have a wide variety of choices when playing a human character, but players should still give some thought to the following:

- **Language.** Sadurian is the common language of the Empire but local (provincial) dialects can make understanding difficult. Each province treats speakers from other provinces as having a Comprehension level of *Accented*. Characters wishing to have *Native* comprehension in the dialect of another province should pay the addition 1 point per provincial dialect. Regional accents also exist within each province, but are easily understood by speakers of the same language and dialect and so do not require separate consideration. For more information on languages see B(4th)23).
- **Background skills.** Characters do not suddenly spring out of the ground with only the skills required to kill things. Players should decide what their character did before taking up adventuring, and then choose background skills their character has acquired in their previous life. The player can then spend up to 3 points on these skills, in whatever combination best suits the character ($\frac{1}{2}$ point each on six skills, 1 point each on three skills and so on). These points are effectively “free” as their cost is balanced by having the same number of negative points in buying *associates* (see below). Background skills are usually very mundane, rarely being immediately useful in adventuring situations, and should **never** include combat skills.

- **Associates.** *Associates* are minor *dependents* who the referee can use and abuse as scenario hooks. In the main, these associates are built on very few points (they are “normal people”) and can offer only very mundane help to the player-character, but they are also likely to appear very rarely in play (and then sometimes only after they have been killed). Example associates might be old lovers or friends, relatives, former tutors or masters, former neighbours, and so on. Associates are usually worth -1 point each and should be used to balance the cost of background skills (above). A maximum of 3 *associates* should normally be allowed, and they do not count towards the maximum number of Disadvantages.

Because these *associates* are plot hooks for the referee to use and abuse, players should not be penalised when they are killed or otherwise harmed, *unless* if the player makes no attempt to have his character rescue or avenge his friend. In this case, apply the usual penalty for allowing a *dependent* to come to harm.

- **Social skills.** If a character has status, remember the associated skills that are expected of him. Even an impoverished noble should have *savoir-faire* (*high society*), *dancing* and be literate. Tutoring ensures that the children of nobles learn these skills, and it would be highly unusual for any noble to grow up without them.
- **Literacy.** Sadurian society is illiterate by default (though most people are able to read and write their own name). Languages cost half the listed points, but must be bought as spoken and written separately.

Background Package. <i>All characters need to take this package.</i>	0 points
Language. <i>Own language and dialect</i>	0 Associates. <i>Minor dependents, @-1 -3*</i>
Area knowledge. <i>Default level for home area</i>	0
Background skills. <i>See above, @1</i>	3 *Does not count towards <i>Disadvantages</i>

Halfling

-11 points

Halfling society has a strong influence on its members, and the halfling social traits are so deeply ingrained in a halfling’s psyche that it is a highly unusual member of the race who does not share their society’s ethics.

Attribute modifiers: ST-8 [-20].

Secondary characteristic modifiers: SM-2, Basic move -1 [-5], Perception +1 [5].

Advantages: Danger Sense [15], High Manual Dexterity (1 level) [5], Magic Resistance* (2 levels) [4].

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* Halfling characters intending to study sorcery may pay an extra 2 points to make this advantage compatible with Magery.

Disadvantages: Chummy [-5], Gluttony [-5], Pacifism (reluctant killer) [-5].

Suggestions: The following are not mandatory for all halfling characters, but rather are commonly found halfling skills and traits that players might like to consider if playing a halfling character.

- Many halflings become *overweight* through their eating habits.
- Halfling society emphasises the home. *Housekeeping* is a common skill for both male and (especially) female halflings.
- Young male halflings spend a lot of time using their slings to drive off birds and rabbits. *Sling* skill is extremely common with halfling males.
- Halflings have a famously strong culture of hospitality. *Code of Honour (hospitality) [-5]* is very common for halflings brought up in their own society. Basically it means that a halfling will share his home and food with both strangers and friends, and feel dishonoured if he cannot do so.
- Halflings choosing to leave their community to wander the world are mistrusted by their peers as it entails abandoning their home. Halfling adventurers usually attract a *Social Stigma (adventurer) -2, amongst halflings only [-5]*.

ECONOMICS AND WEALTH

Money in Saduria comprises copper pennies, silver shillings, gold ducats (also known as florins) and gold sovereigns. Cash is well-used thanks to the trust that people have in it; the Emperor's head on the reverse is an Imperial guarantee that the coinage has its worth in precious metal. Any form of clipping or forging of coin is seen as a form of treason and harshly punished.

The economics of Saduria are founded on the manor, traditionally a knight's estate with one or more villages producing food and maybe other raw materials such as wood, coal or other minerals. Any excess food supplied by manors enables towns and cities to feed themselves by buying in this food, and thus freeing their populations to become artisans, scholars and entertainers. Traders and merchants selling the food for the yeomen travel to and from the manor, possibly returning from the towns with manufactured goods and fashions to sell to the village.

Trade in the Empire extends well beyond its own borders. Ships take goods to far-off lands, braving treacherous seas, storms, pirates and sea-monsters to make a profit for their investors.

Bribes

Bribery is not necessarily seen as wrong, but it will certainly be held against both briber and bribee if the bribe results in a crime being committed. Most civic councils publicly discourage bribery and deal harshly with both parties when blatant bribery is discovered, whilst at the same time accepting “favours” or “gifts” as thanks for processing applications. Court officials are only discouraged from accepting bribes when they do not send a cut to their superiors. The nobility happily accept bribes, but in the form of favours. This is an accepted and vital part of noble life, as favours may be worth far more than mere currency.

“Greasing the wheels”, bribing officials simply to have applications processed reasonably quickly, will normally cost the official's *rank* x 5 in shillings. Most people will expect a bribe of a day's wages for a small favour that might result in a minor reprimand (delaying a warrant for a day is an example), a week's wages if trouble is a likely result of discovery (losing or misfiling the warrant completely), a month's wages if it will get them into serious trouble or personal danger (destroying the warrant), or as much as a year's wages if it will probably cost them their job and/or criminal proceedings (writing out a false warrant). Bribes really ought to be accompanied by a suitable *Reaction* roll, possibly raising or lowering the bribe amount accordingly.

Adventurers' Wealth

Adventurers are able to quickly amass small fortunes by risking life and limb in their endeavours. Compared with the average man in Saduria, the wealth collected by adventurers is enough to live several lifetimes in comparative luxury. Naturally, most adventurers rarely manage to keep hold of their wealth for long and lose most of it in taverns and brothels along the way. This is where the problems start.

A local economy sets its prices according to demand; if the locals are poor, the prices will be low. If a band of wealthy adventurers suddenly rides into a village to use it as a base for the next month, prices will suddenly rise as more cash flows in. While the adventurers continue to flash their silver to buy food, lodging and pay for repairs and healing, this racing economy is relatively stable. When they leave, however, the prices suddenly crash again. Villages can find themselves in financial chaos thanks to a brief visit by high-spending adventurers.

Additionally, many adventurers are pretty free when hiring able-bodied men and women to act as guides, porters or henchmen, sometime hiring up to a dozen at a time. If a small village has its young, fit population depleted by any significant number like this, it will face future hardship through a lack of labour.

Many villages which have previously been unfortunate enough to have experienced this will be wary of adventurers using their location as a base. The more canny ones will simply overcharge the adventurers themselves

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(who, as everyone knows, are always rolling in silver), but others have to face the stark choice between financial chaos and simple greed.

Wealth and Status

Remember that buying wealth will automatically endow some status; *Wealthy* or better grants +1 status, *Multimillionaire +1* grants +2 status, and *Multimillionaire +2* grants +3 status.

Unfortunately, those with titles or theoretically high status (from titles and so on) have to have a commensurate income. Anyone who fails to maintain their lifestyle (in other words, fails to pay their monthly Cost of Living) will drop status to the level they are currently paying for. This is actually relatively common, and Saduria has quite a number of penniless nobles wandering the land. Conversely, paying the Cost of Living for a higher status than your own will allow you to temporarily gain status equal to *half* that they are paying for; it does not fool people into thinking that they have extra status, but people still want to associate with someone who throws so much silver about. If a character continues to pay this additional Cost of Living, the referee might allow them to buy additional a single additional level of status based purely on their perceived wealth.

Remember that status granted purely through Rank does not have to be maintained by the character; it is assumed that the organisation having promoted him meets those costs.

Cost of Living

Social Level	Example	Monthly Cost of Living
8	Emperor	50 000+
7	Rank 4 priest, independent king, prince, duke	20 000+
6	Count	10 000
5	Baron, viscount, major of provincial capital, merchant prince, rank 3 priest	5 000
4	Knight bannerette, city mayor, guildmaster	2 500
3	Landed knight, large town mayor, rank 2 priest	1 500
2	Household (bachelor) knight, provincial town mayor, wealthy guild merchant	800
1	Squire, village reeve, master artisan, rank 1 priest	400
0	Yeoman, guildsman, artisan, high servant, farm labourer	200
-1	Apprentice, Low servant	100
-2	Bonded labourer	50

-3	Slave	50
-4	Street beggar	50

SOCIAL STATUS

Characters who buy status through ranks ought to consider that most high offices have corresponding duties and responsibilities. Adventuring naturally involves leaving these responsibilities behind for long periods, and it is unlikely that characters will be able to maintain such positions for long. Remember also that buying Rank means that the employer or organisation covers any Cost of Living associated with any consequential status. As an example, the Supreme Patriarch, at status 7, actually only pays a Cost of Living at status 0, with the church authorities paying for his additional board and lodging, attendants and so on.

Buying status through titles and noble offices allows more freedom, but the character had better give some thought as to how he will support the expected lifestyle. A successful adventurer may be able to raise enough silver to pay for the expensive clothing, servants and so on, but most will not. It is permissible to claim a title without buy the associated status; treat this as a type of *Courtesy Rank* costing a point per level. This type of "status" represents an impoverished noble or a knight fallen on hard times. It may open some doors but most people will be singularly unimpressed.

To achieve the Ranks shown, both the corresponding Social Status and the Rank itself must be bought, as the Rank confers the Status in Sadurian society and it would be highly unusual to have one without the other.

Status linked by Rank

The corresponding status for those without rank is shown for comparison.

Status	Titled/Nobility/Gentry	Council	Guild/trade Rank	Religious Rank	Military Rank
8	The Emperor				
7	Independent king, prince or duke, (provincial ruler)			4. Supreme Patriarch, Lord High Theologian	
6	Count			4. Arch Druid	6. Lord High Marshal
5	Baron, viscount	3. Mayor of provincial capital	4. Merchant prince	3. Patriarch, Cardinal	5. General
4	Knight bannerette	3. City mayor	3. Guildmaster	3. Grand Druid	4. Commander
3	Knight	3. Large town mayor	2. Guild official	2. High priest, Bishop	3. Captain

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2	Household (bachelor) knight	3. Provincial town mayor	1. Wealthy guildsman	2. High druid	2. Lieutenant
1	Squire, Lady in Waiting	2. Village reeve 2. Civic councillor	2. Master artisan	1. Priest, druid	
0		1. Civic official	1. Guildsman 0. Non-guild tradesman	0. Lay worshipper 0. Novice or Acolyte	1. Sergeant 0. Soldier
-1			0. Apprentice		

Rank (for all ranked categories) coexists with status, Rank 2-4 grants +1 status and Rank 5-7 grants +2. It therefore costs 5 points/rank.

Any additional associated social Status must be bought before the Rank is achieved (certain standards are expected before granting such rank). *Wealthy* adds +1 Status as normal.

JOB TABLE

See B(4th)516-518 for more information on jobs. The following table is intended both to show how much NPCs can be expected to earn (and therefore how much bribes and so on will influence them), and to allow PCs to earn some honest cash during the lean times when adventuring is not turning a profit.

Most jobs will not make you rich without a great deal of luck. As long as their Cost of Living is met, most people are relatively happy.

Raw Materials and associated costs. Many jobs require that raw materials are bought and other costs are met (taxes, transport fees and so on). The income listed below assumes that these costs have been met, and so the income is taken as being net profit. However, where a variable income falls below the Cost of Living, the unlucky individual may still find himself owing money for these expenses. Increase the next month's Cost of Living by 1dx10% to cover these costs and any interest charged.

Table explanation. The table lists jobs by their normal wealth level, the associated wealth level multiplier has already been figured in (see B(4th)517 for more information on jobs and wealth).

- **Job title** is simply the name of the job. Where a job is marked ^F it indicates a freelance job. A ^G indicates that guild membership is required.
- **Required skills** indicate the minimum requirements a character needs to make a living at that job. Most jobs only require one skill, but may have several options. In this case, any of the required skills may be used as the prerequisite.

- **Monthly income** is the expected net profit (after 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. Income is expressed in shillings. The value of this is taken into account for deciding which wealth level the job fits into.
- **Job roll** shows the monthly roll a character needs to make to consider the month a success. PR means a roll against the *worst* prerequisite (where there are multiple prerequisites). Failure in most jobs has no real effect on the income, though an employee who fails several months in a row might get the sack. A critical success means a permanent 10% rise (though this might be taken away through repeatedly failed Job rolls).

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

- **Critical failure** indicates the effects of a critically failed Job roll. This might be physical damage (indicated by the number of dice), a lost job (**LJ**), bankruptcy (losing all goods except your clothes), loss of money (indicated by **-#i**, where # is the equivalent number of month's income lost), or even crippling injury (**C**) where a random limb is crippled (see B(4th)421 for details on crippling injuries). Other results are possible, and these are detailed individually.

The first effect listed occurs on a simple critical failure, the second occurs on a natural roll of 18.

<i>Job (Required Skills)</i>	<i>Monthly income</i>	<i>Job Rol</i>	<i>Critical Failure</i>
Poor Jobs			
Apprentice (no attribute below 7)	B&B+5	IQ	1d/LJ
Barmaid (<i>Carousing, Diplomacy</i> or <i>Sex Appeal</i> 10+)	50+2d	PR+1	LJ/1d & L.
Beggar ^F (no requirements, but +2 to Job roll for Pitable or obvious Physical Disadvantage)	20	Panhandling or Scrounging	2d
Labourer (ST 10+)	5xST	ST	2d & LJ/ 2d, LJ & -1
Low Servant (no attribute below 7)	B&B+5	IQ	LJ/LJ & whipped for 2d
Low Prostitute ^F	45+1d	IQ	-1i/2d (disease
Petty thief ^F (<i>Counterfeiting, Fast Talk, Filch, Holdout, Lockpicking, Observation, Pickpocket, Sleight of Hand, Smuggling, or Streetwise</i>)	1dx20	PR	3d/ 3d & arrest

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<i>Job (Required Skills)</i>	<i>Monthly income</i>	<i>Job Rol</i>	<i>Critical Failure</i>
Struggling Jobs			
Artisan's Assistant (Craft skill 12+)	150	PR	LJ/ -1i & LJ
Bandit ^F (weapon skill 11+)	3dx10	IQ	1d & -2i/arres
Farm labourer ^F (<i>Farming</i>)	120	PR	-1i/ -2i & LJ
Gambler ^F (<i>Streetwise & Gambling</i>)	110	PR	-1i/ -1i & 2c
Hired thug (ST 12+, <i>Brawling</i> 14+ or <i>Intimidation</i> 14+)	120	PR	2d/ 2d & arrest for assault
Messenger ^G (DX and HT 10+, & Move 5+)	100+2d	DX	1d & LJ/ 2d & L.
Peddler ^F (<i>Merchant</i>)	10xPR	PR	-1i/ -2i & 2d
Performer ^F (entertainment skill)	3dx10	PR	1d (thrown fruit) 2d (stones)
Prostitute ^F (<i>Sex Appeal</i> or <i>Professional Skill</i> – prostitute)	70+(1dx10)	PR	-1i/ 2d (disease)
Servant (<i>Animal Handling- horses or dogs, Cooking, Gardening, Falconry</i> or <i>Housekeeping</i>)	B&B+15	PR	LJ/-1i & L.
Teamster ^G (<i>Teamster</i>)	120	PR	1d & LJ/ 3d & LJ
Average Jobs			
Animal trainer (<i>Animal Handling</i> 12+ or <i>Veterinary</i>)	240	PR	2d/ 3d & LJ
Artisan ^G (<i>Craft skill</i> 12+)	250	PR	LJ/ -1i & L.
Bard ^{F G} (<i>Musical Instrument, Public Speaking</i> or <i>Singing</i>).	1dx25	PR	-1i/ -1i & 1d
Bureaucrat or Civic Official (<i>Literacy</i> , plus <i>Accounting</i> 12+ or <i>Administration</i> 12+)	250 + 30% chance of 2dx10 in bribes	PR	LJ/ LJ and arres for corruptior
Fisherman ^F (<i>Fishing</i> 12+)	200 + 1dx10	PR	-1i/ -1i & 2d
Forester (<i>Survival-woodland</i> 12+, plus missile weapon skill)	B&B + 50	IQ	2d/ 3d & L.
Guard (weapon skill 12+)	B&B + 40	PR	2d/ 3d & LJ
Mercenary (2 weapon skills 12+)	200 + 1dx10	PR	3d/ 4d & C

Job (Required Skills)	Monthly income	Job Rol	Critical Failure
Merchant ^{F G} (<i>Merchant</i> 12+)	260	PR	-1i/ -2i
Priest – Rank 0 (<i>Religious Ritual</i> 12+ and <i>Theology</i> 12+)	B&B + 20	PR	1d/ 1d & L.
Professional Gambler ^F (<i>Fast Talk</i> and <i>Gambling</i> and <i>Streetwise</i>)	20xIQ	PR	-2i/ -3i & 3d
Sergeant (<i>Soldier</i> , <i>Tactics</i> 12+, 2 weapon skills 12+)	B&B + 80	PR	2d/ 4d & C
Soldier (<i>Soldier</i> , plus 2 weapon skills 12+)	B&B + 60	PR	2d/ 4d & C
Watchman (<i>Intimidation</i> or <i>Streetwise</i> , plus weapon skill 12+)	220 + 2dx10 in bribes	PR	2d/ 3d & L.
Yeoman farmer ^F (<i>Farming</i> 12+)	200 + 1dx10	PR	-1i/ -1i & 2d
Comfortable Jobs			
Administrator (<i>Literacy</i> and <i>Accounting</i> 12+ and <i>Administration</i> 13+)	480 + 3dx10 in bribes	IQ	LJ/ LJ & arrest for corruption
Civic Councillor (<i>Politics</i> 12+). Note that most councillors have “real jobs” in addition to their council post.	150 + 3dx10 in bribes	IQ	-1i/ -1i , LJ and arrest fo corruptior
Courtesan ^F (<i>Appearance-Attractive</i> or better, plus either <i>Carousing</i> , <i>Connoisseur</i> , <i>Erotic Art</i> or <i>Savoir-faire</i>)	500	PR	-1i/ -2i & 2d
Gladiator (Weapon skill 12+) Note that failed Job Rolls automatically result in 1d damage	Skill x 40	PR	2d & C/ 4d & C
Inn or Tavern-keeper ^F (associated <i>Professional skill</i>)	450	PR	-1i/ bankrupt
Master Artisan ^{F G} (Craft skill 16+)	450	PR	-1i/ -2
Physician ^G (<i>Diagnosis</i> 12+ & <i>First Aid & Pharmacy-herbal</i> 12+)	Skill x 40	IQ	-1i/ -2i
Priest – Rank 1 (<i>Religious Ritual</i> 14+ and <i>Theology</i> 14+)	B&B + 50	PR	1d/ 1d & L.
Professional, ^G e.g. Heralds & Lawyers (associated <i>Professional skill</i> 14+)	Skill x 40	IQ	-1i/ -2i
Squire, landed ^F (<i>Administration</i> , <i>Farming</i> or <i>Finance</i>)	500	PR	-1i/ -2

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Job (Required Skills)	Monthly income	Job Rol	Critical Failure
Squire, landless (<i>Savoir-faire</i> 12+ & 2 weapon skills at 12+)	B&B + 100	IQ	1d/ 2d & LJ
Surgeon ^G (<i>Diagnosis</i> 12+ & <i>Surgery</i> 12+)	Skill x 40	IQ	-1i/ -2
Village Reeve (<i>Administration</i> 12+ and <i>Politics</i>). Note that most reeves are wealthy farmers in addition to their position as reeve.	2dx10	PR	-1i/ -1i & LJ
Wealthy yeoman farmer ^F (<i>Farming</i> 14+ and <i>Finance</i>)	450	PR	-1i/ -2
Wealthy Jobs			
Captain (<i>Strategy</i> 10+, 2 weapon skills 12+)	B&B + 200	PR	2d/ 3d & LJ
Guild Official ^G (<i>Literacy and Accounting</i> 12+ and <i>Administration</i> 13+). Note that most guild officials have "real jobs" in addition to their guild council post.	400 + 3dx10 in bribes	IQ	-1i/ -1i , LJ and arrest fo corruptio
Knight, household (3 weapon skills 12+ & <i>Riding</i> 12+)	B&B + 200	IQ	2d & -1i/ LJ
Knight, landed ^F (<i>Administration, Farming</i> or <i>Finance</i>)	2000	PR	-1i/ -2
Petty Captain (<i>Tactics</i> 10+, 2 weapon skills 12+)	B&B + 120	PR	2d/ 3d & LJ
Mayor (<i>Politics</i> 14+). Note that most mayors have "real jobs" in addition to their council post.	250 + 2dx10 in bribes	IQ	-1i/ -1i , LJ and arrest fo corruptio
Priest – Rank 2 (<i>Religious Ritual</i> 16+ and <i>Theology</i> 16+)	B&B + 150	PR	1d/ 1d & LJ
Wealthy Merchant ^{F G} (<i>Merchant & Finance</i>)	1000	PR	-1i/ -2
Very Wealthy Jobs			
Guild Master ^G (<i>Politics</i> 12+, plus <i>Literacy and Accounting</i> 12+ and <i>Administration</i> 13+).	3500 + 3dx100 in bribes	IQ	-1i/ -1i , LJ and arrest fo corruption
Knight Bannerette ^F (<i>Administration, Farming</i> or <i>Finance</i>)	3500	PR	-1i/ -2
Merchant Prince ^{F G} (<i>Administration & Finance & Merchant & Politics</i>)	5000 + 1dx1000	PR	-1i/ -6i
Priest – Rank 3 (<i>Religious Ritual</i> 18+ and <i>Theology</i> 18+)	B&B + 500	PR	1d/ 1d & L.

<i>Job (Required Skills)</i>	<i>Monthly income</i>	<i>Job Rol</i>	<i>Critical Failure</i>
Filthy Rich Jobs			
Priest – Rank 4 (<i>Religious Ritual</i> 20+ and <i>Theology</i> 20+)	B&B + 1000	PR	LJ/ LJ & charges of heresy