

Occupations

The following occupations can be bought with EDU points during step 1 in the character creation process.

When an occupation is bought the character receives all the listed skills at the given rank + STAT. These skills are “open”. Some occupations can choose further skills as they are made “open” to that occupation.

Multiple occupations can be bought.

Beaster (animal trapper and trainer)

Caji (Isho aware muadra)

Condrij (fighter/mercenary)

Dyte (isho illiterate gangster)

Entertainer

Entris (translator)

Ex-militia

Exporer/surveyor

Fadri (teacher/mentor)

Githerin (thief)

Gloundan shadow warrior (assassin)

Hishtin (caji trainor/sparrer)

Hunter/Gamekeeper

Iscin (scientist)

Jer (jungle runner)

Khetla (Khetla player)

Kladesman (professional)

Laysis (healer/physician)

Meirsh (marsh runner)

Merchant

Military Caji infantry

Military Cavalry

Military Infantry

Military Intelligence

Military Navy

Military Officer

Military Special Purpose

Monteer (mountain runner)

Priest/Priestess

Querrid (thriddle quester)

Sailor

Shast (Innkeeper)

Sherja (thike gladiator)

Siege engineer

Toth (country folk)

Tothis (city folk)

Whitehand / Dakrani (nobility)

Yiordeh (private eye)

Yord (guard)

Beaster (8)

- 50 Beast care
 - 50 1 animal
 - 40 2 animal
 - 30 1 animal
 - 40 Tracking
 - 40 Set/disarm traps
 - 40 Foraging
 - 50 1 weapon
 - 60 Local fauna
 - 40 Pod creatures
 - 30 Unarmed
- (Animal skills are “open”)

Caji (9) Muadra only

- Kerning
 - Unweaving
 - 60 Lore: Isho and dyshas
 - 50 Lore: Crystals
 - 60 2 dyshas
 - 50 3 dyshas
 - 100 Moon skills (divide points)
 - 30 Isho weather
 - 50 Throw dyshas
 - 30 Caji entropy
 - 30 Estimate isho
 - 30 Tra-sense
 - 50 Caji etiquette
 - +20 isho points
- (Crystal reading, isho weather, dyshas, weave tricks and other caji skills are “open”.)

Condrij (8)

- 40 Unarmed
- 50 1 weapon
- 40 2 weapons
- 30 First aid
- 40 Traveller
- 1 language
- 30 Stealth
- 1 Contact

Daijic (8)

- Interference
- 100 Moon skills
- 50 1 weapon
- 50 Crystal reading

- 20 Caji etiquette
- 30 Isho weather
- Streetwise at 2
- 1 contact
- 40 Lore: Isho and dyshas

Dyte (6)

- Kerning
- 50 Lightning blast
- 40 1 weapon
- Streetwise 2 (home city)
- 2 contacts
- 40 Stealth
- 40 Desti moon skill
- 50 Throw dyshas

Entertainer (5)

- 50 2 arts (sing, dance, instrument etc)
- 40 2 arts
- 40 Oratory
- 50 Story telling
- 30 Gambling
- 40 Fast-talk
- 2 contacts
- 40 Traveller
- Streetwise 2 (1 city)

Entris (6)

- Native tongue at 4
 - 1 language spoken at 4
 - 2 languages spoken at 3
 - 1 language spoken at 2
 - Literacy (native tongue)
 - Literacy other language
 - 40 Linguistics
 - 50 Human etiquette
 - 50 Oratory
 - 40 Information search
- (Languages are “open”)

Ex-militia (5)

- 40 Military etiquette
- 50 Swords
- 40 Polearms
- 30 Shields
- 30 Lore:Soldiery
- 30 First aid
- 40 Cook

Explorer/surveyor (7)

- 40 Navigation
- 50 Traveller
- 30 Geography
- 20 Geology
- 40 Local fauna
- 40 Local flora
- 40 1 weapon
- 1 contact
- 1 spoken language at 2

Fadri (5)

- 60 1 skill
- 40 Literature
- Speak native tongue at 4
- Literacy (Native tongue)
- 30 Human etiquette
- 50 Oratory

Githerin (8)

- 50 Stealth
- Streetwise 3 (home city)
- 3 contacts
- 50 1 weapon
- 30 1 weapon
- 40 Climbing
- 40 Jumping
- 40 Forgery
- 40 Pick pockets
- 40 Pick locks

Gloundan Shadow warrior (9)

- 50 Stealth
- 50 Throw Sis-ganj
- 50 Unarmed (sis-naun)
- 50 1 weapon
- 30 Poisons
- 40 Disguise
- Shadow sign language
- 40 Climb
- 30 Tracking

Hishtin (9) Boccord Only

- Interference
- 50 Lore: Isho and dyshas
- 100 Moon skills (divide points)
- 40 Signature spectrum
- 30 Race signature
- 20 False signature

- 10 Mask signature
- 20 Crystal reading
- 40 Caji etiquette
- +20 isho points

Hunter/Gamekeeper (7)

- 60 Stealth
- 40 Climb
- 60 Local fauna
- 40 Local Flora
- 50 Spear
- 50 Missile weapon
- 40 Weather
- 40 Set/disarm traps
- 50 Trackning

Iscin (7)

- 50 1 iscin skill
- 30 3 iscin skills
- 60 Arithmetic
- 1 language
- Literacy (native tongue)
- 40 Human etiquette
- 50 4 lore skills
- 30 Oratory
- 50 Information search
- 40 Politics
- (All iscin skills are "open")

Jer (7)

- 60 Lore: Jungles
- 50 Local flora
- 50 Local fauna
- 60 Local geography
- 50 1 weapon
- 40 1 missile weapon
- 40 Tracking
- 40 Foraging

Khetla Player (6)

- 50 Clubs
- 50 Play Khetla
- 40 Throw Object
- 40 Jump
- 4 1 Contact
- 20 First Aid

Kladesman (3)

60 1 occupational skill
 50 Politics
 50 Lore: Klades
 - 3 contacts
 40 Folk history

Learsis (5)

60 First aid
 40 Learsis
 30 Pathology
 40 Limilate making
 50 Lore: Limilates

Meirsh (7)

60 Lore: Marshes & swamps
 50 Local flora
 50 Local fauna
 60 Local geography
 50 1 weapon
 40 1 missile weapon
 40 Pod creatures
 40 Foraging

Merchant (6)

50 Traveller
 - Speak 2 languages at 2
 40 2 interaction skills
 50 Lore: Trade routes
 50 Lore: Trading/evaluation
 - 5 contacts
 30 1 weapon

Military (9) (Caji infantry)

60 Military etiquette
 50 Lore: Soldierly
 40 First aid
 - Kerning
 60 1 dysha
 50 2 dyshas
 50 Caji entropy
 50 Throw dyshas
 40 1 weapon

Military (9) (Cavalry)

60 Military etiquette
 50 Lore: Soldierly
 40 First aid
 50 1 animal

40 2 animals
 40 Beast care
 50 1 weapon
 40 1 weapon
 - 1 contact

Military (9) (Infantry)

60 Military etiquette
 50 Lore: Soldierly
 40 First aid
 40 1 Polearms
 40 2 weapons
 50 1 weapon
 30 Shield
 30 Stealth
 - 1 contact

Military (9) (Intelligence)

60 Military etiquette
 50 Lore: Soldierly
 40 First aid
 - 1 spoken language at 2
 50 Disguise
 40 Forgery
 50 Stealth
 50 1 weapon
 40 1 weapon

Military (9) (Navy)

60 Military etiquette
 40 First aid
 60 Sailing
 40 Weather
 40 Swim
 40 Climb
 50 1 weapon
 40 1 weapon
 - 1 contact
 40 Rope-mastery
 30 Stealth

Military (9) (Officer)

60 Military etiquette
 50 Human etiquette
 40 First aid
 40 Oratory
 - 2 contacts
 50 1 weapon
 40 1 weapon

- 40 Military tactics
- 1 spoken language at 2 (enemy's)
- Literacy

Military (7) (Special purpose)

- 60 Military etiquette
- 40 First aid
- 50 Lore: Soldierly
- 50 1 skill
- (Learsis, carpentry etc)
- 50 1 weapon
- 40 1 weapon

Monteer (7)

- 60 Lore: Mountains
- 50 Local flora
- 50 Local fauna
- 60 Local Geography
- 50 1 weapon
- 40 1 missile weapon
- 40 Tracking
- 40 Foraging

Priest (6)

- 50 Folk history
- 40 Politics
- 70 Lore (own religion)
- 40 Arithmetic
- 40 Human etiquette
- 50 Oratory
- 40 In special skill
- (first aid, astronomy etc)
- 30 Singing
- 40 Information search
- Literacy
- 1 language spoken at 2
- 2 contacts

Querrid (4)

- 40 Thriddle madness
- Speak triddis at 2
- 50 Traveller
- 50 Arithmetic
- 40 1 weapon
- 50 Information search

Sailor (6)

- 60 Sailing
- 40 Swim

- 50 Climb
- 50 Traveller
- 60 Lore: Boats
- 40 1 weapon
- 50 Weather
- 50 Fishing
- 1 language spoken at 2
- 50 Rope-mastery

Shast (4)

- 3 contacts
- 60 Lore: Beverages
- 40 Gambling
- Streetwise 3 (1 city)
- 50 Politics
- 40 Folk history
- 30 Fast-talk
- 50 Cooking
- 30 1 weapon

Sherja (7)

- 50 Unarmed
- 50 Thikes
- 50 1 weapon
- 40 Jump
- 40 Climb
- 40 Shield

Siege-engineer (9)

- 30 Engineering
- 50 Military etiquette
- 60 Lore: Siege warfare
- 50 Lore: Siege machines
- 50 1 weapon
- 40 Military tactics
- 30 Bochigon
- 40 Thombo
- 50 Arithmetic
- 30 Geology
- 50 Carpentry

Toth (3)

- 60 Farming
- 50 Weather
- 40 Beast care
- 40 Thombo
- 40 Local geography
- 40 Cooking
- 30 Hunting weapon

Tothis (3)

- Streetwise 1 (home city)
- 30 Fast talk
- 50 Politics
- 40 Folk history
- 40 Cooking
- 2 contacts

Whitehand / Dakrani (8)

- 30 1 weapon
- 20 Folk History
- 60 Politics
- 40 Oratory
- 50 Human Etiquette
- 50 Dharsage Silver
- 20 1 Iscin skill
- 2 1 language
- Literacy

Yiordeh (5)

- Streetwise 2
- 50 Fast talk
- 50 1 weapon
- 30 Stealth
- 40 Unarmed
- 2 contacts

Yord (5)

- Streetwise 2
- 50 Polearms
- 40 1 weapon
- 50 Unarmed
- 30 Stealth
- 1 contact