

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 BASE + the factor stated in the package.

These skills are regarded as “open” and as monopoly skills meaning they **are cheaper to raise, and** can be raised to 16 instead of 12.

Some occupations can choose further skills in a certain skill category, as they are made “open” to that occupation.

Multiple occupations can be bought at character creation. No further occupations can be bought later with XP.

The letters after the occupation name and cost indicate the Hero Attributes linked to it. C=Combat, L=Learned, I=Isho, W= Wilderness, S=Social, F=Fate, U=Urban

Beaster (animal trapper and trainer)

Caji (Isho aware muadra)

Condrij (fighter/mercenary)

Destirion (Burdothian Red Guard)

Dyte (isho illiterate gangster)

Entertainer

Entris (translator)

Ex-militia

Exporer/surveyor

Fadri (teacher/mentor)

Firelance Knight (Thanterian elite)

Foreer (forest runner)

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 (7) W

- +1 WILL
 - +4 Beast care
 - +3 1 animal skill
 - +2 3 animal skills
 - +2 Tracking
 - +3 Set/disarm traps
 - +2 Foraging
 - +3 1 weapon
 - +4 Local fauna
 - +1 Pod creatures
 - +1 Unarmed
- (Animal skills are “open” with monopoly)

Caji (7) I (Muadra only)

- +1 Dodge
 - Kerning
 - Unweaving
 - +4 Lore: Isho and Dyshas
 - +3 Lore: Crystals
 - +4 Weave Dyshas
 - 6 dyshas
 - 12 Moon skill points (divide)
 - +1 Isho weather
 - +3 Throw dyshas
 - +2 Caji entropy
 - +1 Crystal reading
 - +1 Tra-sense
 - +4 Caji etiquette
 - +40 isho points
- (Isho skills and Weave Tricks are “open” with monopoly.)

Condrij (7) C

- +1 Dodge
 - +3 Unarmed
 - +4 1 weapon
 - +3 2 weapons
 - +2 First aid
 - +1 Peoples & Places
 - 1 language at rank 2
 - +2 Stealth
 - 1 Loyal contact
 - +10 IP Potential Max
- (Monopoly on all Combat skills)

Daijic (7) I

- +1 Dodge
 - Interference
 - 10 Moon skill points (divide)
 - +3 1 weapon
 - +4 Crystal reading
 - +1 Caji etiquette
 - +1 Isho weather
 - Streetwise at 2
 - 1 contact
 - +2 Lore: Isho and dyshas
- (Hishtin skills are “open” with monopoly)

Destirion (8) C

- +1 Dodge
- +3 2 weapons
- +2 Unarmed
- +1 Pistols
- +2 Military etiquette
- +2 Human etiquette
- +3 Lore: Law
- +3 Politics
- +4 Peoples & Places
- 1 friendly Contact
- 1 loyal Contact
- +3 Oratory
- +3 Dharsage Silver
- +2 Folk History
- 1 Language at rank 2
- Literacy (native tongue)

Dyte (4) U

- +1 Dodge
- Kerning
- +4 Lightning blast
- +2 1 weapon
- Streetwise (home city)
- 2 friendly contacts
- +2 Stealth
- 4 Desti moon skill points
- +3 Throw dyshas
- +10 IP Potential Max

Entertainer (5) S

- +1 SOC
- +4 2 arts (sing, dance, instrument etc)
- +3 2 arts
- +3 Oratory

- +3 Story telling
 - +3 Stories & Legends
 - +2 Gambling
 - +4 Fast-talk
 - 2 friendly contacts
 - +4 Peoples & Places
 - Streetwise (1 cities)
 - +2 1 Interaction skill
- (“Arts” and “social” skills are “open” with monopoly)

Entris (5) L

- +1 INT
 - 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
 - +4 Linguistics
 - +3 Human etiquette
 - +2 2 Interaction skills
 - +4 Oratory
 - +2 Information search
- (Languages and Interaction skills are “open” with monopoly)

Ex-militia (4) C

- +1 Dodge
- +2 Military etiquette
- +3 Swords
- +2 Polearms
- +2 Shields
- +1 Lore: Soldierly
- +2 First aid
- +1 Cook

Explorer/surveyor (6) S

- +1 MOX
- +4 Navigation
- +4 Peoples & Places
- +3 Geography
- +1 Geology
- +3 Local fauna
- +3 Local flora
- +3 Mapmaking
- +1 Trekking
- +2 1 Common skill
- +2 1 weapon
- +2 1 Interaction skill

- 1 loyal contact
- 2 friendly contacts
- 1 spoken language at 2

Fadri (4) L

- +1 INT
 - +4 1 skill (any)
 - +3 2 Common skills
 - +3 1 occupational skill
 - +3 Literature
 - Speak native tongue at rank 4
 - Literacy (native tongue)
 - +2 Human etiquette
 - +4 Oratory
 - 1 friendly contact
- (Monopoly on all Lore skills)

Firelance Knight (8) C (humans only)

- +1 Dodge
 - +4 Polearms
 - +4 1 weapon
 - +3 Unarmed
 - +1 Rifles
 - +4 Military etiquette
 - +2 Human etiquette
 - +2 Horses
 - +3 Thombos
 - 1 loyal Contact
 - +4 Dharsage Silver
 - +4 Folk History
 - +3 Lore: Holy Pluran Church
 - Literacy (native tongue)
 - +10 IP Potential Max
- (Monopoly on all Combat skills)

Foreer (6) W

- +1 AWA
- +4 Lore: Forests
- +3 Local flora
- +3 Local fauna
- +1 Peoples & Places
- +3 1 weapon
- +3 1 missile weapon
- +3 Tracking
- +4 Foraging
- +4 Trekking
- +1 Navigation
- +10 IP Potential Max

Githerin (7) U

- +1 Dodge
 - +4 Stealth
 - Streetwise (home city)
 - 3 friendly Contacts
 - 3 loyal Contact
 - +3 1 weapon
 - +3 1 weapon
 - +4 Climbing
 - +4 Jumping
 - +3 Forgery
 - +3 Pick pockets
 - +4 Pick locks
 - +3 1 occupational skill
- (Monopoly on all physical skills)

Gloundan Shadow warrior (8) C

- +1 Dodge
 - +4 Stealth
 - +4 Throw Sis-ganj
 - +4 Unarmed (sis-naun)
 - +3 1 weapon
 - +2 Poisons
 - +3 Disguise
 - Shadow sign language (rank 2)
 - +4 Climb
 - +10 IP Potential Max
- (Monopoly on all Combat and Physical skills)

Hishtin (7) I (Boccord Only)

- +1 Dodge
 - Interference
 - +4 Lore: Isho and dyshas
 - 10 Moon skill points (divide)
 - +4 Signature spectrum
 - +3 Race signature
 - +2 False signature
 - +1 Mask signature
 - +2 Crystal reading
 - +3 Caji etiquette
 - +20 isho points
- (Hishtin skills are "Open" with monopoly)

Hunter/Gamekeeper (6) W

- +1 AWA
- +4 Stealth
- +3 Climb
- +4 Local fauna

- +3 Local Flora
- +3 Spear
- +3 Missile weapon
- +3 Foraging
- +4 Weather
- +4 Set/disarm traps
- +4 Tracking
- +2 Trekking
- +10 IP Potential Max

Iscin (6) L

- +1 INT
 - +4 1 iscin skill
 - +3 3 iscin skills
 - 1 language at rank 2
 - Literacy (native tongue)
 - +3 2 Common skills
 - +3 Human etiquette
 - +4 4 lore skills
 - +3 Oratory
 - +4 Information search
 - +3 Politics
- (All Iscin and lore skills are "open" with Monopoly)

Jer (6) W

- +1 AWA
- +4 Lore: Jungles
- +3 Local flora
- +3 Local fauna
- +1 Peoples & Places
- +3 1 weapon
- +3 1 missile weapon
- +3 Tracking
- +4 Foraging
- +4 Trekking
- +1 Navigation
- +10 IP Potential Max

Khetla Player (5) U

- +1 Dodge
 - +3 Clubs
 - +4 Play Khetla
 - +3 Throw Object
 - +2 Unarmed
 - +4 Jump
 - 3 friendly Contacts
 - +1 First Aid
 - +10 IP Potential Max
- (Monopoly on all Physical skills)

Kladesman (5) U S

- +1 MOX
- +4 1 occupational skill
- +3 1 occupational skill
- +2 2 common skills
- +1 Evaluation
- +1 Politics
- +4 Lore: Klades
- 3 friendly Contacts
- +2 Folk history

Learsis (4) L

- +1 WILL
- +4 First aid
- +4 Learsis
- +3 Pathology
- +4 Limilate making
- +4 Lore: Limilates

Meirsh (6) W

- +1 AWA
- +4 Lore: Marshes & swamps
- +3 Local flora
- +3 Local fauna
- +1 Peoples & Places
- +3 1 weapon
- +3 1 missile weapon
- +2 Pod creatures
- +4 Foraging
- +4 Trekking
- +1 Navigation
- +10 IP Potential Max

Merchant (5) S

- +1 SOC
- +4 Peoples & Places
- Speak 2 languages at rank 2
- +2 2 Interaction skills
- +4 Lore: Trade routes
- +4 Evaluation
- 5 friendly contacts
- +2 1 weapon
- +2 Fast Talk

Military (8) C I (Caji infantry, muadra only)

- +1 Dodge
- +3 Military etiquette
- +2 Caji etiquette

- +4 Lore: Soldierly
 - +2 Lore: Isho & Dyshas
 - +3 Stealth
 - +2 First aid
 - Kerning
 - 10 Moon skill points (divide)
 - +4 2 dyshas
 - +3 2 dyshas
 - +4 Caji entropy
 - +4 Throw dyshas
 - +4 1 weapon
 - +10 Isho points
 - +10 IP Potential Max
- (Isho skills, Dyshas and Weave Tricks are “open” with monopoly)

Military (8) C (Cavalry)

- +1 Dodge
 - +4 Military etiquette
 - +4 Lore: Soldierly
 - +2 First aid
 - +4 1 animal
 - +2 2 animals
 - +4 Beast care
 - +4 1 weapon
 - +3 1 weapon
 - 1 loyal Contact
 - +10 IP Potential Max
- (Monopoly on all Combat skills)

Military (8) C (Infantry)

- +1 Dodge
 - +4 Military etiquette
 - +4 Lore: Soldierly
 - +2 First aid
 - +3 1 Polearms
 - +2 2 weapons
 - +4 1 weapon
 - +2 Shield
 - +2 Stealth
 - 1 Loyal Contact
 - +10 IP Potential Max
- (Monopoly on all Combat skills)

Military (8) C (Intelligence)

- +1 AWA
- +4 Military etiquette
- +4 Lore: Soldierly
- +3 Peoples & Places
- +2 First aid

- 1 spoken language at rank 2
 - Literacy (native tongue)
 - Literacy (other language)
 - +4 Disguise
 - +1 Acting
 - +1 Fast Talk
 - +4 Forgery
 - +4 Stealth
 - +4 1 weapon
 - +3 1 weapon
 - +10 IP Potential Max
- (Monopoly on all Combat skills)

Military (8) C (Navy)

- +1 Dodge
 - +4 Military etiquette
 - +2 First aid
 - +4 Sailing
 - +1 Navigation
 - +4 Weather
 - +4 Swim
 - +4 Climb
 - +4 1 weapon
 - +3 1 weapon
 - 1 Loyal Contact
 - +3 Rope-mastery
 - +2 Stealth
 - +10 IP Potential Max
- (Monopoly on all Combat skills)

Military C (8) (Officer)

- +1 INT
 - +4 Military etiquette
 - 50 Human etiquette
 - +1 Lore: Soldierly
 - +1 First aid
 - +3 Oratory
 - 1 loyal Contact
 - +4 1 weapon
 - +3 1 weapon
 - +4 Military tactics
 - 1 spoken language at 2 (enemy's)
 - Literacy (native tongue)
 - +10 IP Potential Max
- (Monopoly on all Combat skills)

Military (8) C (Special purpose)

- +1 Dodge
- +4 Military etiquette

- +2 First aid
 - +4 Lore: Soldierly
 - +4 1 skill (Learns, carpentry etc)
 - +3 1 Common skill
 - +4 1 weapon
 - +3 1 weapon
 - +10 IP Potential Max
- (Monopoly on all Combat skills)

Monteer (6) W

- +1 AWA
- +4 Lore: Mountains
- +3 Local flora
- +3 Local fauna
- +1 Peoples & Places
- +3 1 weapon
- +3 1 missile weapon
- +3 Tracking
- +4 Foraging
- +4 Trekking
- +1 Navigation
- +10 IP Potential Max

Priest (5) L

- +1 SOC
- +3 Folk history
- +2 Politics
- +4 Lore (own religion)
- +2 Peoples & Places
- +3 Religions & Cults
- +3 Human etiquette
- +4 Oratory
- +3 In special skill (any)
(first aid, astronomy etc)
- +2 Singing
- +4 Information search
- Literacy (native tongue)
- 1 language spoken at rank 2
- 2 friendly Contacts
- 1 loyal Contact

Querrid (4) L

- +1 INT
- +3 Thriddle madness
- Speak Triddis at rank 2
- Literacy (native tongue)
- +4 Peoples & Places
- +4 Lore: Thriddle culture
- +2 1 Interaction skill
- +4 Information search

Sailor (5) W

- +1 MOX
- +4 Sailing
- +3 Swim
- +3 Climb
- +4 People & Places
- +4 Lore: Boats
- +2 1 weapon
- +4 Weather
- +4 Fishing
- 1 language spoken at rank 2
- +4 Rope-mastery

Shast (4) U

- +1 SOC
- 4 friendly Contacts
- 1 Loyal Contact
- +4 Lore: Beverages
- +3 Gambling
- Streetwise (1 city)
- +3 Politics
- +1 Stories & Legends
- +1 Evaluation
- +3 Folk history
- +4 Fast-talk
- +4 Cooking
- +2 1 weapon

Sherja (5) C

- +1 Dodge
- +4 Unarmed
- +4 Thikes
- +4 1 weapon
- +3 Jump
- +3 Climb
- +3 Shield
- +10 IP Potential Max
(Monopoly on all Combat skills)

Siege-engineer (8) L

- +1 INT
- +3 Engineering
- +3 Military etiquette
- +4 Lore: Siege warfare
- +4 Lore: Siege machines
- +3 1 weapon
- +3 Military tactics
- +2 Bochigon
- +2 Thombo
- +2 Geology

- +4 Carpentry
- Literacy (native tongue)

Toth (3)

- +4 Farming
- +3 Weather
- +3 Beast care
- +2 Local flora
- +2 Local fauna
- +2 Thombo
- +1 Stories & Legends
- +3 Cooking
- +3 Hunting weapon

Tothis (3)

- Streetwise (home city)
- +3 Fast talk
- +3 1 Occupational skill
- +2 1 Common skill
- +1 Peoples & Places
- +3 Politics
- +2 Folk history
- +2 Cooking
- 2 friendly contacts

Whitehand/Dakrani (6) S (Humans only)

- +1 SOC
- +3 1 weapon
- +3 Folk History
- +4 Politics
- +4 Oratory
- +4 Human Etiquette
- +4 Dharsage Silver
- +2 1 Iscin skill
- Speak native tongue at rank 4
- 1 language at rank 2
- Literacy (native tongue)

Yiordeh (4) U

- +1 Dodge
- Streetwise (1 city)
- +4 Fast talk
- +3 1 weapon
- +3 Stealth
- +3 Unarmed
- 2 friendly contacts

Yord (4) U

- +1 Dodge
- Streetwise (1 city)
- +3 Polearms
- +2 1 weapon
- +3 Unarmed
- +3 Lore: Law
- +2 Stealth
- 3 friendly Contacts