

Agitator

Bibliotekskunskap, Charma, Bluffa,
Konst & hantverk (Skådespelare), Psykologi, Språk (An-
nat), Övertyga, en valfri färdighet

Antikhandlare/Bokhandlare

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 50%
- Appraise 60%
- History 80%
- Research 60%
- Persuade 60%
- Search 60%

Choose any 4 of these that you don't already have:

- Charm 60%
- Craft (Type) 40%
- Foreign Language (Type) 40%
- Occult 50%
- Regional Lore (Type) 40%
- Streetwise (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

Bibliotikarie/Amanuens

RECOMMENDED STATS: INT, POW

ARCHETYPAL SKILLS:

- Administration 40%
- Insight 60%
- Persuade 60%
- Research 70%
- Search 60%
- Social Etiquette 50%
- Use Gadgets 40%

Choose any 5 of these that you don't already have:

- Anthropology 40%
- Archeology 40%
- Art (Type) 40%
- Foreign Language (Type) 40%
- History 50%
- Law (Type) 40%

- Medicine 40%
 - Occult 50%
 - Regional Lore (Type) 40%
 - Science (Type) 40%
- STARTING RESOURCES: 4
BONDS: 2

Arbetare/Daglönare

Lantbrukare/Dräng/Piga/Statare

Arkeolog
Arkitekt
Bartender/Krögare
Bedragare

Bokhållare
Brandsoldat

Betjänt/Hembiträde

Chaufför
Cirkusartist

Dykare
Estradör
Fabrikör

Fotograf

RECOMMENDED STATS: INT, CHA
ARCHETYPAL SKILLS:

- Alertness 50%
- Art (Photography) 50%
- Insight 60%
- Research 50%
- Stealth 60%
- Social Etiquette 30%

Choose any 4 of these that you don't already have:

- Athletics 70%
- Foreign Language (Type) 40%

- Natural World 50%
- Regional Lore (Type) 40%
- Science (Chemistry) 40%
- Search 60%
- Streetwise (Type) 40%
- Survival (Type) 50%
- Track 50%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 4

Idrottare

Ingenjör

RECOMMENDED STATS: INT, DEX

ARCHETYPAL SKILLS:

- Craft (Type) 50%
- Law (Type) 20%
- Research 60%
- Science (Type) 60%
- Search 60%
- Social Etiquette 30%
- Use Gadgets 50%

Choose any 4 of these that you don't already have:

- Anthropology 40%
- Archeology 40%
- Firearms 60%
- Foreign Language (Type) 40%
- Heavy Machinery 50%
- Military Training (Type) 40%
- Psychoanalyze 50%
- Science (Type) 40%

STARTING RESOURCES: 5

BONDS: 2

Författare/Journalist

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Art (Type) 50%
- Insight 60%
- Research 60%

- Search 60%
- Social Etiquette 30%

Choose any 4 of these that you don't already have:

- Administration 50%
- Anthropology 40%
- Archeology 40%
- Foreign Language (Type) 40%
- History 50%
- Law (Type) 40%
- Occult 50%
- Regional Lore (Type) 40%
- Science (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 4

Jurist

Konstnär/Konstkännare

RECOMMENDED STATS: DEX

ARCHETYPAL SKILLS:

- Appraise 40%
- Art (Type) 60%
- Art (Type) 40%
- Insight 60%
- Search 60%
- Streetwise (Type) 30%
- Social Etiquette 50%

Choose any 4 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Anthropology 40%
- Athletics 70%
- Harangue 50%
- Heavy Machinery 50%
- Natural World 50%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

Landsfiskal

Ligist/Spritsmugglare

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 50%
- Appraise 40%
- Athletics 50%
- Insight 40%
- Search 50%
- Stealth 60%
- Streetwise (Type) 40%

Choose any 3 of these that you don't already have:

- Craft (Type) 40%
- Disguise 50%
- Firearms 60%
- Harangue 50%
- Law (Type) 40%
- Melee Weapons 70%
- Unarmed Combat 60%
- Use Gadgets 40%

STARTING RESOURCES: 5

BONDS: 4

Luffare

Läkare/Sjuksköterska

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 30%
- Charm 60%
- First Aid 50%

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- Insight 50%
- Medicine 50%
- Search 60%
- Social Etiquette 50%
- Surgery 50%

Choose any 2 of these that you don't already have:

- Foreign Language (Type) 40%
- Military Training (Type) 40%
- Psychoanalyze 50%
- Research 50%
- Science (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 5

BONDS: 3

Mekaniker

RECOMMENDED STATS: DEX

ARCHETYPAL SKILLS:

- Appraise 40%
- Craft (Mechanic) 50%
- Craft (Jury-Rigging) 60%
- Heavy Machinery 60%
- Insight 60%
- Use Gadgets 50%

Choose any 4 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Athletics 70%
- Drive 60%
- First Aid 50%
- Harangue 50%
- Search 60%
- Streetwise (Ports and Factories) 40%

STARTING RESOURCES: 4

BONDS: 3

Mentalvårdare

Missionär

Musiker

Nåjd

Officer

Pilot

Polisdetektiv

Poliskonstapel

Polissyster

Präst

Psykolog

RECOMMENDED STATS: POW, INT

- Anthropology 50%
- Insight 60%
- Medicine 40%
- Psychoanalyze 70%
- Science (Type) 50%
- Social Etiquette 40%

Choose any 3 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Charm 60%
- Foreign Language (Type) 40%
- Law (Type) 40%
- Research 50%

STARTING RESOURCES: 5

BONDS: 3

Redaktör/Förläggare

Renskötare

Revolutionär

Samisk jägare

Sekreterare

Sjöman

Skådespelare

Soldat

Spiritist

RECOMMENDED STATS: POW, CHA

ARCHETYPAL SKILLS:

- Anthropology 30%
- Insight 50%
- Occult 70%
- Persuade 40%
- Research 40%
- Social Etiquette 60%

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Choose any 3 of these that you don't already have:

- Art (Type) 40%
- Charm 60%
- Foreign Language (Type) 40%
- History 50%
- Psychoanalyze 50%
- Regional Lore (Type) 40%

STARTING RESOURCES: 5

BONDS: 4

Student/Magister/Lektor/Doktor

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 60%
- Anthropology 50%
- Archeology 50%
- History 70%
- Research 60%
- Social Etiquette 40%

Choose any 4 of these that you don't already have:

- Art (Type) 40%
- Craft (Type) 40%
- Foreign Language (Type) 40%
- Law (Type) 40%
- Military Training (Type) 40%
- Persuade 60%
- Regional Lore (Type) 40%
- Search 60%

STARTING RESOURCES: 4

BONDS: 3

Upptäcktsresande

RECOMMENDED STATS: INT, DEX

ARCHETYPAL SKILLS:

- Athletics 60%
- Craft (Mapmaking) 50%
- Drive 50%
- Firearms 60%
- Navigate 60%
- Natural World 60%
- Swim 60%
- Use Gadgets 50%

Choose any 4 of these that you don't already have:

- Alertness 60%
- First Aid 50%
- Foreign Language (Type) 40%
- Melee Weapons 70%
- Pilot 40%
- Search 60%
- Survival (Type) 50%
- Track 50%

STARTING RESOURCES: 4

BONDS: 2

Kartograf

RECOMMENDED STATS: INT, DEX

ARCHETYPAL SKILLS:

- Craft (Mapmaking) 50%
- Law (Land Rights) 20%
- Navigate 60%
- Natural World 30%
- Research 60%
- Science (Cartography) 50%
- Use Gadgets 50%

Choose any 4 of these that you don't already have:

- Alertness 60%
- Drive 60%
- Foreign Language (Type) 40%
- Heavy Machinery 50%
- Regional Lore (Type) 40%
- Science (Geography) 40%
- Search 60%
- Survival (Type) 50%

STARTING RESOURCES: 5

BONDS: 2

Privatsnok

RECOMMENDED STATS: INT, STR

ARCHETYPAL SKILLS:

- Alertness 50%
- Firearms 60%
- First Aid 50%
- Insight 50%
- Law (Type) 50%
- Streetwise (Type) 40%
- Search 70%
- Use Gadgets 40%

Choose any 3 of these that you don't already have:

- Administration 50%

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- Social Etiquette 50%
- Athletics 70%
- Charm 60%
- Disguise 50%
- Dodge 70%

- Drive 60%
 - Harangue 50%
 - Melee Weapons 70%
 - Research 50%
- STARTING RESOURCES: 4
- BONDS: 3

Expanded List of Jazz Age Archetypes

Alienist/Psychiatrist

RECOMMENDED STATS: POW, INT

ARCHETYPAL SKILLS:

- Anthropology 50%
- Insight 60%
- Medicine 40%
- Psychoanalyze 70%
- Science (Type) 50%
- Social Etiquette 40%

Choose any 3 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Charm 60%
- Foreign Language (Type) 40%
- Law (Type) 40%
- Research 50%

STARTING RESOURCES: 5

BONDS: 3

Animal Handler/Zookeeper

RECOMMENDED STATS: DEX, STR

ARCHETYPAL SKILLS:

- Alertness 70%
- Athletics 60%
- First Aid 60%
- Natural World 70%
- Stealth 60%
- Ride 60%
- Track 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Dodge 70%
- Firearms 60%
- Insight 50%
- Persuade 60%
- Science (Type) 40%
- Survival (Type) 50%

STARTING RESOURCES: 4

BONDS: 2

Antiquarian

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 50%
- Appraise 60%
- History 80%
- Regional Lore (Type) 50%
- Persuade 60%
- Search 60%

Choose any 4 of these that you don't already have:

- Anthropology 40%
- Art (Type) 40%
- Foreign Language (Type) 40%
- Insight 50%
- Regional Lore (Type) 40%
- Research 50%
- Social Etiquette 50%
- Streetwise (A Local Criminal Gang) 40%

STARTING RESOURCES: 4

BONDS: 3

Archeologist

RECOMMENDED STATS: INT, CON

ARCHETYPAL SKILLS:

- Archeology 70%
- Appraise 50%
- Craft (Type) 40%
- History 60%
- Navigate 60%
- Regional Lore (Type) 50%
- Search 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- First Aid 50%
- Foreign Language (Type) 40%
- Heavy Machinery 50%
- Research 50%
- Ride 50%
- Science (Type) 40%
- Survival (Type) 50%
- Track 50%

STARTING RESOURCES: 3

BONDS: 3

Artist

RECOMMENDED STATS: DEX

ARCHETYPAL SKILLS:

- Appraise 40%
- Art (Type) 60%
- Art (Type) 40%
- Insight 60%
- Search 60%
- Persuade 50%

Choose any 5 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Anthropology 40%
- Charm 60%
- Craft (Type) 40%
- Disguise 50%
- Foreign Language (Type) 40%
- Natural World 50%
- Social Etiquette 50%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

Athlete

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 70%
- Athletics 80%

- Charm 50%
- Dodge 70%
- First Aid 60%
- Swim 50%
- Unarmed Combat 60%

Choose any 4 of these that you don't already have:

- Craft (Type) 40%
- Insight 50%
- Melee Weapons 70%
- Natural World 50%
- Ride 50%
- Search 60%
- Stealth 50%
- Streetwise (Type) 40%

STARTING RESOURCES: 3

BONDS: 4

Author

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Art (Writing) 60%
- Insight 60%
- Research 70%
- Search 60%
- Social Etiquette 50%

Choose any 5 of these that you don't already have:

- Administration 50%
- Anthropology 40%
- Archeology 40%
- Foreign Language (Type) 40%
- History 50%
- Law (Type) 40%
- Medicine 40%
- Occult 50%
- Regional Lore (Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 4

BONDS: 3

Aviator/Aviatrix

RECOMMENDED STATS: DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Craft (Type) 40%
- Heavy Machinery 50%
- Navigate 60%
- Pilot (Aircraft Type) 70%
- Search 60%

Choose any 3 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Dodge 70%
- Foreign Language (Type) 40%
- Natural World 50%
- Pilot (Another Aircraft Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 5

BONDS: 3

Bartender/Café Owner/Diner Operator

RECOMMENDED STATS: CHA

ARCHETYPAL SKILLS:

- Administration 40%
- Alertness 60%
- Charm 50%
- Insight 60%
- Regional Lore (Type) 40%
- Streetwise (Type) 50%
- Unarmed Combat 50%

Choose any 2 of these that you don't already have:

- Athletics 70%
- Harangue 50%
- Persuade 60%
- Psychoanalyze 50%
- Search 60%
- Stealth 50%

STARTING RESOURCES: 3

BONDS: 6

Bon Vivant/Bright Young Thing/Dilettante

RECOMMENDED STATS: POW, CHA

ARCHETYPAL SKILLS:

- Appraise 60%
- Art (Type) 40%
- Charm 60%
- Regional Lore (Type) 50%
- Social Etiquette 60%

Choose any 3 of these that you don't already have:

- Anthropology 40%
- Art (Type) 40%
- Athletics 70%
- Craft (Type) 40%
- Disguise 50%
- Drive 60%
- Foreign Language (Type) 40%
- Insight 50%
- Persuade 60%

STARTING RESOURCES: 5

BONDS: 4

Book Dealer

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 50%
- Appraise 60%
- Craft (Bookbinding) 70%
- History 60%
- Research 50%
- Search 60%

Choose any 4 of these that you don't already have:

- Anthropology 40%
- Art (Type) 40% or Craft (Type) 40%
- Charm 60%
- Foreign Language (Type) 40%
- Insight 50%
- Occult 50%
- Persuade 60%
- Streetwise (A Local Criminal Gang) 40%

STARTING RESOURCES: 4

BONDS: 3

Bootlegger

RECOMMENDED STATS: DEX, CHA

ARCHETYPAL SKILLS:

- Alertness 60%
- Drive 60%
- Firearms 50%
- Insight 50%
- Law (Type) 40%
- Search 60%
- Stealth 60%

Choose any 3 of these that you don't already have:

- Administration 50%
- Appraise 50%
- Athletics 70%
- Foreign Language (Type) 40%
- Harangue 50%
- Navigate 50%
- Pilot (Type) 40%
- Streetwise (A Local Criminal Gang) 40%

STARTING RESOURCES: 4

BONDS: 4

Businessperson/Accountant/Secretary

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 70%
- Law (Type) 50%
- Persuade 60%
- Research 50%
- Search 60%

Choose any 3 of these that you don't already have:

- Alertness 60%
- Charm 60%
- Harangue 50%
- Insight 50%
- Social Etiquette 50%
- Streetwise (Type) 40%

- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 4 (including one Community Bond with a starting score of 12)

Craftsperson/Tradesperson

RECOMMENDED STATS: DEX, STR

ARCHETYPAL SKILLS:

- Alertness 60%
- Appraise 50%
- Athletics 60%
- Craft (Type) 60%
- Craft (Type) 40%
- Dodge 70%
- Persuade 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- Art (Type) 40%
- Drive 60%
- First Aid 50%
- Harangue 50%
- Heavy Machinery 50%
- Natural World 50%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

Criminal

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 50%
- Appraise 50%
- Athletics 50%
- Harangue 60%
- Search 60%
- Stealth 60%
- Streetwise (Type) 60%

Choose any 4 of these that you don't already have:

- Craft (Type) 40%

- Disguise 50%
- Firearms 60%
- Insight 50%
- First Aid 50%
- Law (Type) 40%
- Melee Weapons 70%
- Streetwise (Type) 40%
- Unarmed Combat 60%

STARTING RESOURCES: 3

BONDS: 4

Detective (Police)

RECOMMENDED STATS: INT, STR

ARCHETYPAL SKILLS:

- Alertness 50%
- Firearms 60%
- First Aid 50%
- Insight 50%
- Law (Type) 50%
- Regional Lore (Type) 40%
- Streetwise (Type) 40%
- Search 70%

Choose any 3 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Disguise 50%
- Dodge 70%
- Drive 60%
- Harangue 50%
- Melee Weapons 70%
- Research 50%
- Track 50%

STARTING RESOURCES: 4

BONDS: 3 (including one Community Bond with a starting score of 10)

Doctor

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 50%
- First Aid 60%
- Insight 50%
- Medicine 60%
- Search 60%
- Social Etiquette 50%

- Surgery 60%

Choose any 2 of these that you don't already have:

- Alertness 60%
- Charm 60%
- Foreign Language (Type) 40%
- Military Training (Type) 40%
- Psychoanalyze 50%
- Research 50%
- Science (Type) 40%

STARTING RESOURCES: 5

BONDS: 2 (including one Community Bond with a starting score of 10)

Domestic Staff (Butler/Valet/Maid)

RECOMMENDED STATS: POW, CHA

ARCHETYPAL SKILLS:

- Alertness 60%
- Appraise 40%
- Craft (Type) 60%
- Charm 60%
- Dodge 60%
- Insight 60%
- Search 60%
- Social Etiquette 70%

Choose any 5 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Craft (Type) 40%
- Drive 60%
- First Aid 50%
- Heavy Machinery 50%
- Natural World 50%
- Navigate 50%
- Regional Lore (Type) 40%
- Ride 50%

STARTING RESOURCES: 2

BONDS: 3

Driver/Mechanic

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 60%

- Athletics 60%
- Craft (Type) 60%
- Drive 70%
- Heavy Machinery 50%
- Navigate 60%
- Search 50%

Choose any 5 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Dodge 70%
- Military Training (Type) 40%
- Natural World 50%
- Regional Lore (Type) 40%
- Streetwise (Type) 40%
- Survival (Type) 50%
- Track 50%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 3

Engineer

RECOMMENDED STATS: INT, DEX

ARCHETYPAL SKILLS:

- Administration 50%
- Art (Type) 60%
- Craft (Type) 60%
- Heavy Machinery 50%
- Science (Type) 70%
- Use Gadgets 60%

Choose any 3 of these that you don't already have:

- Art (Type) 40%
- Dodge 70%
- Law (Type) 40%
- Military Training (Type) 40%
- Pilot (Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 4

BONDS: 3

Entertainer/Musician

RECOMMENDED STATS: POW

ARCHETYPAL SKILLS:

- Alertness 60%
- Art (Type) 70%
- Art (Type) 50%
- Charm 60%
- Insight 70%
- Search 60%

Choose any 5 of these that you don't already have:

- Administration 50%
- Appraise 50%
- Craft (Type) 40%
- Disguise 50%
- Foreign Language (Type) 40%
- Harangue 50%
- Natural World 50%
- Persuade 60%
- Regional Lore (Type) 40%
- Social Etiquette 50%

STARTING RESOURCES: 2

BONDS: 4

Explorer/Big Game Hunter

RECOMMENDED STATS: DEX, STR

ARCHETYPAL SKILLS:

- Athletics 60%
- Firearms 50%
- First Aid 50%
- Natural World 50%
- Navigate 50%
- Survival (Type) 70%
- Track 50%

Choose any 3 of these that you don't already have:

- Alertness 60%
- Foreign Language (Type) 40%
- History 50%
- Ride 50%
- Science (Type) 40%
- Search 60%
- Stealth 50%

- Survival (Type) 50%

STARTING RESOURCES: 5

BONDS: 3

Farmer

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Athletics 60%
- Craft (Type) 70%
- Drive 50%
- Heavy Machinery 50%
- Natural World 60%
- Ride 50%
- Track 50%

Choose any 5 of these that you don't already have:

- Alertness 60%
- Charm 60%
- Craft (Type) 40%
- Firearms 60%
- First Aid 50%
- Insight 50%
- Melee Weapons 70%
- Navigate 50%
- Regional Lore (Type) 40%
- Survival (Type) 50%

STARTING RESOURCES: 3

BONDS: 3

Gangster

RECOMMENDED STATS: STR, CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Appraise 50%
- Athletics 50%
- Harangue 60%
- Insight 50%
- Streetwise (Type) 50%

Choose any 3 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Disguise 50%
- Drive 60%

- Firearms 60%
- Law (Type) 40%
- Melee Weapons 70%
- Search 60%
- Social Etiquette 50%
- Stealth 50%

STARTING RESOURCES: 5

BONDS: 4

Genealogist

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 60%
- Anthropology 50%
- Charm 50%
- History 60%
- Regional Lore (Type) 40%
- Research 60%

Choose any 2 of these that you don't already have:

- Art (Type) 40%
- Foreign Language (Type) 40%
- Insight 50%
- Law (Type) 40%
- Regional Lore (Type) 40%
- Search 60%
- Social Etiquette 50%

STARTING RESOURCES: 3

BONDS: 6

Historian

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 50%
- Anthropology 40%
- Archeology 50%
- History 70%
- Regional Lore (Type) 50%
- Research 60%

Choose any 4 of these that you don't already have:

- Appraise 50%
- First Aid 50%

- Insight 50%
- Law (Type) 40%
- Occult 50%
- Regional Lore (Type) 40%
- Search 60%
- Social Etiquette 50%

STARTING RESOURCES: 4

BONDS: 3

Hobo/Drifter

RECOMMENDED STATS: CHA, DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Athletics 60%
- Craft (Type) 50%
- Dodge 60%
- Insight 70%
- Navigate 50%
- Search 70%
- Stealth 60%

Choose any 5 of these that you don't already have:

- Anthropology 40%
- Art (Type) 40%
- Charm 60%
- Disguise 50%
- Drive 60%
- First Aid 50%
- Law (Type) 40%
- Natural World 50%
- Track 50%
- Unarmed Combat 60%

STARTING RESOURCES: 1

BONDS: 4

Hunter/Trapper/Poacher

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Athletics 50%
- Firearms 60%
- First Aid 50%
- Natural World 70%
- Navigate 50%

- Survival (Type) 60%
- Track 60%

Choose any 4 of these that you don't already have:

- Art (Type) 40%
- Craft (Type) 40%
- Disguise 50%
- Dodge 70%
- Melee Weapons 70%
- Regional Lore (Type) 40%
- Ride 50%
- Survival (Type) 50%
- Swim 60%

STARTING RESOURCES: 3

BONDS: 3

Inventor

RECOMMENDED STATS: INT, DEX

ARCHETYPAL SKILLS:

- Administration 30%
- Alertness 40%
- Craft (Type) 50%
- Research 70%
- Search 70%
- Science (Type) 60%
- Use Gadgets 70%

Choose any 3 of these that you don't already have:

- Appraise 50%
- Art (Type) 40%
- Dodge 70%
- Drive 60%
- Firearms 60%
- Heavy Machinery 50%
- Military Training (Type) 40%
- Pilot (Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 4

BONDS: 3

Journalist/Editor

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Alertness 50%

- Art (Writing) 50%
- Insight 60%
- Research 50%
- Regional Lore (Type) 60%
- Search 50%
- Social Etiquette 40%

Choose any 4 of these that you don't already have:

- Administration 50%
- Charm 60%
- Foreign Language (Type) 40%
- Harangue 50%
- Natural World 50%
- Regional Lore (Type) 40%
- Streetwise (Type) 40%
- Track 50%

STARTING RESOURCES: 3

BONDS: 4

Laborer/Longshoreman

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 50%
- Athletics 60%
- Craft (Type) 70%
- Dodge 60%
- Drive 50%
- Heavy Machinery 40%
- Insight 60%
- Unarmed Combat 50%

Choose any 5 of these that you don't already have:

- Craft (Type) 40%
- First Aid 50%
- Melee Weapons 70%
- Military Training (Type) 40%
- Natural World 50%
- Navigate 50%
- Persuade 60%
- Regional Lore (Type) 40%
- Ride 50%
- Search 60%

STARTING RESOURCES: 2

BONDS: 4

Lawyer/Judge

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 60%
- Insight 60%
- Law (Type) 70%
- Persuade 60%
- Research 50%

Choose any 3 of these that you don't already have:

- Anthropology 40%
- Appraise 50%
- Art (Type) 40%
- Charm 60%
- Harangue 50%
- History 50%
- Law (Type) 40%
- Social Etiquette 50%

STARTING RESOURCES: 5

BONDS: 3 (including one Community Bond with a starting score of 12)

Librarian

RECOMMENDED STATS: INT, POW

ARCHETYPAL SKILLS:

- Administration 50%
- Insight 60%
- Persuade 60%
- Research 80%
- Search 80%
- Social Etiquette 40%

Choose any 4 of these that you don't already have:

- Alertness 60%
- Appraise 50%
- Art (Type) 40%
- Craft (Bookbinding) 40%
- Foreign Language (Type) 40%
- History 50%
- Navigate 50%
- Regional Lore (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

Nurse

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Alertness 60%
- First Aid 70%
- Insight 60%
- Medicine 50%
- Persuade 60%
- Search 60%

Choose any 3 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Charm 60%
- Military Training (Type) 40%
- Psychoanalyze 50%
- Science (Type) 40%
- Surgery 40%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 5

Occult Dabbler/Professional Psychic

RECOMMENDED STATS: POW, CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Anthropology 40%
- Insight 50%
- Occult 70%
- Persuade 60%
- Research 50%

Choose any 5 of these that you don't already have:

- Art (Type) 40%
- Craft (Type) 40%
- Disguise 50%
- Foreign Language (Type) 40%
- History 50%
- Natural World 50%
- Psychoanalyze 50%
- Regional Lore (Type) 40%
- Search 60%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 4

Parapsychologist

RECOMMENDED STATS: CHA, INT

ARCHETYPAL SKILLS:

- Anthropology 50%
- History 50%
- Insight 60%
- Occult 70%
- Natural World 50%
- Persuade 70%
- Research 50%

Choose any 3 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Art (Type) 40%
- Charm 60%
- Foreign Language (Type) 40%
- Regional Lore (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

Pharmacist/Druggist

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 50%
- Foreign Language (Type) 50%
- First Aid 70%
- Insight 50%
- Medicine 40%
- Science (Type) 60%

Choose any 4 of these that you don't already have:

- Alertness 60%
- Charm 60%
- Law (Type) 40%
- Natural World 50%
- Research 50%
- Science (Type) 40%
- Search 60%

- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

Photographer/Portraitist

RECOMMENDED STATS: DEX, INT

ARCHETYPAL SKILLS:

- Alertness 60%
- Art (Photography or Painting) 70%
- Insight 50%
- Science (Chemistry) 50%
- Search 70%
- Use Gadgets 40%

Choose any 4 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Charm 60%
- Craft (Type) 40%
- Disguise 50%
- Harangue 50%
- Persuade 60%
- Regional Lore (Type) 40%
- Social Etiquette 50%

STARTING RESOURCES: 3

BONDS: 4

Police Officer

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Athletics 70%
- Drive 50%
- Firearms 50%
- Insight 70%
- Law (Type) 60%
- Search 60%
- Unarmed Combat 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- First Aid 50%
- Harangue 50%

- Melee Weapons 70%
- Military Training (Type) 40%
- Persuade 60%
- Streetwise (Type) 40%
- Track 50%

STARTING RESOURCES: 3

BONDS: 3

Politician/Civic Leader/Elected Official

RECOMMENDED STATS: CHA

ARCHETYPAL SKILLS:

- Administration 50%
- Insight 70%
- Law (Type) 40%
- Persuade 70%
- Social Etiquette 60%

Choose any 2 of these that you don't already have:

- Charm 60%
- Harangue 50%
- History 50%
- Regional Lore (Type) 40%
- Research 50%
- Streetwise (Type) 40%

STARTING RESOURCES: 5

BONDS: 4 (including one Community Bond with a starting score of 12)

Priest/Preacher

RECOMMENDED STATS: CHA, INT

ARCHETYPAL SKILLS:

- Alertness 50%
- Charm 50%
- Insight 60%
- Psychoanalyze 60%
- Social Etiquette 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- Anthropology 40%
- First Aid 50%
- Foreign Language (Type) 40%
- Harangue 50%

- Occult 50%
- Persuade 60%
- Regional Lore (Type) 40%
- Research 50%

STARTING RESOURCES: 3

BONDS: 5 (including one Community Bond with a starting score of 12)

Private Eye/Pinkerton

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Firearms 60%
- First Aid 50%
- Harangue 50%
- Insight 50%
- Law (Type) 50%
- Streetwise (Type) 40%
- Search 70%

Choose any 3 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Charm 60%
- Disguise 50%
- Drive 60%
- Melee Weapons 70%
- Persuade 60%
- Research 50%
- Social Etiquette 50%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

Professor

RECOMMENDED STATS: INT, POW

ARCHETYPAL SKILLS:

- Administration 40%
- Insight 60%
- Persuade 60%
- Research 70%
- Search 60%
- Use Gadgets 40%

Choose any 5 of these that you don't already have:

- Anthropology 40%
- Archeology 40%
- Art (Type) 40%
- Foreign Language (Type) 40%
- History 50%
- Law (Type) 40%
- Medicine 40%
- Occult 50%
- Regional Lore (Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 4

BONDS: 2 (including one Community Bond with a starting score of 12)

Pugilist/Wrestler

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Athletics 70%
- Dodge 70%
- Harangue 60%
- Insight 50%
- Melee Weapons 60%
- Unarmed Combat 70%

Choose any 4 of these that you don't already have:

- First Aid 50%
- Natural World 50%
- Military Training (Type) 40%
- Search 60%
- Streetwise (Type) 40%
- Survival (Type) 50%

STARTING RESOURCES: 3

BONDS: 4

Rustic

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Athletics 50%
- Craft (Type) 60%
- Firearms 60%
- Natural World 60%
- Ride 50%
- Survival (Type) 50%

- Track 50%

Choose any 4 of these that you don't already have:

- Alertness 60%
- Craft (Type) 40%
- Dodge 70%
- Drive 60%
- First Aid 50%
- Heavy Machinery 50%
- Regional Lore (Type) 40%
- Swim 60%

STARTING RESOURCES: 3

BONDS: 4

Sailor/Ferry Operator

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 20%
- First Aid 10%
- Natural World 10%
- Navigate 10%
- Pilot (Type) 0%
- Swim 20%

Choose any 4 of these that you don't already have:

- Craft (Type) 40%
- Dodge 70%
- Firearms 60%
- Foreign Language (Type) 40%
- Heavy Machinery 50%
- Search 60%
- Survival (Type) 50%
- Unarmed Combat 60%

STARTING RESOURCES: 4

BONDS: 3

Scholar/Student/Researcher

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Alertness 50%
- Art (Type) 60%
- Insight 50%
- Persuade 50%

- Research 70%
- Search 50%

Choose any 5 of these that you don't already have:

- Anthropology 40%
- Archeology 40%
- Athletics 70%
- Foreign Language (Type) 40%
- History 50%
- Law (Type) 40%
- Medicine 40%
- Occult 50%
- Science (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 4

Scientist

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 40%
- Craft (Type) 50%
- Research 60%
- Science (Type) 60%
- Science (Type) 40%
- Use Gadgets 60%

Choose any 4 of these that you don't already have:

- Firearms 60%
- Foreign Language (Type) 40%
- Medicine 40%
- Military Training (Type) 40%
- Natural World 50%
- Pilot (Type) 40%
- Psychoanalyze 50%
- Social Etiquette 50%

STARTING RESOURCES: 5

BONDS: 2

Shopkeeper

RECOMMENDED STATS: CHA, DEX

ARCHETYPAL SKILLS:

- Administration 60%

- Alertness 50%
- Appraise 60%
- Craft (Type) 60%
- Insight 60%
- Persuade 70%

Choose any 4 of these that you don't already have:

- Art (Type) 40%
- Charm 60%
- Drive 60%
- Harangue 50%
- Law (Type) 40%
- Regional Lore (Type) 40%
- Search 60%
- Social Etiquette 50%

STARTING RESOURCES: 3

BONDS: 4

Soldier/Veteran

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Athletics 70%
- Dodge 60%
- Firearms 60%
- First Aid 60%
- Survival (Type) 60%
- Unarmed Combat 60%

Choose any 5 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Disguise 50%
- Foreign Language (Type) 40%
- Harangue 50%
- Melee Weapons 70%
- Stealth 50%
- Swim 60%
- Track 50%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 4

Teacher

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 40%
- Alertness 50%
- First Aid 50%
- Insight 70%
- Persuade 60%
- Research 50%

Choose any 4 of these that you don't already have:

- Archeology 40%
- Art (Type) 40%
- Athletics 70%
- Charm 60%
- Craft (Type) 40%
- Foreign Language (Type) 40%
- Harangue 50%
- Law (Type) 40%
- Psychoanalyze 50%
- Swim 60%

STARTING RESOURCES: 3

BONDS: 5

Traveling Salesperson

RECOMMENDED STATS: CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Appraise 60%
- Drive 50%
- Insight 60%
- Navigate 50%
- Persuade 70%
- Stealth 50%

Choose any 4 of these that you don't already have:

- Administration 50%
- Charm 60%
- Craft (Type) 40%
- First Aid 50%
- Harangue 50%
- Heavy Machinery 50%
- Natural World 50%
- Streetwise (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 5

BONDS: 2

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