

Dark Age Occupations

Beggar

As a beggar, you devote your life to niggling food and sometimes money from passersby.

- Skills: Bargain, Conceal, Fast Talk, Insight, Listen or Spot, Hidden. Three other skills are personal specialties.
- Money: 1D4-1 silver deniers.
- Yearly Income: 240 deniers.

Cleric

You are the child of a rich man, or a brilliant peasant boy who caught the notice of a man of the Church. You received a formal religious education in a bishopric or a monastery. Now you are a secretary, an administrator, a jurist, or an architect at the service of a count or a bishop.

- Skills: Latin, Library Use, Persuade, Own Kingdom, Status, Write Latin, (or the local chancery language). Two other skills are personal specialties (may gain Language Bonus).
- Money: 1D3+6 x50 silver deniers.
- Yearly Income: 2400 deniers.

Craftsman or Shopkeeper

You might be a smith, a baker, or a weaver. Choose your craft. You live in a village community or in a city.

- Skills: Bargain, Craft (choose one), Fast Talk, Insight, Natural World, Own Kingdom, and Status. One other skill is a personal specialty.
- Money: 1D2 x100 silver deniers, +100 deniers in product.
- Yearly Income: 1200 deniers.

(Free) Farmer

You are the salt of the earth, a well-to-do farmer or colonist. Dark Age society depends on your crops, and you work like a horse.

- Skills: Bargain, Craft (choose one), Drive Horses, Listen, Natural World, and Track. Two other skills are personal specialties.
- Money: 1D100 silver deniers, +300 deniers in stored grains or in herd animals.
- Yearly Income: 600 deniers.

Guard

You work in a cathedral city for the burgrave or the bishop. In times of peace, you have little to do but

practice with your weapons and keep in shape.

- Skills: Fist/Punch or Head Butt or Kick or Grapple, Own Kingdom, Sneak, Spot Hidden or Listen, Status, Throw, and one weapon skill. One other skill is a personal specialty.
- Money: 1D3 x100 silver deniers, plus fighting equipment as assigned by employer.
- Yearly Income: 1800 deniers.

Healer

To foreigners, you look like a villager. But villagers know better: your mentor granted you powers of the invisible world. Now villagers come to your hut for a cure or a potion, or for advice about love or birthing a child, the promise of rain and the evil eye. Be wary of the ever-suspicious village priest!

- Skills: First Aid, Insight, Listen or Spot Hidden, Natural World, Occult, and Potions. Two other skills are personal specialties (spells are allowed).
- Money: 1D3 x100 silver deniers.
- Yearly Income: 900 deniers.

Hermit / Heretic

You are an outcast, a drifter, a person plagued by dreams and visions. You grasp at strange clues and bewildering notions. You either hide in the woods or live in a secret community.

- Skills: Hide, Insight, Listen or Spot Hidden, Natural World, Occult, and Persuade. Two other skills are personal specialties (spells are allowed).
- Money: 1D6 silver deniers.
- Yearly Income: 240 deniers.

Household Officer

You serve your lord in his urban palace or his castrum. Select one of the following functions: steward, headman of the stables, or keeper of the order. You spend much of your day bullying lesser servants to do their work.

- Skills: Craft (choose one), Conceal, Fast Talk, Insight, Listen or Spot Hidden, and Sneak. Two other skills are personal specialties.
- Money: 1D3 x100 silver deniers.
- Yearly Income: 900 deniers.

Juggler / Minstrel

You're witty and articulate, dress gaily and are interesting looking, and you love to get attention. You might be adept with chansons de geste (see page 66) - your heroes are Roland, Charlemagne and Alexander the Great - you play a musical instrument, recite poetry and stories that everybody already knows, and are maybe proficient at tumbling, juggling, rope walking, or some other entertaining craft. You might even own a tame bear or monkey!

If possible, you enter the services of a nobleman, whose praises you sing and whose generosity you praise. In return, you hope for gifts and treasures and the security only a court can offer you.

- Skills: Art (choose one), Bargain, Fast Talk, Insight, Own Kingdom, and Persuade. Two other skills are personal specialties.
- Money: 1D6 x50 silver deniers.
- Yearly Income: 1500 deniers.

Mercenary / Brigand

As a mercenary you fight for the highest bidder and then scavenge battlefields for trophies. As a brigand, you may have been the victim of some natural catastrophe or some heinous injustice that changed your life forever. Now you hide deep in the woods and rob traveling monks or traders.

- Skills: Fist/Punch or Head Butt or Kick or Grapple, Natural World, Navigate, Track, Sneak, Throw, and one weapon skill. One other skill is a personal specialty.
- Money: 1D4+1 x50 silver deniers, plus 500 deniers for fighting equipment.
- Yearly Income: 2100 deniers.

Merchant

You are a Jew living in a port city or on the outskirts of a cathedral city. You make a living from accounts and agents. You import wine, exotic spices, and silks from heathen countries and sell them to arrogant nobles. Not being a Christian, you are allowed to be a moneychanger and a moneylender.

- Skills: Accounting, Bargain, Fast Talk, Own Kingdom, Other Kingdoms, Other Language, and Write Language. One other skill is a personal specialty (may gain Language Bonus).
- Money: 1D4+4 x100 silver deniers, plus 700 deniers in product or outstanding loans.
- Yearly Income: 9000 deniers.

Monk / Nun

You live in a monastery, in silence and in prayer, leading a simple life. When you don't pray or sing, you perform domestic tasks, or copy arcane manuscripts from the monastery's library. As a member of your order, you are not allowed to own private property but if you leave the monastery with special permission, you can always count on the hospitality and charity of other monasteries.

- Skills: Art or Craft or Science (choose one), Latin, Library Use, Listen, Occult, Sign Language, and Write Latin. One other skill is a personal specialty.
- Money: Money and equipment as assigned by order.
- Yearly Income: 600 deniers.

Pilgrim

You live by the charity of other people. You accomplish a pilgrimage to a holy place such as Jerusalem, a monastery, or a cathedral city housing holy relics. You have your own reasons to be a pilgrim, maybe for the expiation of some crime, the wish to elevate your soul, or simply the desire for

adventure in its noblest sense. You could be headed to Santiago de Compostela in Spain, Mount Saint Michel in France, Jerusalem, or Rome.

- Skills: Bargain, Natural World, Navigate, Own Kingdom, and Sneak. Three other skills are personal specialties.
- Money: 1D8 silver deniers.
- Yearly Income: 240 deniers.

Priest

You are on a mission from the church to enlighten laymen and women in the ways of God. You are an exorcist or a full-fledged priest who is bound to a parish and collects the tithe from the farmers, most of which goes to your greedy lord. Although St. Paul highly commends celibacy and it is strongly recommended, you may have a concubine and even children, though they will not inherit from you.

- Skills: Fast Talk, Insight, Latin, Occult, Persuade, and Status. Two other skills are personal specialties (religiously appropriate spells are allowed).
- Money: 1D8 x25 silver deniers plus holy book or bible, prayer books, other equipment as determined by denomination and parish.
- Yearly Income: 600 deniers.

Sailor

You're skilled with sails, boats, and ships, and know tides, the wind, and the stars. You have seen Hamburg, Venice, or Constantinople. Life is glorious, except for storms, pirates, and the terrors of the deep.

- Skills: Climb, Fast Talk, Natural World, Navigate, Other Kingdoms, and Pilot Boat. Two other skills are personal specialties.
- Money: 1D3 x100 silver deniers.
- Yearly Income: 1200 deniers.

Scholar

You belong to a monastic or cathedral school. You are the recipient and the dispenser of godly knowledge. You spend your time reading classical authors, writing manuals, and teaching. When you don't teach you're involved in political intrigues for some good cause.

- Skills: Latin, Library Use, Own Kingdom, Persuade, Science (choose one), Status, and Write Latin. One other skill is a personal specialty (may gain Language Bonus).
- Money: 1D3 x100 silver deniers, plus writing materials.
- Yearly Income: 1500 deniers.

Sergeant / Mayor

You are employed by a lord or a monastery to supervise the administration of the domain. Your main

task is to collect tax money and dues in kind.

- Skills: Bargain, Fast Talk, Insight, Sneak, Spot Hidden, Status, and one weapon skill. One other skill is a personal specialty.
- Money: 1D3+4 x100 silver deniers, plus 600 deniers in livestock or horses.
- Yearly Income: 3000 deniers.

Small Trader

You own a few pack animals or a small ship. You circuit inland, up river, or along the coast for the benefit of your master. You know a lot about that route and its particular dangers.

- Skills: Bargain, Drive Horses or Pilot Boat, Fast Talk, Insight, Own Kingdom, Other Language (common trading speech), and Navigate. One other skill is a personal specialty: depending on your trading route you might know Medieval Latin or Greek (Mediterranean), Flemish (around the North Sea), Low German or Old Norse (around the Baltic Sea).
- Money: 1D3+1 x100 silver deniers, plus 400 deniers in product.
- Yearly Income: 3600 deniers.

(Free) Warrior

You are a proud miles, a professional warrior. You are a bold adventurer on his own or hired by a warlord. Your proudest possessions are a horse, a long sword, and chain mail.

- Skills: Grapple, Natural World, Own Kingdom, Ride, Status, Track, and one weapon skill. One other skill is a personal specialty.
- Money: 1D4+6 x50 silver deniers, plus a horse, longsword, and chainmail.
- Yearly Income: 9000 deniers.

Woodsmen / Fishermen

As a woodsman you exploit the forest: you might be a hunter, a honey gatherer or a woodcutter who produces charcoal. As a fisherman you are living in a fishing community by a lake or by the sea.

- Skills: Craft (choose one), Listen or Spot Hidden, Natural World, Navigate, Pilot Boat or Track, Swim or Sneak, and Throw. One other skill is a personal specialty.
- Money: 1D6 x25 silver deniers.
- Yearly Income: 240 deniers.

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