

NEW OCCUPATIONS

Matthew Pook presents two new occupations for Jorune characters: the yordeh (lawyer) and the mayoois (gambler). Format is as per 3rd ed, with brief character narrative.

YORDEH

COST: 12

Min Education	14
Min Learn	13
Min Social	13
Min Spot	13
Min Listen	12
Extra Skill Points	+2
Extra Char. Points	+0



Yordeh gain the following skills:

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| <ul style="list-style-type: none"> ◆ Bargain at Familiar ◆ Bureaucracy at Familiar ◆ Current Events at Familiar ◆ Getting Around at Familiar ◆ Human Interaction at Familiar ◆ Information Search at Familiar | <ul style="list-style-type: none"> ◆ Law at Experienced ◆ Oration at Familiar ◆ Sword at Familiar ◆ Writing at Seasoned |
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Choose one, roll 1D6, 6 = choose another

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| <ul style="list-style-type: none"> ◆ Bribe at Familiar ◆ City Lore at Familiar ◆ Contacts at Familiar | <ul style="list-style-type: none"> ◆ Fast Talk at Familiar ◆ Search at Familiar ◆ Underground Information at Familiar |
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Once the yords have arrested a diyorda the case is brought before a yordeh. One yordeh will usually be assigned to serve and work with the Chell and kims of most towns and cities in Burdoth. Their job is not only to prosecute criminal cases, but also to advise the town, its administration, and its population on the finer points of the Ardothian Legal Code. Sometimes they will settle smaller cases and disputes. It takes several years to train as a yordeh and all who do with serve time with the yords to gain practical experience of enforcing the law. Being a yordeh is seen as an honourable profession, especially by Bronth who, along with humans, make up most of the yordeh.

"Temuel Issar packed away the last of his papers. It was his last day in Elds after two years working for the Chell's Office. He had helped settle many cases and disputes and it had been a rewarding experience. Tomorrow, his internship over, he would travel to Ardoth to receive his diploma of Advocacy and to become a tauther. Being a yordeh had honour, but a yordeh who was also Drenn would command even more respect."

MAYOOIS

COST: 9

Min Social	12
Min Agility	12
Min Spot	13
Extra Skill Points	+2
Extra Char. Points	+1



Mayoois gain the following skills:

- ◆ Arithmetic at Familiar
- ◆ Defend w/o Weapon at Familiar
- ◆ Drinking at Familiar
- ◆ Fast Talk at Familiar
- ◆ Fist at Familiar
- ◆ Gaming at Experienced
- ◆ Knife at Familiar
- ◆ Human Interaction at +2
- ◆ Prestidigitation at Familiar
- ◆ Thivin Etiquette at Familiar
- ◆ Woffen Etiquette at Familiar
- ◆ Woffen Language at Familiar

Choose one, roll 1D6, 6 = choose another

- ◆ Bribery at Familiar
- ◆ Contacts at Familiar
- ◆ Current Events at Familiar
- ◆ Getting Around at Familiar
- ◆ Pick Pockets at Familiar
- ◆ Shenter Lore at Familiar
- ◆ Sword at Familiar
- ◆ Story Telling at Familiar
- ◆ Underground Information at Familiar

The mayoois is a familiar figure in most incleps, illidges, and shenters. They earn their living entertaining and gambling with the evening's patrons. Often they will need the permission of the shast to do this, who will take a cut of the night's winnings. A good mayoois will rarely stay in one place for long as the establishment may lose custom. The best mayoois will often have been taught by a master of the game, woffen for shambo and thivin for mayoo.

"Enough was enough. Cesar Vocedrith stepped out into the morning sunshine, still nursing a sore head from the night before. The mayoo game had been going well until some toth had accused him of cheating and would not back down. The brawl that followed had brought the yords down on the inclep and meant a night in the herris for Cesar, if only to protect his own neck. Perhaps he should become Drenn, nobody would accuse him of cheating then."