

# Additional Occupation Classes

by John Kahane

<b>ADVENTURER</b>	<b>Cost 10</b>
Extra Characteristic Points	+2
Extra Characteristic Points	+2
Extra Skill Rank Points	+3
Min Strength	13
Min Constitution	14
Minimum Speed	13
Minimum Spot	14

The Adventurer is a character that is very rare on Jorune, although one might expect the type to be more common. Jorune is a highly dangerous world, one that is hostile to man in many ways. These brave men, women, and members of other races have chosen to wander the world seeking their fortunes, and have the skills that are necessary to survive in the great outdoors. By their very nature, they are taciturn, have a strong sense of self, and are well-respected among the toth and tauther of society. In the eyes of drenn and kesht, the Adventurer is a rogue and a hero (sometimes a villain), but can be useful for jobs that normal Condrij cannot be hired for.

- One weapon at Experienced
- Two weapons at Familiar
- 2 Languages at Familiar
- Familiar with 2 Interaction and Etiquette skills (from languages above).
- Foraging or Hunting/ Fishing at Experienced
- Wilderness Travel at Experienced
- First Aid at Familiar
- Choose 2 skills at Familiar  
   Conceal Self   Cooking  
   Silent Movement   Set Traps  
   Tracking   Set Up Camp
- Choose 2 skills at Familiar  
   Bargain   Bribe  
   Fast Talk   Bribe  
   Fast Talk   Getting Around  
   Hiding   Contacts  
   Bureaucracy

- Geography and Weather (Practical Knowledge) at Unfamiliar +2
- Choose 1, roll D6=6 for another  
   Animal Handling at Familiar  
   Flora Recog at Experienced  
   Fauna Recog at Experienced  
   History (Practical) at Familiar  
   Etiquette skill at Familiar

## BOUNTY HUNTER\* Cost 10

Extra Characteristic Points	+3
Extra Skill Rank Points	+2
Extra Characteristic Points	+3
Extra Skill Rank Points	+2
Min Strength	14
Min Constitution	12
Min Aim	11
Min Agility	13
Min Spot	13

\* Seeking persons for the reward

The criminal element is not all that common on Jorune, given the nature of the planet and the manner in which humans are distributed on its surface. There are those individuals on Jorune who are willing to hunt all manner of prey, both four-, six-, and two-legged for profit and wealth. The Bounty Hunter is the being who hunts down human, non-



or even animal prey for the sake of money, since someone is willing to pay for the effort. The prey does not have to be delivered alive, but is usually worth more in this state (unless the contractor has specifically stated that the target is to be brought back dead). Bounty Hunters are considered almost criminal in some places on Jorune, and some of them are Woffen, Crugar, Bronth or Ramian. Bounty Hunters tend to be suspicious, have a rather cruel streak, and are fond of the thrill of the hunt.

- One weapon at Seasoned
- One weapon at Experienced
- Bargain at Experienced
- Bribe at Familiar
- Bureaucracy at Familiar
- Conceal Self at Familiar
- 2 Moon Skills +2
- First Aid at Familiar
- Getting Around (one area) at Experienced
- False Signature at Familiar
- Silent Movement at Experienced
- Tailing at Experienced
- Wilderness Travel at Familiar
- Tailing at Experienced
- Geography (Basic) at Familiar
- Set Traps at Experienced
- Tracking at Experienced

## DIYORDA

Cost 5

Extra Characteristic Points	+2
Extra Skill Rank Points	+1
Min Constitution	13
Max Social	11
Min Learn	11
Min Speed	12
Min Spot	13

While criminals of any kind are rare on Jorune, this does not mean to say that such do not exist. The Diyorda (or criminal) is one who has been caught in the act of committing crimes, and has been sentenced to imprisonment in a herris or the like. Unlike Githerin, the Diyorda do not have any form of guild, and once released from herris after serving their sentence, these men, women, and other beings are allowed to attempt to reclaim their lives on Jorune. They tend to be a bit bitter about their lives, and have a strong sense of "what's mine is mine, and you had better not try to take it!" Most Diyorda learn a trade while they are imprisoned in herris, and will never be

permitted the use of Earth-tec and the like for the rest of their lives. It will cost these characters an extra 15 Points to achieve Drenn status, and an additional 50 Points to achieve the rank of Kesht.

- One Klade Skill at Experienced
- One weapon at Familiar
- Choose 3 at Experienced:
  - Hiding          Searching
  - Pick pockets   Pick locks
  - Underground Info
  - Tailing
- 1 Practical Knowledge skill at Familiar
- Jump at Familiar
- Climb at Familiar
- Swim at Familiar
- 1 Skill of choice at Experienced
- 3 Skills of choice at Familiar

## FARMER

Cost 5

Extra Characteristic Points:	None
Extra Characteristic Points:	None
Extra Skill Rank Points:	+1
Min Constitution	12
Min Strength	11

The Farmer is the being on Jorune who would seem to be the least important, but has the most important task on the planet. These are the men and women who grow the crops on Jorune, who harvest animals for meat and food, and who cultivate the durlig and gerrig and coditch that is the staple of the diet for many people. Simple in taste and manner, the Farmer is well-respected in some parts of Jorune, and earns nothing more than disdain in others.

- Farming at Experienced
- Weather at Experienced
- Flora Recognition at Familiar
- Fauna Recognition at Familiar
- Flora Recognition at Familiar
- Fauna Recognition at Familiar
- Klade Skill of choice at Familiar
- Foraging at Familiar
- Choose 1, roll D6=6 for another
  - Conceal Self at Familiar
  - First Aid at Familiar
  - Cooking at Familiar
  - Foraging +2
  - Wilderness Travel at Experienced
  - Silent Movement at Familiar
  - Set Traps at Familiar
  - Tracking at Experienced



- Set Up Camp at Familiar
- Choose 1, roll D6=6 for another
  - Bochigon at Experienced
  - Horses at Familiar
  - Tarro at Familiar
  - Pibber at Familiar
  - Thombo at Experienced
  - Lore (region) at Familiar
  - Current Events at Familiar
  - Bargain at Familiar
  - Fast Talk at Familiar

## HUNTER Cost 10

Extra Characteristic Points	+1
Extra Skill Rank Points	+3
Min Strength	12
Min Speed	14
Min Aim	13
Min Spot	12
Min Listen	13

Unlike the Bounty Hunter, the Hunter is that man or woman who enjoys the hunting of animals and meat for food and is known to be a good guide in the wilder lands of Jorune or for providing the forage that most villages and towns require for their survival. The Hunter is one with nature, and has a better grasp of the world of Jorune than most, having a respect for

nature, a protective sense about the wilderness around them, and a willingness to live at one with it. Most of these men and women disdain the use of Earth-tec and Bio-tec, but are willing to use it if the need justifies it. These individuals are strong-willed, do not frighten easily, and have a respect for the shanthas and their environment.

- One weapon or Bow skill at Experienced
- One weapon or Bow skill at Familiar
- Wilderness Travel at Seasoned
- Hunting/Fishing at Experienced
- Conceal Self at Familiar
- Foraging at Experienced
- Tailing at Familiar
- Set Traps at Familiar
- Tracking at Experienced
- Woodcraft or Bowyer/Fletcher at Familiar
- Mask Signature at Familiar
- 1 Animal Handling skill at Familiar
- Fauna Recognition at Experienced
- Flora Recognition at Experienced
- 2 of the following skills:
  - Conceal Self +2
  - Cooking at Familiar
  - First Aid at Familiar
  - Hunting/Fishing +2
  - Set Up Camp at Familiar