

The  
Imperial  
Age



VICTORIAN  
OCCUPATIONS

# VICTORIAN OCCUPATIONS

**V**ictorian Occupations presents an alternative list of occupations to the list presented in the SRD. This product incorporates all of the previous *Imperial Age* product line to bring occupations up to date with the various types Imperial Age campaigns.

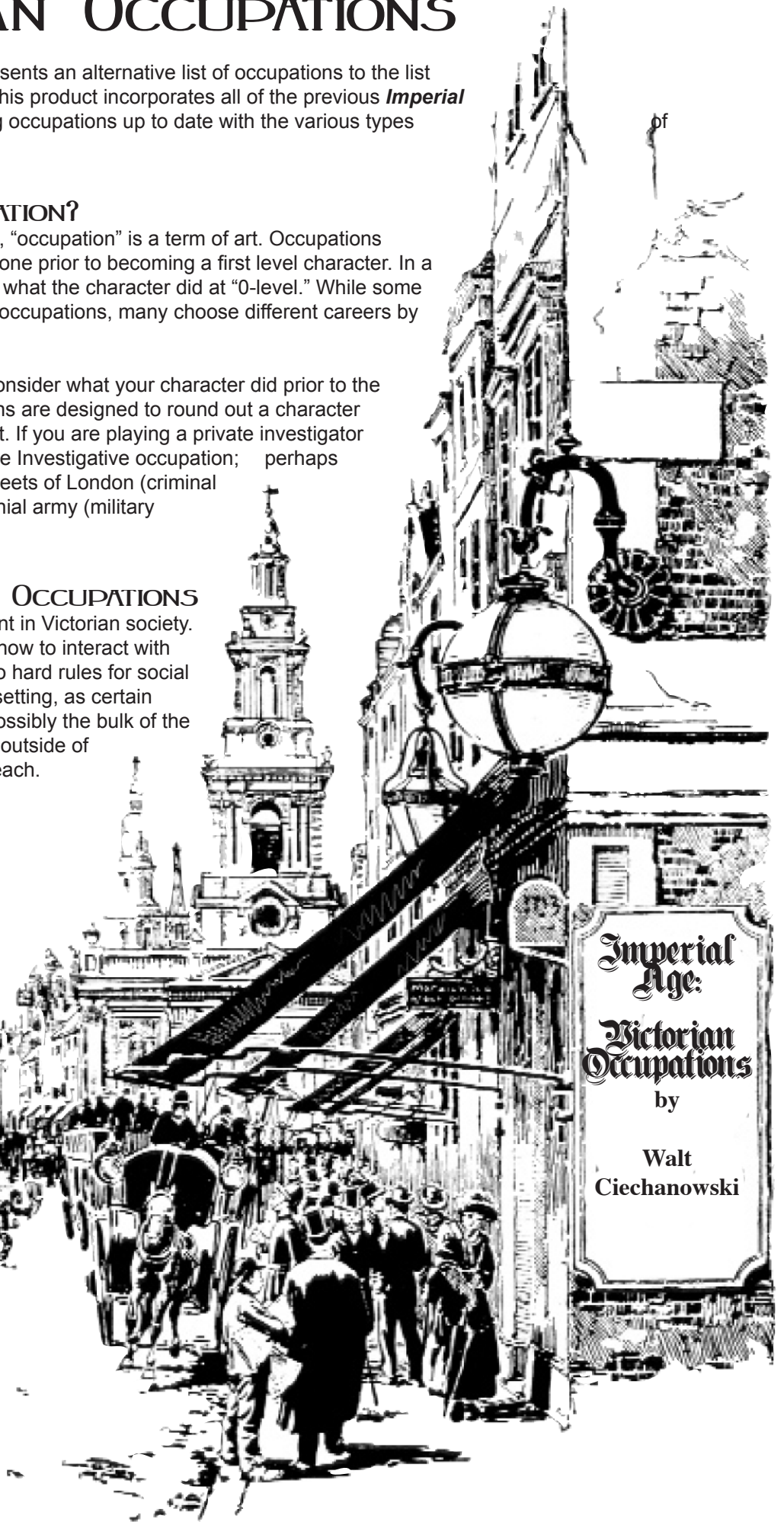
## WHAT IS AN OCCUPATION?

In the context of the *Imperial Age*, "occupation" is a term of art. Occupations represent what a character has done prior to becoming a first level character. In a very real sense, an occupation is what the character did at "0-level." While some characters may continue in such occupations, many choose different careers by the start of the campaign.

When selecting an occupation, consider what your character did prior to the start of the campaign. Occupations are designed to round out a character concept, not provide a straitjacket. If you are playing a private investigator at first level, you need not take the Investigative occupation; perhaps your character grew up on the streets of London (criminal occupation) or served in the colonial army (military occupation).

## SOCIAL CLASS AND OCCUPATIONS

Social classes were very important in Victorian society. Everyone knew their station and how to interact with those outside it. There are no hard rules for social class in the *Imperial Age* setting, as certain characters (and quite possibly the bulk of the campaign) may be outside of Great Britain's reach.



**Imperial  
Age:**  
**Victorian  
Occupations**  
by  
**Walt  
Ciechanowski**

Many nations have differing rules regarding social class and indeed some nations, such as America and France, have no admitted social classes at all (Although, to be sure, social stratification occurs, even in these democratic societies).

That said, there is a strong presumption that most *Imperial Age* campaigns will be set in late Victorian London (and it is where the initial penny dreadful are set) and it is useful to have an idea of what occupations are appropriate for a particular social class. Thus, each entry will have letters after its title that designates the appropriate social class: **(L)**ower, **(M)**iddle, **(U)**pper. Combinations of these letters simply mean that the occupation is appropriate for all classes listed.

These designations are simply guidelines and there are always exceptions. A character with a Tribal occupation, for example, is typically considered lower class. However, if he is the chieftain of his tribe, he may actually be treated as upper class.

### Shifting Classes

Some occupations allow a character from one social class to be raised (or lowered) to another. A character with the Celebrity occupation, for example, might have been born into a lower class family but his novels have sold well enough to thrust him into the middle class.

## USING THIS PRODUCT WITH OTHER IMPERIAL AGE PRODUCTS

*Victorian Occupations* assumes that you have other products in the *Imperial Age* line necessary to run your campaign. Thus, this product lists some skills and feats that aren't included in the SRD. These skills and feats are marked with an asterisk. When using an occupation that includes a skill or feat unavailable to you, simply exclude it (the occupations are balanced with or without these optional skills and feats).

Also, not every occupation will be available in every *Imperial Age* campaign. There is no Aeronaut occupation in a historical campaign, for example, nor are their hedge wizards in an engines campaign. As Game Master, you are the final authority in determining appropriate occupations.

The Craft (engines) skill is a special case. If you do not have *Engines*, replace this skill with Craft (electrical) and Craft (mechanical).



# LIST OF OCCUPATIONS

The following is a list of suitable occupations in the Imperial Age. Skills and feats found in other *Imperial Age* products are marked with an asterisk (\*). The Builder and Gearhead feats are altered from the SRD; see *Engines* for details.

Bonus feats may only be taken if the character can meet the prerequisites at first level. This is very important in magickal campaigns, where the Magick Mastery feat might not be available until third level.

## Academician (MU)

The academician is a preserver of knowledge. He is well-educated and very knowledgeable in a certain field of study. Academicians are generally found in libraries, museums, and universities, although a noble academician may have an extensive home library.

There is some overlap between the Academician and the Educator, as some Academicians are also teachers. The difference, however, lies in their technique. Academicians are excellent reservoirs of knowledge but have more difficulty imparting such knowledge than the Educator.

**Prerequisite:** Age 23+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (writing), Decipher Script, Fantastic science\*, Gather Information, Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, fantastic engines\*, history, physical sciences, popular culture, tactics, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

**Wealth Bonus Increase:** +3.

## Adventurer (LMU)

Adventurers have left their homes to seek fame and fortune. Some do so because they have the means to sustain themselves from adventure to adventure while lower class adventurers are hired hands, building up their experiences and fortunes until they have enough of both to lead their own expeditions into the unknown.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (arcane lore, fantastic science\*, streetwise, or tactics), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

**Bonus Feat:** Select one of the following: Archaic Weapons Proficiency, Brawl, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## Aeronaut (LMU)

While flight in the historical Imperial Age is the province of experimental engines, airships, ornithopters, or even fixed wing aircraft may be available in fantastic campaigns (some fantastic campaigns may even have aerial cavalry on living mounts such as great eagles, hippogriffs, or pegasi).

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Craft (engine\*) (Int), Knowledge (fantastic science\*, tactics) (Int), Navigate (Int), Pilot (Dex), Repair (Int), Ride (Dex).

**Bonus Feat:** Select one of the following: Aircraft Operation, Drive-By Attack, Engine Operation\*, Engine Weapons Proficiency\*, or Vehicle Expert.

**Wealth Bonus Increase:** +1.



## Agrarian (L)

Agrarians are essential to any society. They are the farmers, orchard growers, and ranchers that provide food for consumption. Agrarians are country folk and aren't as stratified where social conventions are concerned. A lower class military officer, for example, could retire in the country and be considered upper class (a country squire) as far as agrarians are concerned (of course, without a title, a country squire would be a gentleman at best in polite society).

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim.

**Bonus Feat:** Select one of the following: Animal Affinity, Country Squire\* or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## Antiques Dealer (M)

The antiques dealer is an expert on the value of used goods. He is also very knowledgeable about the legends and stories surrounding such goods. While usually not an academician himself, the antiques dealer is a valuable source of information for determining the value of antiques or for tracing business transactions involving a particular piece.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Decipher Script, Gather Information, Investigate, Knowledge (arcane lore, streetwise), Repair, Research.

**Bonus Feat:** Select one of the following: Attentive, Black Market Bargain\*, or Studious.

**Wealth Bonus Increase:** +2.

## Apothecary (M)

An apothecary is a druggist. While not as well schooled as a physician, apothecaries provide a valuable service and are very knowledgeable about herbs and poisons in addition to medicinal drugs. There are also apothecaries amongst immigrant populations and many immigrants prefer to go to their apothecary rather than trust a "foreign" physician.

**Prerequisite:** Age 20+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Craft (chemical or pharmaceutical), Disable Device, Knowledge (arcane lore, earth and life sciences, history, or physical sciences), Repair, Research.

**Bonus Feat:** Select one of the following: Educated, Magickal Affinity or Magick Mastery\* +1.

**Wealth Bonus:** +3.

## Athlete (MU)

While the Olympics were being revived toward the end of the Imperial Age, athletics was a schoolboy's hobby, part of the training necessary to become a well-rounded gentleman. It is also an appropriate occupation for upper class swordsmen.

**Prerequisite:** Strength 13 or Dexterity 13.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Jump, Ride, Swim, Tumble.

**Bonus Feat:** Select either Archaic Weapons Proficiency or Brawl.

**Wealth Bonus Increase:** +1.

## Bohemian (LMU)

Bohemians are those that have chosen to set themselves apart from society; actors, anarchists, artists, communists, free-thinkers, musicians, poets and other such free spirits that rail against the rules of society. Bohemians tend to congregate, lending their talents and resources to others like themselves. They also flaunt society's conventions, leading what society would consider scandalous lifestyles.

**Prerequisite:** Age 15+.

**Skills:** Choose four of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Climb, Craft (engines\* or structural), Diplomacy, Disguise, Forgery, Gather Information, Hide, Jump, Knowledge (current events, popular culture, or streetwise), Listen, Sense Motive.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +0.

## Bureaucrat (M)

Bureaucrats run the machinery of government. Primarily middle class, bureaucrats include clerks, receptionists, and secretaries.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Craft (writing), Diplomacy, Forgery, Gather Information, Knowledge (business, civics, current events, history, or popular culture), Listen, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

**Bonus Feat:** Select either Educated or Renown.

**Wealth Bonus Increase:** +2.

## Celebrity (MU)

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Actors, authors, playwrights, and musicians are popular celebrities in the Imperial Age; noted authors often sold out halls where they would read excerpts from their books, take questions, and otherwise give insight into their works. Noted playwrights could pack the house on opening night with their latest plays.

**Prerequisite:** Age 15+.

**Skills:** Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Craft (visual art or writing), Diplomacy, Disguise, Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments).

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +4.

## Colonist (LMU)

Colonists have either chosen to live in lands far from home or have been born into a colony that is largely separate from the indigenous population. Colonists come from every class; upper class colonists may be looking to make a name for themselves, middle class colonists are looking for new business ventures, and lower class colonists have settled down after performing military service.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill. Craft (engine\* or structural) (Int), Fantastic science\* (Int), Knowledge (earth and life sciences or physical sciences) (Int), Navigate (Int), Repair (Int), Survival (Wis).

**Bonus Feat:** Select either Builder\* or Guide.

**Wealth Bonus Increase:** +1.

## Craftsperson (LM)

A craftsperson creates and repairs saleable goods. Craftsperson are a diverse lot and include such trades as barbers, carpenters, jewelers, plumbers, shoemakers, tailors, vintners, and weavers.

**Prerequisite:** Dexterity 13+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill. Craft (chemical, engines\*, pharmaceutical, rune\*, structural, or visual art), Disable Device, Knowledge (art, fantastic science\*, or physical sciences), Repair, Research, Treat Injury.

**Bonus Feat:** Select one of the following: Builder, Creative, Gearhead, or Inscribe Rune\*.

**Wealth Bonus Increase:** +2.

## Creative (M)

The creative occupation is good for middle class characters that have patrons but have not achieved celebrity status nor have the Bohemian spirit. Restaurant chefs also fall under this occupation.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Craft (visual art or writing), Disguise, Fantastic science\*, Forgery, Knowledge (arcane lore or art), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Spot.

**Wealth Bonus Increase:** +2.

## Criminal (LMU)

No matter what society would have you believe, criminals come from all social classes. Common criminals include burglars, confidence artists, gamblers, highwaymen, pickpockets, prostitutes, and robbers. Many beggars fall under this occupation as well.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

**Bonus Feat:** Select one of the following: Black Market Bargain\*, Brawl, Infamy\*, Personal Firearms Proficiency, or Poker Face\*.

**Wealth Bonus Increase:** +1.

## Dilettante (MU)

Dilettantes are people that spend most of their time patronizing a particular passion. The typical dilettante has enough wealth to live comfortably without having to work and use their interest in a particular art or other passion to occupy his time. Many dilettantes are widows.

**Prerequisite:** Age 18+.

**Skills:** Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Gamble, Intimidate, Knowledge (current events or popular culture), Ride, or add a new Speak Language.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +6.

## Doctor (M)

There are two primary types of medical doctor in the Imperial Age. The first is the surgeon, who is trained to repair physical harm, such as sewing up the body, performing amputations, or dentistry. The second is the physician, who treats internal illnesses. A growing third profession is the Alienist. Alienists attempt to understand and heal the mind.

**Prerequisite:** Age 25+.

**Skills:** Choose two of the following skills as permanent class skills.

If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (pharmaceutical), Fantastic science\*, Knowledge (behavioural sciences, earth and life sciences, or fantastic science\*), Search, Treat Injury.

**Wealth Bonus Increase:** +4.

## Domestic (L)

Domestics include maids, butlers, nannies, drivers, cooks, waiters, valets, gardeners, and anyone else who makes a living by performing routine household tasks for someone else. While domestics are essential in large upper class households, almost all middle class households have at least one domestic (usually a maid-of-all-work) as a sign of being middle class.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Concentration, Diplomacy, Drive, Gather Information, Handle Animal, Hide, Intimidate, Knowledge (current events), Listen, Move Silently, Pilot, Repair, Search, Sense Motive, Spot.

**Optional Feat:** In lieu of two permanent class skills, you may instead take Servant\* as a bonus feat.

**Wealth Bonus Increase:** +1.





## Drifter (L)

Drifters are aimless wanderers and world-wise jacks-of-all-trades who move between cities, working odd jobs until boredom or fate leads them elsewhere. Drifters are usually seasonal workers and usually hone some art or trade to acquire money when there's no work to be had.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Bluff (Cha), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Knowledge (streetwise) (Int), Navigate (Int), Sleight of Hand (Dex).

**Wealth Bonus Increase:** +2.

## Educator (M)

The Educator is similar to the academician in that both are experts in academic pursuits. Where the educator differs is that he excels at teaching what he knows to others. In addition to working in schools, colleges, and universities, many educators find work as private tutors in genteel or upper class households.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you choose is already a class

skill, you receive a +1 competence bonus on checks using that skill. Craft (rune\*, visual art or writing), Diplomacy, Fantastic science\*, Intimidate, Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, fantastic science\*, history, physical sciences, pop culture, tactics, or theology and philosophy), Listen, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

**Bonus Feat:** Select one of the following: Creative, Educated, Magick Mastery +1\* or Studious.

**Wealth Bonus Increase:** +2.

## Emergency Services (LM)

Fire-fighters (members of the Metropolitan Fire Brigade) and nurses fall under this occupation.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Fantastic science\*, Jump, Knowledge (behavioural sciences, earth and life sciences, or fantastic science\*), Search, Treat Injury, Swim.

**Wealth Bonus Increase:** +2.

## Engineer (M)

Engineers are pioneers of engine building in the Imperial Age. Even in a historical campaign, the growth of steam, electric and internal combustion engines is amazing. Some engineers use powerful engines to aid in the construction of bridges and buildings, some for transport, and others for military applications.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Fantastic science\*, Craft (engine\*, rune\* or structural), Knowledge (business, earth and life sciences, fantastic science\*, physical sciences), Repair, Research.

**Bonus Feat:** Select one of the following: Collector\*, Engine Operation\*, Gearhead\*, Inspired\*, Salvage or Surface Vehicle Operation.

**Wealth Bonus Increase:** +2.

## Entrepreneur (MU)

Entrepreneurs are similar to confidence artists in that they attempt to "sell" investors and potential customers on their latest moneymaking schemes. What sets the entrepreneur apart is that he genuinely believes in his quest and some entrepreneurs end up being quite successful.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Gamble, Knowledge (business, current events, or fantastic science\*).

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +4.



## Fey Squire (LM)

Fey squires serve as assistants to faerie knights and other warriors in hopes of learning the skills they will need to be warriors themselves one day.

**Prerequisite:** Strength 13 or Dexterity 13.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Balance, Climb, Handle Animal, Jump, Ride, Tumble.

**Bonus Feat:** Select either Archaic Weapons Proficiency or Fey Foe\*.

**Wealth Bonus:** +1.

## Hedge Wizard (L)

A hedge wizard is someone who has spent a great deal of time studying the arcane arts without the benefit of having any formal training or mentoring. Most hedge wizards live in rural communities, although some can be found amongst immigrant populations in the cities. Unlike hermetic disciples, a hedge wizard usually learns from an unaffiliated tutor.

**Prerequisite:** Intelligence 10.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (chemical or writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, earth and life sciences, history, or physical sciences), Research.

**Bonus Feat:** Select one of the following: Magickal Affinity, Magickal Heritage or Magick Mastery +1\*.

**Wealth Bonus:** +2.

## Heir (MU)

Heirs are the elite sons and daughters of powerful magnates, influential nobles, and imperial monarchs. Unlike dilettantes, however, they are bound by their lineage to certain responsibilities, with the assumption that they might someday rise to lead their families into the future . . . assuming the stars are properly aligned and they do nothing to jeopardize their birthright.

**Prerequisite:** Age 21+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Craft (visual art or writing) (Int), Knowledge (art, business, civics, current events, or history) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stringed instruments, or wind instruments) (Cha), Ride (Dex), Sense Motive (Wis).

**Pre-Selected Feat:** An heir must choose the Educated feat as one of her starting feats at 1st level.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +6. An heir may permanently reduce her Reputation bonus by 1 to increase her starting wealth bonus by an additional +1d6; this expenditure must be made before the character begins play. As long as her Reputation bonus is +1 or higher, an heir's wealth bonus can never drop below 10.

## Hunter (L)

Hunters make their living by supplying food and animal hides to settlements, towns and cities—large or small. They might be adept at hunting wild game, proficient at fishing or otherwise harvesting the bounty of the rivers and seas, or skilled in trapping a variety of animals for food or pelts. Expert hunters are usually familiar with more than one of these methods, such as being capable of both trapping and hunting game. While middle and upper class hunters do exist (foxhunting is big), it is mostly a hobby and not a true occupation.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Handle Animal, Hide, Ride, Survival, Swim.

**Bonus Feat:** Select either Far Shot or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.



## Investigative (LM)

The Imperial Age has seen an increase in investigative professions. Scotland Yard employs police detectives, private detectives are hanging up their shingles (no doubt aided in 1887 by the first appearance of Sherlock Holmes), and journalists are reporting crimes at home and exotic locations abroad.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (visual art or writing), Decipher Script, Fantastic science\*, Forgery, Gather Information, Investigate, Knowledge (behavioural sciences, civics, earth and life sciences, or streetwise), Research, Search, Sense Motive.

**Bonus Feat:** Select one of the following: Brawl, Inspired\*, Perfect Recall\*, Personal Firearms Proficiency, Poker Face\* or Urban Tracking.

**Wealth Bonus Increase:** +2.

## Labourer (L)

Labourers are unskilled workers that are nevertheless the backbone of any society. Labourers include construction workers, dock workers (navvies), miners and factory workers.

**Prerequisite:** Age 18+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (engine\* or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

**Wealth Bonus Increase:** +2.

## Law Enforcement (L)

Law enforcement has grown over the last century. London boasts three separate police forces: the Metropolitan Police Force (known as “bobbies” or “peelers”, after their founder, Sir Robert Peel), the City of London Police, and Special Branch. Professional law enforcement is in place in all cities and most rural areas in the Imperial Age.

**Prerequisite:** Age 20+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Diplomacy, Drive, Gather Information, Intimidate, Knowledge (civics, earth and life sciences, streetwise, or tactics), Listen.

**Bonus Feat:** Select one of the following: Brawl, Leadership\*, Personal Firearms Proficiency or Urban Tracking.

**Wealth Bonus Increase:** +1.

## Mariner (L)

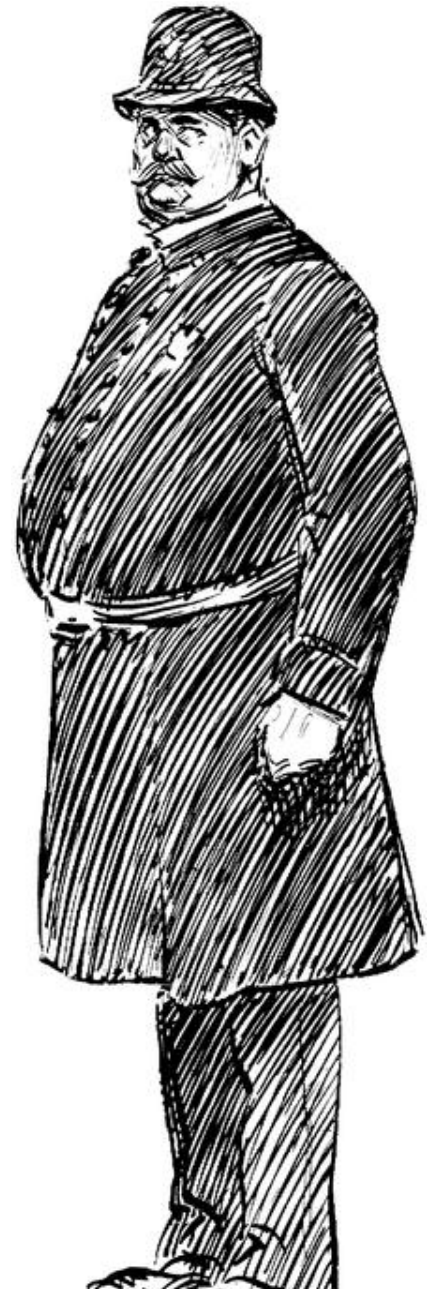
Some people hear the call of the sea at an early age. Both riverboats and seagoing vessels find their way up and down the Thames and British vessels pull in and out of ports all over the world.

**Prerequisites:** Age 14+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Craft (structural), Drive, Gamble, Jump, Navigate, add a new Speak Language, Swim.

**Bonus Feat:** Select one of the following: Acrobatic, Focused, or Surface Vehicle Operation (riverboat, sailboat, ship)

**Wealth Bonus Increase:** +1.



## Military (LMU)

Military covers the army and navy, both at home and abroad. While the vast majority of soldiers are lower class, middle and upper class soldiers often fill the upper ranks.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Survival, Swim.

**Bonus Feat:** Select one of the following: Brawl, Engine Operation\*, Engine Weapons Proficiency\*, Leadership\*, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.



## Missionary (LMU)

Missionaries so profoundly believe in their faith that they want to share it with everyone. Many missionaries travel to far-off lands to minister to the natives and convert them to the missionary's faith. Some missionaries remain at home, standing on street corners to return their brothers and sisters to the path of righteousness. Leaders of small denominations or cults are often missionaries.

**Prerequisite:** Wisdom 10.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (writing), Decipher Script, Diplomacy, Knowledge (arcane lore, art, behavioural sciences, history, or theology and philosophy), Sense Motive.

**Bonus Feat:** Select one of the following: Divine Heritage, Iron Will, Leadership\*, Magickal Affinity, Magick Mastery +1 Spiritual Heritage\*, True Faith\* or Trustworthy.

**Wealth Bonus:** +2.

## Outcast (L)

"Outcast" is not so much an occupation as a forced way of life. Persecuted and exiled for being different, outcasts are lone pariahs or shunned members of a culture whose customs or characteristics society finds deviant or abhorrent. Outcasts lurk on the fringes of civilization. Some strive for acceptance, while others are trapped by their own feelings of resentment, self-loathing, or hopelessness. Outcast is a perfect occupation in fantastic campaigns where certain types of creature (automata, beastmen, orcs) have been pushed out of polite society.

**Prerequisites:** Age 15+.

**Skills:** Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Disguise (Cha), Hide (Dex), Knowledge (streetwise) (Int), Search (Int), Survival (Wis), Treat Injury (Wis).

**Bonus Feat:** Toughness.

**Wealth Bonus Increase:** +1.

## Politico (MU)

Politicos are born deal makers. They are drawn to situations where money, goods, and power are bartered, and they are the people without whom deals cannot be made. Politicos include negotiators, lobbyists, agents, judges, politicians, and other people who make their livings by getting groups or individuals to come to terms and consummate deals.

**Prerequisite:** Charisma 13+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (behavioural sciences, civics, current events, history, popular culture, or theology and philosophy), Listen, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

**Bonus Feat:** Select one of the following: Leadership\*, Poker Face\*, Renown, Trustworthy, or Windfall.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +3.

## Professional (M)

Unlike the craftsman who works with his hands, the professional uses specialized knowledge to serve the needs of society. Lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this starting occupation. In a fantastic campaign, magickal practitioners also fall under this occupation as well as Sorcerer's Apprentice.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (rune\*), Diplomacy, Fantastic science\*, Knowledge (art, business, civics, earth and life sciences, fantastic science\*, history, or physical sciences), Research.

**Wealth Bonus Increase:** +3.

## Psychic (L)

Psychics can be people with innate, low-level psychical (psionic) abilities, characters with a gift for hearing spirits, or simply con-artists looking to make a buck off those gullible enough to believe their ruses. All types can be found amongst the fortune tellers found throughout the city.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Concentration, Diplomacy, Gather Information, Intimidate, Knowledge (behavioural sciences, current events, popular culture, or streetwise), Sense Motive.

**Bonus Feat:** Select one of the following: Iron Will, Spiritual Heritage\* or Wild Talent.

**Wealth Bonus:** +2.

## Pugilist (L)

Pugilists have been fighting all their lives, whether on the streets or in some form of arena. They include disenfranchised youths and poverty-stricken hoodlums looking to trade fists for cash, clones bred in secret labs to fight from birth, and low-ranking members of a society's warrior caste.

**Prerequisite:** Age 18+.

**Skills:** Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Balance (Dex), Intimidate (Cha), Knowledge (streetwise) (Int), Tumble (Dex).

**Bonus Feat:** Select one of the following:

Brawl, Combat Martial Arts, Defensive Martial Arts, Dodge, Fight Thrower\*.

**Wealth Bonus Increase:** +1.

## Religious (LMU)

Ordained clergy, lay ministers, rabbis, and theological scholars of all stripes fall under this occupation. Unlike the missionary occupation, religious characters aren't necessarily trying to convert new followers or reform their own religions. Religious characters concentrate on tending to the faithful and exploring their own faith.

**Prerequisite:** Age 23+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Decipher Script, Knowledge (arcane lore, art, behavioural sciences, history, streetwise, or theology and philosophy), Listen, Sense Motive.

**Wealth Bonus Increase:** +2.



## Scavenger (L)

Scavengers turn society's wreckage and discarded trash into useful tools or items for trade, and if they're lucky, their endeavours might even yield one or two objects of special value. Scavengers are the lower class form of antique dealers, although they are just as likely to have valuable finds. Scavengers include junkyard owners and mud larks (scavengers of riverbeds).

**Prerequisites:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Decipher Script (Int), Disable Device (Int), Knowledge (fantastic science\*) (Int), Move Silently (Dex), Repair (Int), Search (Int), Spot (Wis), Survival (Wis).

**Wealth Bonus Increase:** +2.

## Scientist (M)

While the engineer concentrates on engine marvels, the scientist concentrates on natural research. Biologists, botanists, chemists, geologists, meteorologists, and zoologists all fall under this occupation.

**Prerequisite:** Age 23+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (chemical or pharmaceutical), Knowledge (behavioural sciences, business, earth and life sciences, fantastic science\*, physical sciences), Research.

**Wealth Bonus Increase:** +3.

## Sorcerer's Apprentice (MU)

Sorcerer's apprentices are young men and women who have studied at the feet of a master of magick. The mystic arts are not all they learn, however, and many go on to be noted scholars and experts in a wide variety of fields, although most become accomplished spellcasters in their own right.

**Prerequisite:** Intelligence 12.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (chemical or writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, earth and life sciences, history, or physical sciences), Research.

**Bonus Feat:** Choose one of the following: Magickal Affinity, Magickal Heritage, or Magick Mastery +1\*

**Wealth Bonus:** +2.

## Student (MU)

Beyond a basic education, the student occupation is still a life of privilege. Schooling was only compulsory up to age 10 (13 by the end of the Imperial Age) with partial compensation only coming from the government in 1891. Thus, higher education remains primarily a middle and upper class occupation. In fantastic campaigns, a student may attend a magickal school.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Fantastic science\*, Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, fantastic science\*, history, physical sciences, popular culture, or theology and philosophy), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Research.

**Wealth Bonus Increase:** +1.

## Transporter (LM)

From the hansom driver to the steamer, transporters are specialists at transporting people and cargo. Transporters can be quite knowledgeable in their territories.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Craft (engine\*) (Int), Drive (Dex), Knowledge (current events, popular culture, or streetwise) (Int), Navigate (Int), Repair (Int).

**Bonus Feat:** Select either Surface Vehicle Operation or Vehicle Expert.

**Wealth Bonus Increase:** +1.

## Tribal (L)

Tribal characters come from a culture or group that functions distinctly and separately from the mass of mainstream society. Often these are aboriginal populations, people whose way of life dates back to before the area was “civilized,” and who refuse to give up their traditional ways in order to conform to popular convention. Tribal characters can include members of African tribes, Native American nations, aboriginal Australians, and anyone else who comes from a culture that maintains traditional practices rather than following modern practices. This occupation is also available for “civilized folk” that have adopted tribal life.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill. Balance, Craft (pharmaceutical, structural, or visual art), Escape Artist, Handle Animal, Hide, Intimidate, Jump, Listen, Move Silently, Navigate, Ride, Sense Motive, Spot, Survival, Swim.

**Bonus Feat:** Select one of the following: Animal Affinity, Archaic Weapons Proficiency, Athletic, Gone Native\*, Guide, or Track.

**Wealth Bonus Increase:** +1.

### *Imperial Age Skills and Feats Reference Guide*

The following are a list of skills and feats not found in the SRD, listed with the *Imperial Age* product they are found in. Some skills and feats are found in more than one product; all are listed.

#### **Skills**

Craft (engines)	<i>Engines</i>
Craft (rune)	<i>Engines</i>
Fantastic Science	<i>Engines</i>
Knowledge (fantastic engines)	<i>Engines</i>

#### **Feats**

Black Market Bargain	<i>The Game Master's Guidebook</i>
Builder	<i>Engines</i>
Collector	<i>Engines</i>
Country Squire	<i>The Game Master's Guidebook</i>
Engine Operation	<i>Engines</i>
Engines Weapon Proficiency	<i>Engines</i>
Fey Foe	<i>Faeries</i>
Fight Thrower	<i>Fisticuffs and Swordplay</i>
Gearhead	<i>Engines</i>
Gone Native	<i>The Game Master's Guidebook</i>
Infamy	<i>Magick, The Game Master's Guidebook, Anarchism</i>
Inscribe Rune	<i>Engines</i>
Inspired	<i>Engines</i>
Leadership	<i>Monster Hunter, The Game Master's Guidebook</i>
Magick Mastery	<i>Magick</i>
Perfect Recall	<i>The Game Master's Guidebook</i>
Poker Face	<i>Anarchism</i>
Servant	<i>The Game Master's Guidebook</i>
Spiritual Heritage	<i>Spiritualism</i>
True Faith	<i>Spiritualism</i>

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