

Civilian Class

The people of the realms ply many trades and have many skills, albeit not well suited to adventure.

This class is intended for named NPCs who warrant a character sheet.

Weapons: None

Armor: None

Hit Points: 1d4 per level

Home Ground: Choose a town, city district or farming region. You know its people and geography well. This may lend information, aid or Advantage.

Professions: Choose a Guild (see Guilds and Professions Table) and roll d12 for a profession.

- You are competent in tasks related to that profession.
- You have the necessary tools and access to necessary facilities in your Home Ground to practice your professions.
- If you gain the same profession twice you are a master of that profession and gain Advantage on most tasks it involves. Re-roll on gaining any professions you already have mastery of.



CIVILIAN TALENTS

2d6	Effect
2	Gain an additional Guild of your choice
3-6	Roll a Profession from your Guild(s)
7-9	+2 points to distribute to stats
10-11	Choose a Profession from your Guild(s)
12	Gain proficiency with one weapon or armor type

Guilds and Professions Table:

PROFESSIONS	GUILDS:	Healer	Masonry	Arms	Scholar	Cook
	1	Apothecary	Architect	Armourer	Astrologer	Baker
	2	Barber	Bricklayer	Arrowsmith	Barrister	Brewer
	3	Bonesetter	Hewer	Bardier	Clerk	Butcher
	4	Embalmer	Marbler	Bladesmith	Dragoman	Chandler
	5	Herbalist	Mason	Bowyer	Herald	Cook
	6	Leech	Miner	Chainsmith	Interpreter	Dryer
	7	Midwife	Paviour	Diemaker	Librarian	Miller
	8	Nurse	Plasterer	Fletcher	Navigator	Saucier
	9	Orderly	Quarrier	Sharpener	Sage	Scullery
	10	Physician	Surveyor	Sheather	Scribe	Smallgoods
	11	Surgeon	Rofer	Temperer	Scrivener	Smoker
12	Veterinarian	Waller	Toolmaker	Spy	Soapmaker	
PROFESSIONS	GUILDS:	Domestic	Smithing	Hidework	Timbercraft	Merchant
	1	Beggar	Blacksmith	Bookbinder	Carpenter	Banker
	2	Butler	Bloomer	Cobbler	Cartwright	Bookkeeper
	3	Governess	Brazier	Cordwainer	Carver	Carrier
	4	Hermit	Coppersmith	Furrier	Harpmaker	Creditor
	5	Innkeep	Cutler	Horner	Joiner	Grocer
	6	Jester	Farrier	Leatherworker	Limner	Merchant
	7	Laundress	Ironmonger	Organmaker	Lutemaker	Fence
	8	Maid	Locksmith	Parchmenter	Painter	Porter
	9	Minstrel	Nailsmith	Pursemaker	Shipwright	Teamster
	10	Rat Catcher	Spurrier	Saddler	Thatcher	Tinker
	11	Servant	Tinsmith	Skinner	Wheelwright	Trader
12	Steward	Wiredrawer	Tanner	Woodturner	Waterleader	
PROFESSIONS	GUILDS:	Agrarian	Jeweller	Textiles	Kiln	Civic
	1	Churl	Clockmaker	Draper	Brickmaker	Bayliff
	2	Farmer	Enameler	Dyer	Charcoal Burner	Bodyguard
	3	Fisherman	Engraver	Embroiderer	Clay Miner	Crier
	4	Forager	Gem-Cutter	Fuller	Collier	Executioner
	5	Gardener	Gilder	Haberdasher	Glass-Blower	Groom
	6	Herdsmen	Goldbeater	Hatter	Glazer	Guard
	7	Ploughman	Goldsmith	Hosier	Glazier	Labourer
	8	Poulterer	Latoner	Sailmaker	Kiln Builder	Lamplighter
	9	Shepherd	Minter	Seamstress	Limeburner	Linkboy
	10	Swineherd	Needler	Shearman	Pigmenter	Messenger
	11	Trapper	Pewterer	Tailor	Potter	Sailor
12	Vintner	Tinkerer	Weaver	Tilemaker	Soldier	