

- LABOURER -

DESCRIPTION

Unskilled labourers fill the cities, docks, and farms of the Old World, hauling goods, working on construction, performing many of the simple, laborious tasks more skilled workers have neither the time nor inclination to devote themselves to. Such work is physically demanding and strenuous, and labourers are a rough, burly bunch, not above taking coin for any job in which their muscle can be put to use. Untrained as they are, labourers earn a pittance, and many squander their meagre earnings on cheap ale, ending their nights in the gutters or on rough wooden pallets in cheap filthy dormitories.



- Labourer Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	+10%	+10%	+10%	-	-	-

Secondary Profile

	W	SB	TH	M	Mag	IP	FP
	+3	-	-	-	-	-	-

Skills: Consume Alcohol, Drive, Gamble or Haggle, Gossip, Perception or Performer (Singer), Scale Sheer Surface

Talents: Hardy, Street Fighting, Sturdy, Very Resilient, Very Strong

Trappings: 10 Yards of Rope, Tankard

Career Entries: Bodyguard, Peasant, Thug

Career Exits: Bodyguard, Executioner, Jailer, Militiaman, Miner, Thug

Note: If you are rolling randomly for your Starting Career, you can substitute Labourer for Peasant with your GM's permission.