

Stats:

Man skal fordele følgende point mellem de 8 stats: 90, 80, 70, 70, 60, 60, 50, 40

Stats

- STR (Strength) Tip: Bruges sammen med Size for at bestemme Damage Bonus
- CON (Constitution) Tip: Bruges sammen med Size til at bestemme ens HP
- SIZ (Size) Tip: Bruges sammen med Constitution til at bestemme ens HP og sammen med Strength til at bestemme Damage Bonus
- DEX (Dexterity) Tip: Bruges til Initiativ og Dodge
- APP (Appearance) Tip: Bruges i sociale situationer
- INT (Intelligence) Tip: Bruges til personlige Skille Points
- POW (Power) Tip: Bruges til Sanity, det er en dårlig idé at starte med for lidt i Sanity.
- EDU (Education) Tip: Bruges som regel til Profession Skille Points \*

\*) Nogle gange bruges der en kombination af denne og andre Characteristics, så tjek din profession før du sætter dine Characteristics.

Other stats:Skill points

- Occupation Points Se Occupation
- Personlige Points Int \* 2

\*\*\* Vær opmærksom på at en skill, totalt set, ikke må være højere end 80 på en start karakter.

Sanity Points

- Same som POW

Damage Bonus and Build

STR + SIZ	Damage Bonus	Build
2 — 64	-2	-2
65 — 84	-1	-1
85 — 124	None	0
125 — 164	+1D4	+1
165 — 204	+1D6	+2

Hit Points

- SIZ + CON / 10 (Rundet ned)

Magic Points

- POW / 5

Move Rate

Både DEX og STR er begge mindre end SIZ: ..... MOV 7

Enten STR eller DEX er lig med eller større end SIZ, eller hvis de alle er lige: ..... MOV 8

Både STR og DEX er begge større end SIZ: ..... MOV 9

Ageing

Age	Str/Con/Siz	App	Luck	Move Rate	EDU Improvement
15-19	-5	+0	x2	+0	(-1) 0
20-30s	+0	+0	x1	+0	(+0) 1
40s	-5	-5	x1	-1	(+3) 2
50s	-10	-10	x1	-2	(+5) 3
60s	-20	-15	x1	-3	(+7) 4
70s	-40	-20	x1	-4	(+9) 4
80s	-80	-25	x1	-5	(+11) 4
90s	-80	-25	x1	-5	(+13) 4

## Strength

- 0 ..... Svækket, ude af stand til at stå op eller løfte noget.
- 15 ..... Svag/svagelig.
- 50 ..... Menneskelig gennemsnitlig/normal.
- 90 ..... En af de stærkeste mennesker du har mødt.
- 99 ..... Verdens stærkeste, menneskeligt maksimum.
- 140 .... Overmenneskelig styrke (gorilla eller hest).

## Constitution

- 0 ..... Død.
- 1 ..... Sygelig, tilbøjelighed til langvarig sygdom og har svært ved at fungere uden hjælp.
- 15 ..... Svag helbred, føler ofte smerte voldsommere.
- 50 ..... Menneskelig gennemsnitlig/normal.
- 90 ..... Modstandsdygtig, blive sjældent/aldrig syg.
- 99 ..... Meget stærk helbred, er i stand til at modstå enorme smerter, menneskeligt maksimum.
- 140 .... Overmenneskelig helbred (f.eks. elefant).

## Size

- 1 ..... Baby fra 1 til 10 kg.
  - 15 ..... Barn eller meget lille højde.
  - 60 ..... Menneskelig gennemsnitlig/normal højde og vægt. (75 kg).
  - 80 ..... Meget høj, kraftigt bygget eller fed. (110 kg).
  - 99 ..... Overvægtig (150 kg).
  - 150 .... Hest eller ko (450 kg).
  - 180 .... Største menneske registreret (634 kg).
- Note: . Mennesker kan overstige SIZ 99.

## Dexterity

- 0 ..... Ude af stand til at bevæge sig uden hjælp.
- 15 ..... Langsom, klodset og dårlig motorisk.
- 50 ..... Menneskelig gennemsnitlig/normal.
- 90 ..... Hurtig og adræt, i stand til at gøre ting der kræver stor balance (f.eks. akrobat eller danser)
- 99 ..... Atlet i verdensklasse, menneskeligt maksimum
- 120 .... Overmenneskelig behændighed (f.eks. tiger)

## Appearance

- 0 ..... Så grim og vederstyggelig at andre rammes af frygt, afsky eller medlidenhed.
  - 15 ..... Grim, muligvis vansiret eller skader ved fødsel.
  - 50 ..... Menneskelig gennemsnitlig/normal.
  - 90 ..... En af de mest charmerende folk du kan møde, naturlig tiltrækningskraft.
  - 99 ..... Det smukkeste du har set (supermodel eller verdensstjerne), menneskeligt maksimum.
- Note: . APP bruges kun til mennesker og kan ikke overstige 99.

## Intelligence

- 0 ..... Ingen intellekt, ude af stand til at forstå verden omkring dem.
- 15 ..... Langsom elev, er kun i stand til at forstå meget basal matematik eller læse bøger på begynder niveau.
- 50 ..... Menneskelig gennemsnitlig/normal.
- 90 ..... Hurtig opfattende, er i stand til tale mange sprog
- 99 ..... Geni (Einstein, Da Vinci, Tesla, osv.) menneskeligt maksimum.

## Power

- 0 ..... Svagt sind, ingen viljestyrke.
  - 15 ..... Svagt sind, let at dominere.
  - 50 ..... Menneskelig gennemsnitlig/normal.
  - 90 ..... Stærk vilje, potentielt mulighed for at forstå det ukendte og magiske.
  - 100 .... Jernvilje, stærk forbindelse til det åndelige plan eller den ukendte verden.
  - 140 .... Over menneskeligt muligt, muligvis alien.
- Note: . Mennesker kan overstige POW 100, men dette er usædvanligt sjældent.

## Education

- 0 ..... En nyfødt
- 15 ..... Uden nogen form for uddannelse.
- 60 ..... Gymnasial uddannelse (High school).
- 70 ..... Videre gående uddannelse/bachelor (College degree).
- 80 ..... Universitets grad (Master's degree).
- 90 ..... Doktor grad, professor.
- 96 ..... Verdenskendt for deres ekspertise.
- 99 ..... Menneskeligt maksimum.

## Living Standards:

### Credit Rating 0: Uden midler

Denne person er dårligere stillet end en fattig og har ingen midler.

**Levested:** Personen lever på gaden.

**Rejser:** Personen må gå, tomle eller tage med som blind passager.

### Credit Rating 1-9: Fattig

Denne person har råd til at have tag over hovedet et måltid om dagen.

**Levested:** Personen kan kun leje de mest dårlige værelser.

**Rejser:** Personen kan kun bruge de billigste offentlig transportmidler.

### Credit Rating 10-49: Middel

Denne person har en gennemsnitlig levevis og tre måltider om dagen.

**Levested:** Personen bor i et gennemsnitligt hjem, som regel en lejlighed eller lign., enten lejet eller ejet og vil have råd til en standart bil.

**Rejser:** Personen rejser på middelklasse, og leje sig ind på gennemsnitlige hoteller.

### Credit Rating 50-89: Velhavende

Denne person lever et velhavende liv i en rimelig luksus.

**Levested:** Personen bor i et stort hus, evt. med noget hushjælp (butler, husholderske, rengøringspersonale, gartner, mf.) Personen ejer muligvis et sommerhus på landet eller i udlandet og vil have råd til en dyr bil eller anden trabsport middel.

**Rejser:** Personen rejser på første klasse og lejer sig ind på dyre hoteller.

### Credit Rating 90+: Rig

Denne person lever i stor luksus og har råd til at spise ude hver aften.

**Levested:** Personen har et overdådigt hjem i et kæmpe hus med en række folk ansat (butler, tjenere, renere, gartner, etc.). Personen vil ud over det eje flere luksus huse nogle af dem i andre lande samt mange luksusbiler og evt. fly eller skibe.

**Rejser:** Personen rejser altid på første klasse og lejer sig ind på de dyreste hoteller som regel i penthouse suite.

Personen skal ikke holde styr på hvilke penge denne bruger i spilet, så længe de ikke overstige denne persons levestandard.

### Credit Rating 99: Super Rig

Denne person er så rig at penge stort set ikke er problemet. Personen er blandt de rigeste i verden.

## Skills:

1%–5% .....total amatør: aner ikke noget om hvordan det fungerer.

6%–19% .....begynder: har meget lidt viden.

20%–49% .....amatør: har nogen viden, hobby niveau.

50%–74% .....professionel: kan leve af sin viden, svarer til en bachelorgrad.

75%–89% .....ekspert: svarer til en doktor grad (master's degree or Ph.D).

90%+ .....stor mester: er blandt de mest vidende i verden inden for sit felt.

## Cash and Assets:

## 1890s:

	Credit Rating	Cash	Assets	Spending Level
Uden midler	(CR 0)	5 shillings	Ingen	5 pence
Fattig	(CR 1-9)	CR x 1 (£1 - £9)	CR x 10 (£10 - £90)	20 shillings
Middel	(CR 10-49)	CR x 10 (£100 - £490)	CR x 20 (£200 - £980)	£2/10 shillings
Velhavende	(CR 50-89)	CR x 12 (£600 - £1.068)	CR x 100 (£5.000 - £8.900)	£15
Rig	(CR 90-98)	CR x 50 (£4.500 - £4.900)	CR x 500 (£45.000 - £49.000)	£50
Super Rig	(CR 99)	£150.000	£3M+	£250

12 pence = 20 shillings = £1    £1 = \$5

## 1920s:

	Credit Rating	Cash	Assets	Spending Level
Uden midler	(CR 0)	\$0.50	Ingen	\$0.50
Fattig	(CR 1-9)	CR x 1 (\$1 - \$9)	CR x 10 (\$10 - \$90)	\$2
Middel	(CR 10-49)	CR x 2 (\$20 - \$98)	CR x 50 (\$500 - \$2.450)	\$10
Velhavende	(CR 50-89)	CR x 5 (\$250 - \$445)	CR x 500 (\$25.000 - \$44.500)	\$50
Rig	(CR 90-98)	CR x 20 (\$1.800 - \$1.960)	CR x 2000 (\$180.000 - \$196.000)	\$250
Super Rig	(CR 99)	\$50.000	\$5M+	\$5.000

## Moderne tid:

	Credit Rating	Cash	Assets	Spending Level
Uden midler	(CR 0)	\$10	Ingen	\$10
Fattig	(CR 1-9)	CR x 20 (\$20 - \$180)	CR x 200 (\$200 - \$1.800)	\$40
Middel	(CR 10-49)	CR x 40 (\$400 - \$1.960)	CR x 1,000 (\$10.000 - \$49.000)	\$200
Velhavende	(CR 50-89)	CR x 100 (\$5.000 - \$8.900)	CR x 10,000 (\$500.000 - \$890.000)	\$1.000
Rig	(CR 90-98)	CR x 400 (\$36.000 - \$39.200)	CR x 40,000 (\$3.6M - \$3.92M)	\$5.000
Super Rig	(CR 99)	\$1M	\$100M+	\$100.000

## Indhold

Accountant .....	5
Acrobat .....	5
Actor .....	5
Stage Actor .....	5
Film Star .....	5
Agency Detective .....	5
Alienist [Classic] .....	6
Animal Trainer .....	6
Antiquarian [Lovecraftian] .....	6
Antique Dealer .....	6
Archaeologist [Lovecraftian] .....	7
Architect .....	7
Artist .....	7
Asylum Attendant .....	7
Athlete .....	7
Author [Lovecraftian] .....	8
Aviator [Classic] .....	8
Bartender .....	8
Big Game Hunter .....	8
Book Dealer .....	9
Bounty Hunter .....	9
Boxer/Wrestler .....	9
Butler/Valet/Maid .....	9
Clergy, Member of the .....	10
Computer Programmer/Technician/Hacker [Modern] .....	10
Computer Programmer/Technician .....	10
Hacker .....	10
Cowboy/girl .....	10
Craftsperson .....	11
Criminal .....	11
Assassin .....	11
Bank Robber .....	11
Bootlegger/Thug .....	11
Burglar .....	12
Conman .....	12

Criminal (freelance/solo).....	12
Gun Moll [Classic].....	12
Fence .....	12
Forger/Counterfeiter .....	12
Smuggler .....	12
Street Punk .....	13
Cult Leader.....	13
Deprogrammer [Modern].....	13
Designer .....	13
Dilettante [Lovecraftian] .....	13
Diver .....	14
Doctor of Medicine [Lovecraftian] .....	14
Drifter .....	14
Driver .....	14
Chauffeur .....	15
Driver .....	15
Taxi Driver .....	15
Editor .....	15
Elected Official.....	15
Engineer.....	16
Entertainer.....	16
Explorer [Classic] .....	16
Farmer .....	16
Federal Agent .....	16
Firefighter .....	17
Foreign Correspondent.....	17
Forensic Surgeon .....	17
Gambler.....	17
Gangster .....	17
Gangster Boss .....	18
Gangster Underling.....	18
Gentleman/Lady.....	18
Hobo .....	18
Hospital Orderly.....	18
Journalist [Lovecraftian] .....	19
Investigative Journalist .....	19
Reporter.....	19

Judge.....	19
Laboratory Assistant.....	19
Laborer .....	20
Laborer, Unskilled.....	20
Lumberjack .....	20
Miner .....	20
Lawyer .....	20
Librarian [Lovecraftian] .....	20
Mechanic (and Skilled Trades).....	21
Military Officer .....	21
Missionary .....	21
Mountain Climber.....	21
Museum Curator .....	22
Musician .....	22
Nurse .....	22
Occultist.....	22
Outdoorsman/woman.....	23
Parapsychologist.....	23
Pharmacist.....	23
Photographer.....	23
Photographer.....	23
Photojournalist .....	24
Pilot.....	24
Police Detective/Officer [Lovecraftian] .....	24
Police Detective .....	24
Uniformed Police Officer .....	24
Private Investigator .....	25
Professor [Lovecraftian] .....	25
Prospector .....	25
Prostitute.....	25
Psychiatrist .....	25
Psychologist/Psychoanalyst.....	26
Researcher.....	26
Sailor .....	26
Sailor, Naval.....	26
Sailor, Commercial.....	27
Salesperson.....	27

Scientist ..... 27

Secretary..... 27

Shopkeeper..... 28

Soldier/Marine..... 28

Spy ..... 28

Student/Intern..... 28

Stuntman ..... 28

Tribe Member..... 29

Undertaker ..... 29

Union Activist ..... 29

Waitress/Waiter ..... 29

White-Collar Worker ..... 30

    Clerk/Executive..... 30

    Middle/Senior Manager ..... 30

Zealot..... 30

Zookeeper..... 30



## Accountant

Either employed within a business or working as a freelance consultant with a portfolio of self-employed clients or businesses. Diligence and an attention to detail means that most accountants can make good researchers, being able to support investigations through the careful analysis of personal and business transactions, financial statements, and other records.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 30–70

**Suggested Contacts:** Business associates, legal professions, financial sector (bankers, other accountants).

**Skills:** Accounting, Law, Library Use, Listen, Persuade, Spot Hidden, any two other skills as personal or era specialties (e.g. Computer Use).

## Acrobat

Acrobats may be either amateur athletes competing in staged meets—possibly even the Olympics—or professionals employed with the entertainment sector (e.g. circuses, carnivals, theatrical performances).

**Occupation Skill Points:** EDU × 2 + DEX × 2

**Credit Rating:** 9–20

**Suggested Contacts:** Amateur athletic circles, sports writers, circuses, carnivals.

**Skills:** Climb, Dodge, Jump, Throw, Spot Hidden, Swim, any two other skills as personal or era specialties.

## Actor

Usually a stage or film actor. Many stage actors have a background in the classics and, considering themselves “legitimate,” have a tendency to look down upon the commercial efforts of the film industry, although by the late twentieth century this is diminished, with film actors able to command greater respect and higher fees. Movie stars and the film industry have long captured the interest of people across the world. Many stars are made overnight and most of them lead flashy, high profile lives, ever in the media spotlight. In the 1920s, the theatrical center of the U.S. is in New York City, although there are major stages in most cities across the country. A similar situation exists in England, with touring repertory companies traveling the counties, with London the heart of theatrical shows. Touring companies travel by train, presenting new plays, as well as classics by Shakespeare and others. Some companies spend considerable amounts of time touring foreign parts, such as Canada, Hawaii, Australia, and Europe. With the introduction of “talkies” in the latter part of the 1920s, many stars of the silent films era cannot cope with the transition to sound. The arm-waving histrionics of silent actors give way to more subtle characterizations. John Garfield and Francis Bushman are forgotten for new stars, such as Gary Cooper and Joan Crawford.

### Stage Actor

**Occupation Skill Points:** EDU × 2 + APP × 2

**Credit Rating:** 9–40

**Suggested Contacts:** Theatre industry, newspaper arts critics, actor’s guild or union.

**Skills:** Art/Craft (Acting), Disguise, Fighting, History, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any one other skill as a personal or era specialty.

### Film Star

**Occupation Skill Points:** EDU × 2 + APP × 2

**Credit Rating:** 20–90

**Suggested Contacts:** Film industry, media critics, writers.

**Skills:** Art/Craft (Acting), Disguise, Drive Auto, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any two other skills as personal or era specialties (e.g. Ride or Fighting).

## Agency Detective

Numerous well-known detective agencies exist around the world, with probably the most famous being the Pinkerton and Burns agencies (merged into one in modern times). Large agencies employ two types of agents: security guards and operatives. Guards are uniformed patrolmen, hired by companies and individuals to protect property and people against burglars, assassins and kidnappers. Use the Uniformed Police Officer’s description for these characters.

Company Operatives are plainclothes detectives, sent out on cases requiring them to solve mysteries, prevent murders, locate missing people, and so on.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{STR} \times 2 \text{ or } \text{DEX} \times 2)$

**Credit Rating:** 20–45

**Suggested Contacts:** Local law enforcement, clients.

**Skills:** One interpersonal skill (Charm, Fast Talk, Intimidate or Persuade), Fighting (Brawl), Firearms, Law, Library Use, Psychology, Stealth, Track.

### Alienist [Classic]

In the 1920s, "alienist" is the term given for those who treat mental illness (early psychiatrists). Psychoanalysis is barely known in the U.S., and its basis in sexual life and toilet training is felt to be indecent. Psychiatry, a standard medical education augmented by behaviorism, is more common. Intellectual wars rage between alienists, psychiatrists, and neurologists.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 10–60

**Suggested Contacts:** Others in the field of mental illness, medical doctors, and occasionally detectives in law enforcement.

**Skills:** Law, Listen, Medicine, Other Language, Psychoanalysis, Psychology, Science (Biology), (Chemistry).

### Animal Trainer

May be employed by film studios, a travelling circus, a horse stable, or possibly working freelance. Whether training guide dogs for the blind or teaching a lion to jump through a flaming hoop, the animal trainer usually works alone, spending long hours in close proximity with the animals in their care. An animal trainer can use the Psychology skill with animals as well as people.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{APP} \times 2 \text{ or } \text{POW} \times 2)$

**Credit Rating:** 10–40

**Suggested Contacts:** Zoos, circus folk, patrons, actors.

**Skills:** Jump, Listen, Natural World, Psychology, Science (Zoology), Stealth, Track, any one other skill as a personal or era specialty.

### Antiquarian [Lovecraftian]

A person who delights in the timeless excellence of design and execution, and in the power of ancient lore. Probably the most Lovecraft-like occupation available to an investigator. An independent income allows the antiquarian to explore things old and obscure, perhaps sharpening their focus down particular lines of enquiry based on personal preference and interest. Usually a person with an appreciative eye and a swift mind, who frequently finds mordant or contemptuous humor in the foolishness of the ignorant, the pompous, and the greedy.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 30–70

**Suggested Contacts:** Booksellers, antique collectors, historical societies.

**Skills:** Appraise, Art/Craft (any), History, Library Use, Other Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Spot Hidden, any one other skill as a personal or era specialty.

### Antique Dealer

Antique dealers usually own their own shop, retail items out of their homes, or go on extended buying trips, making a profit on reselling to urban stores.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 30–50

**Suggested Contacts:** Local historians, other antique dealers, possibly criminal fences.

**Skills:** Accounting, Appraise, Drive Auto, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), History, Library Use, Navigate.

## Archaeologist [Lovecraftian]

The study and exploration of the past. Primarily the identification, examination, and analysis of recovered materials relating to human history. The work involves painstaking research and meticulous study, not to mention a willing attitude to getting one's hands dirty. In the 1920s, successful archaeologists became celebrities, seen as explorers and adventurers. While some used scientific methods, many were happy to apply brute force when unveiling the secrets of the past—the use of dynamite was sometimes common. Such bullish behavior would be frowned upon in modern times.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 10–40

**Suggested Contacts:** Patrons, museums, universities.

**Skills:** Appraise, Archaeology, History, Other Language (any), Library Use, Spot Hidden, Mechanical Repair, Navigate or Science (e.g. chemistry, physics, geology, etc.)

## Architect

Architects are trained to design and plan buildings, whether a small conversion to a private house or a multi-million dollar construction project. The architect will work closely with the project manager and oversee the construction. Architects must be aware of local planning laws, health and safety regulation, and general public safety. Some may work for large firms or work freelance. A lot will depend on reputation. In the 1920s, many try and go it alone, working out of their house or a small office. Few manage to sell the grandiose designs they all nurse. Architecture may also encompass specialist areas like naval architecture and landscape architecture.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 30–70

**Suggested Contacts:** Local building and city engineering departments, construction firms.

**Skills:** Accounting, Art/Craft (Technical Drawing), Law, Own Language, Computer Use or Library Use, Persuade, Psychology, Science (Mathematics).

## Artist

May be a painter, sculptor, etc. Sometimes self-absorbed and driven with a particular vision, sometimes blessed with a great talent that is able to inspire passion and understanding. Talented or not, the artist's ego must be hardy and strong to surmount initial obstacles and critical appraisal, and to keep them working if success arrives. Some artists care not for material enrichment, while others have a keen entrepreneurial streak.

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or POW × 2)

**Credit Rating:** 9–50

**Suggested Contacts:** Art galleries, critics, wealthy patrons, the advertising industry.

**Skills:** Art/Craft (any), History or Natural World, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Other Language, Psychology, Spot Hidden, any two other skills as personal or era specialties.

## Asylum Attendant

Although there are private sanitariums for those few who can afford them, the vast bulk of the mentally ill are housed in state and county facilities. Aside from a few doctors and nurses, they employ a large number of attendants, often chosen more for their strength and size rather than medical learning.

**Occupation Skill Points:** EDU × 2 + (STR × 2 or DEX × 2)

**Credit Rating:** 8–20

**Suggested Contacts:** Medical staff, patients, and relatives of patients. Access to medical records, as well as drugs and other medical supplies.

**Skills:** Dodge, Fighting (Brawl), First Aid, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Listen, Psychology, Stealth.

## Athlete

Probably plays in a professional baseball, football, cricket, or basketball team. This may be a major league team with a regular salary and national attention or—particularly in the case of 1920s baseball—one of many minor league teams, some of them owned and operated by major league owners. The latter pay barely enough to keep players fed and on

the team. Successful professional athletes will enjoy a certain amount of celebrity within the arena of their expertise more so in the present day where sporting heroes stand side by side with film stars on red carpets around the world.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 9–70

**Suggested Contacts:** Sports personalities, sports writers, other media stars.

**Skills:** Climb, Jump, Fighting (Brawl), Ride, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Swim, Throw, any one other skill as a personal or era specialty.

### Author [Lovecraftian]

As distinct from the journalist, the author uses words to define and explore the human condition, especially the range of human emotions. Their labors are solitary and the rewards solipsistic: only a relative handful make much money in the present day, though in previous eras the trade once provided a regular living wage. The work habits of authors vary widely. Typically an author might spend months or years researching in preparation for a book, then withdrawing for periods of intense creation.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 9–30

**Suggested Contacts:** publishers, critics, historians, etc.

**Skills:** Art (Literature), History, Library Use, Natural World or Occult, Other Language, Own Language, Psychology, any one other skill as a personal or era specialty.

### Aviator [Classic]

An aviator is a stunt pilot, working at carnivals or offering daring leisure rides for those willing to pay. Often fame could be won by competing in organized air races, either cross-country or on fixed courses. During the twenties, Hollywood makes fair use of stunt pilots. A few aviators even find work as test pilots for aircraft manufacturers. Many aviators learned to fly during the Great War and, as a result, still hold commissions as officers in the Army, Navy, Marines, or Coast Guard. Younger pilots have either received military training during peacetime or learned on their own. American flying aces of the World War still in the public limelight include: Eddie Rickenbacker, presently employed by Chrysler Corporation; Tommy Hitchcock, Jr., now a star on the polo fields; Reed Landis, son of Baseball Commissioner, Kenesaw Mountain Landis. (See Pilot)

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 30–60

**Suggested Contacts:** Old military contacts, other pilots, airfield mechanics, businessmen.

**Skills:** Accounting, Electrical Repair, Listen, Mechanical Repair, Navigate, Pilot (Aircraft), Spot Hidden, any one other skill as a personal or era specialty.

### Bartender

Normally not the owner of the bar, the bartender is everyone's friend. For some it's a career or their business, for many it's a means to an end. In the 1920s the profession is made illegal by the Prohibition Act; however, there's no shortage of work for a bartender, as someone has to serve the drinks in the speakeasies and secret gin joints.

**Occupation Skill Points:**  $\text{EDU} \times 2 + \text{APP} \times 2$

**Credit Rating:** 8–25

**Suggested Contacts:** Regular customers, possibly organized crime.

**Skills:** Accounting, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Fighting (Brawl), Listen, Psychology, Spot Hidden, any one other skill as a personal or era specialty.

### Big Game Hunter

Big game hunters are skilled trackers and hunters who usually earn their living leading safaris for wealthy clients. Most are specialized in one part of the world, such as the Canadian woods, African plains, and other locales. Some hunters may work for the black market, capturing live exotic species for private collectors, or trading in illegal or morally objectionable animal products like skins, ivory, and the like—although in the 1920s such activities were more common and were permissible under most countries' laws. Although the "great white hunter" is the quintessential type, others may be simply local indigenous people who escort hunters through the backwoods of the Yukon in search of moose or bear.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 20–50

**Suggested Contacts:** Foreign government officials, game wardens, past (usually wealthy) clients, black-market gangs and traders, zoo owners.

**Skills:** Firearms, Listen or Spot Hidden, Natural World, Navigate, Other Language or Survival (any), Science (Biology or Botany), Stealth, Track.

### Book Dealer

A book dealer may be the owner of a retail outlet or niche mail order service, or specialize in buying trips across the country and even overseas. Many will have wealthy or regular clients, who provide lists of sought-after and rare works.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 20–40.

**Suggested Contacts:** Bibliographers, book dealers, libraries and universities, clients.

**Skills:** Accounting, Appraise, Drive Auto, History, Library Use, Own Language, Other Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).

### Bounty Hunter

Bounty hunters track down and return fugitives to justice. Most often, freelancers are employed by Bail Bondsmen to track down bail jumpers. Bounty hunters may freely cross state lines in pursuit of their quarry and may show little regard for civil rights and other technicalities when capturing their prey. Breaking and entering, threats, and physical abuse are all part of the successful bounty hunter's bag of tricks. In modern times this may stem to illegal phone taps, computer hacking, and other covert surveillance.

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or STR × 2)

**Credit Rating:** 9–30

**Suggested Contacts:** Bail bondsmen, local police, criminal informants.

**Skills:** Drive Auto, Electronic or Electrical Repair, Fighting or Firearms, one interpersonal skill (Fast Talk, Charm, Intimidate, or Persuade), Law, Psychology, Track, Stealth.

### Boxer/Wrestler

Professional boxers and wrestlers are managed by individuals (promoters) possibly backed by outside interests, and usually locked into contracts. Professional boxers and wrestlers work and train full-time. Amateur boxing competitions abound, a training ground for those aspiring to professional status. In addition, amateur and post-professional boxers and wrestlers can sometimes be found making a living from illegal bare-knuckle fights, usually arranged by organized crime gangs or entrepreneurial locals.

**Occupation Skill Points:** EDU × 2 + STR × 2

**Credit Rating:** 9–60

**Suggested Contacts:** Sports promoters, journalists, organized crime, professional trainers.

**Skills:** Dodge, Fighting (Brawl), Intimidate, Jump, Psychology, Spot Hidden, any two other skills as personal or era specialties.

### Butler/Valet/Maid

This occupation covers those who are employed in a servant capacity and includes butler, valet, and lady's maid. A butler is usually employed as a domestic servant for a large household. Traditionally the butler is charge of the dining room, wine cellar and pantry, and ranks as the highest male servant. Usually male a housekeeper would be the female equivalent—the butler is responsible for male servants within the household. The duties of the butler will vary to according to the requirements of his employer. A valet or lady's maid provides personal services, such as maintaining her employer's clothes, running baths, and effectively acting as a personal assistant. The work might include making travel arrangements, managing their employer's diary, and organizing household finances.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–40 (dependent on their employer's status and credit rating).

**Suggested Contacts:** Waiting staff of other households, local businesses and household suppliers.

**Skills:** Accounting or Appraise, Art/Craft (any, e.g. Cook, Tailor, Barber), First Aid, Listen, Other Language, Psychology, Spot Hidden, any two other skills as personal or era specialties.

## Clergy, Member of the

The hierarchy of the Church usually assigns clergy to their respective parishes or sends them on evangelical missions, most often to a foreign country (see Missionary). Different churches have different priorities and hierarchies: for example, in the Catholic Church a priest may rise through the ranks of bishop, archbishop, and cardinal, while a Methodist pastor may in turn rise to district superintendent and bishop. Many clergy (not just Catholic priests) bear witness to confessions and, though they are not at liberty to divulge such secrets, they are free to act upon them. Some who work in the church are trained in professional skills, acting as doctors, lawyers, and scholars—as appropriate, use the occupation template which best describes the nature of the investigator's work.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–60

**Suggested Contacts:** Church hierarchy, local congregations, community leaders.

**Skills:** Accounting, History, Library Use, Listen, Other Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any one other skill.

## Computer Programmer/Technician/Hacker [Modern]

Usually designing, writing, testing, debugging, and/or maintaining the source code of computer programs, the computer programmer is an expert in many different subjects, including formal logic and application platforms. May work freelance or within the confines of a software development house. The computer technician is tasked with the development and maintenance of computer systems and networks, often working alongside other office staff (such as project managers) to ensure systems maintain integrity and provide desired functionality. Similar occupations may include: Database Administrator, IT Systems Manager, Multimedia Developer, Network Administrator, Software Engineer, Webmaster, etc. The computer hacker uses computers and computer networks as a means of protest to promote political ends (sometimes referred to as "hacktivists") or for criminal gain. Illegally breaking into computers and other user accounts is required, the outcome of which could be anything from defacing web pages, doxing, and swatting to email bombing designed to enact denials of service.

### Computer Programmer/Technician

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 10–70

**Suggested Contacts:** Other IT workers, corporate workers and managers, specialized Internet web communities.

**Skills:** Computer Use, Electrical Repair, Electronics, Library Use, Science (Mathematics), Spot Hidden, any two other skills as personal or era specialties.

### Hacker

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 10–70

**Suggested Contacts:** IT workers, specialized Internet web communities, political groups, criminal enterprises.

**Skills:** Computer Use, Electrical Repair, Electronics, Library Use, Spot Hidden, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any two other skills.

## Cowboy/girl

Cowboys work the ranges and ranches of the West. Some own their own ranches, however many are simply hired where and when work is available. Good money can also be made by those willing to risk life and limb on the rodeo circuit, travelling between events for fame and glory. During the 1920s, a few found employment in Hollywood as stuntmen and extras in westerns; for example, Wyatt Earp worked as a technical advisor to the film industry. In modern times some ranches have opened their gates to holidaymakers wishing to experience life as a cowboy.

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or STR × 2)

**Credit Rating:** 9–20

**Suggested Contacts:** Local businesspeople, state agricultural departments, rodeo promoters, and entertainers.

**Skills:** Dodge, Fighting or Firearms, First Aid or Natural World, Jump, Ride, Survival (any), Throw, Track.

## Craftsperson

May be equally termed an artisan or master craftsperson. The craftsperson is essentially skilled in the manual production of items or materials. Normally quite talented individuals, some gaining a high reputation for works of art, while others provide a needed community service. Possible trades include: furniture, jewelry, watchmaker, potter, blacksmith, textiles, calligraphy, sewing, carpentry, book binding glassblowing, toy maker, stained glass, and so on.

**Occupation Skill Points:**  $EDU \times 2 + DEX \times 2$

**Credit Rating:** 10–40

**Suggested Contacts:** Local business people, other craftspersons and artists.

**Skills:** Accounting, Art/Craft (any two), Mechanical Repair, Natural World, Spot Hidden, any two other skills as personal specialties.

## Criminal

Criminals come in all shapes, sizes, and shades of grey. Some are merely opportunistic jacks of all trades, such as pickpockets and thugs, while others are highly specialized, spending time researching and planning focused criminal enterprises. This latter group could include bank robbers, cat burglars, forgers, and confidence tricksters. The criminal either works for someone, usually an organized "mob" or crime family, or works solo, perhaps occasionally teaming up with others when the reward is worth the effort and risk. Freelance thugs might work as muggers, stickup men, and armed robbers. Whether bootleggers, corner-boys, or thugs, these are the soldiers of organized crime. They are supported by criminal organizations and they are the ones usually expected to take the fall for the gangsters above them. Their silence and loyalty is expected and rewarded. Confidence tricksters are usually smooth talkers. Working alone or in a team, they descend on wealthy individuals or communities, fleecing their targets of their hard-earned savings. Some schemes are elaborate, involving teams of scam men and rented buildings; others are simple affairs, transactions requiring only one con man and no more than a few minutes. A fence is someone who trades in stolen property, usually taking in stolen goods and then selling them onto other criminals or (unwitting) legitimate customers. Principally a middleman between thieves and buyers, the fence either takes a cut of the profit or, more usually, buys the stolen goods at a very low price. Forgers are the artists of the criminal world, specializing in forging official documents, deeds and transfers, and providing phony signatures. Beginners work manufacturing fake ID's for petty criminals, while the best engrave plates for counterfeiting currency. Hit men are the cold-blooded killers of the underworld. Usually hired from somewhere out of town, they arrive, do their work, then quickly disappear. It's strictly business. Often sociopaths, who seem to lack the ability to empathize with other human beings. Many follow strict codes of behavior. In spite of this, many marry, raise children, and in all other ways behave like model citizens. Smuggling is always a lucrative and high-risk business. The smuggler usually has a public profession, such as boat captain, pilot, or businessman, allowing them to transport illicit products to a needy market. Street punks are typically young street hoods, possibly looking for a chance to hook-up with real gangsters. Experience is probably limited to stealing cars, shoplifting, mugging, and burglary.

## Assassin

**Occupation Skill Points:**  $EDU \times 2 + (DEX \times 2 \text{ or } STR \times 2)$

**Credit Rating:** 30–60

**Suggested Contacts:** Few, mostly underworld; people prefer not to know them too well. The best will have earned a formidable reputation on the street.

**Skills:** Disguise, Electrical Repair, Fighting, Firearms, Locksmith, Mechanical Repair, Stealth, Psychology.

## Bank Robber

**Occupation Skill Points:**  $EDU \times 2 + (STR \times 2 \text{ or } DEX \times 2)$

**Credit Rating:** 5–75

**Suggested Contacts:** Other gang members (current and retired), criminal freelancers, organized crime.

**Skills:** Drive Auto, Electrical or Mechanical Repair, Fighting, Firearms, Intimidate, Locksmith, Operate Heavy Machinery, any one other skill as personal or era specialty.

## Bootlegger/Thug

**Occupation Skill Points:**  $EDU \times 2 + STR \times 2$

**Credit Rating:** 5–30

**Suggested Contacts:** Organized crime, street-level law enforcement, local traders.

**Skills:** Drive Auto, Fighting, Firearms, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Stealth, Spot Hidden.

### Burglar

**Occupation Skill Points:**  $EDU \times 2 + DEX \times 2$

**Credit Rating:** 5–40

**Suggested Contacts:** Fences, other burglars.

**Skills:** Appraise, Climb, Electrical or Mechanical Repair, Listen, Locksmith, Sleight of Hand, Stealth, Spot Hidden.

### Conman

**Occupation Skill Points:**  $EDU \times 2 + APP \times 2$

**Credit Rating:** 10–65

**Suggested Contacts:** Other confidence artists, freelance criminals.

**Skills:** Appraise, Art/Craft (Acting), Law or Other Language, Listen, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Sleight of Hand.

### Criminal (freelance/solo)

**Occupation Skill Points:**  $EDU \times 2 + (DEX \times 2 \text{ or } APP \times 2)$

**Credit Rating:** 5–65

**Suggested Contacts:** Other petty criminals, street-level law enforcement.

**Skills:** Art/Craft (Acting) or Disguise, Appraise, one interpersonal skill (Charm, Fast Talk, or Intimidate), Fighting or Firearms, Locksmith or Mechanical Repair, Stealth, Psychology, Spot Hidden.

### Gun Moll [Classic]

A female professional criminal. While many are fiercely independent, some are at the beck and call of mobster boyfriends—however, in reality this could easily be the other way around, with the moll working her boyfriend for all she can before skedaddling with all the cash and furs she can carry.

**Occupation Skill Points:**  $EDU \times 2 + APP \times 2$

**Credit Rating:** 10–80 (income is usually dependent on boyfriend's income)

**Suggested Contacts:** Gangsters, law enforcement, local businesses.

**Skills:** Art/Craft (any), two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Fighting (Brawl) or Firearms (Handgun), Drive Auto, Listen, Stealth, any one other skill as personal or era specialty.

### Fence

**Occupation Skill Points:**  $EDU \times 2 + APP \times 2$

**Credit Rating:** 20–40

**Suggested Contacts:** Organized crime, trade contacts, black market and legitimate buyers.

**Skills:** Accounting, Appraise, Art/Craft (Forgery), History, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Library Use, Spot Hidden, any one other skill.

### Forger/Counterfeiter

**Occupation Skill Points:**  $EDU \times 4$

**Credit Rating:** 20–60

**Suggested Contacts:** Organized crime, businesspeople.

**Skills:** Accounting, Appraise, Art/Craft (Forgery), History, Library Use, Spot Hidden, Sleight of Hand, any one other skill as personal or era specialty (e.g. Computer Use).

### Smuggler

**Occupation Skill Points:**  $EDU \times 2 + (APP \times 2 \text{ or } DEX \times 2)$

**Credit Rating:** 20–60

**Suggested Contacts:** Organized crime, Coast Guard, U.S. Customs officials.

**Skills:** Firearms, Listen, Navigate, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Drive Auto or Pilot (Aircraft or Boat), Psychology, Sleight of Hand, Spot Hidden.



### Street Punk

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 3–10

**Suggested Contacts:** Petty criminals, other punks, the local fence, maybe the local gangster, certainly the local police.

**Skills:** Climb, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Fighting, Firearms, Jump, Sleight of Hand, Stealth, Throw. Also, see Gangster.

### Cult Leader

America has always generated new religions, from the New England Transcendentalists to the Children of God, as well as many others, right up to modern times. The leader is either a firm believer in the dogma they impart to the cult's members or simply in it for the money and power. During the 1920s, any number of charismatic cult leaders emerge. Some espouse forms of Christianity while others incorporate Eastern mysticism and occult practices. These groups are particularly familiar to America's West Coast but are found all around the country in different forms. The southern Bible Belt supports many traveling tent shows featuring song, dance, and gospel revival. Other countries also see such fringe religions springing up wherever there are those in need of something to believe in.

**Occupation Skill Points:**  $\text{EDU} \times 2 + \text{APP} \times 2$

**Credit Rating:** 30–60

**Suggested Contacts:** While the majority of followers will be regular people, the more charismatic the leader, the greater the possibility of celebrity followers, such as movie stars and rich widows.

**Skills:** Accounting, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Occult, Psychology, Spot Hidden, any two other skills as specialties.

### Deprogrammer [Modern]

Deprogramming is the act of persuading (or forcing) a person to abandon their belief or allegiance to a religious or social community. Normally, the deprogrammer is hired by relatives of an individual, who has joined some form of cult, in order to break them free (usually by kidnapping) and then subject them to psychological techniques to free them of their association ("conditioning") with the cult. Less extreme deprogrammers exist, who work with those who have voluntarily left a cult. In such cases the deprogrammer effectively acts as an exit counselor.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 20–50

**Suggested Contacts:** Local and federal law enforcement, criminals, religious community.

**Skills:** Two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Drive Auto, Fighting (Brawl) or Firearms, History, Occult, Psychology, Stealth. Note: With the Keeper's agreement, the Hypnosis skill may be substituted for one of the listed skills.

### Designer

Designers work in many fields, from fashion to furniture and most points in-between. The designer may work freelance, for a design house or for a business designing consumer products, processes, laws, games, graphics, and so on. The investigator's particular design specialty might influence the choice of skills—adjust the skills as appropriate.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 20–60

**Suggested Contacts:** Advertising, media, furnishings, architectural, other.

**Skills:** Accounting, Art (Photography), Art/Craft (any), Computer Use or Library Use, Mechanical Repair, Psychology, Spot Hidden, any one other skill as personal specialty.

### Dilettante [Lovecraftian]

Dilettantes are self-supporting, living off an inheritance, trust fund, or some other source of income that does not require them to work. Usually the dilettante has enough money that specialist financial advisers are needed to take care of it. Probably well educated, though not necessarily accomplished in anything. Money frees the dilettante to be eccentric and outspoken. In the 1920s, some dilettantes might be "flappers" or "sheiks"—as per the parlance of the time—of course, one didn't need to be rich to be a "party" person. In modern times, "hipster" might also be an appropriate term. The dilettante has had plenty of time to learn how to be charming and sophisticated; what else has been done with that free time is likely to betray the dilettante's true character and interests.

**Occupation Skill Points:**  $\text{EDU} \times 2 + \text{APP} \times 2$

**Credit Rating:** 50–99

**Suggested Contacts:** Variable, but usually people of a similar background and tastes, fraternal organizations, bohemian circles, high society at large.

**Skills:** Art/Craft (Any), Firearms, Other Language, Ride, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any three other skills as personal or era specialties.

## Diver

Divers could work in the military, law enforcement, or in civilian occupations like sponge gathering, salvage, conservation, or even treasure hunting.

**Occupation Skill Points:**  $EDU \times 2 + DEX \times 2$

**Credit Rating:** 9–30

**Suggested Contacts:** Coast guard, ship captains, military, law enforcement, smugglers.

**Skills:** Diving, First Aid, Mechanical Repair, Pilot (Boat), Science (Biology), Spot Hidden, Swim, any one other skill as personal or era specialty.

## Doctor of Medicine [Lovecraftian]

Most likely a general practitioner, surgeon or other specialist, such as a psychiatrist or an independent medical researcher. Apart from personal goals, three aims—helping patients, gaining money and prestige, and promoting a more rational and wiser society—are common to the profession. If a general practitioner, the doctor will be based in a rural or neighborhood practice in or near a small town or city. Many physicians are employed by large urban hospitals, allowing them to specialize in areas like pathology, toxicology, orthopedics, and brain surgery. Doctors may also serve as part- or full-time medical examiners, conducting autopsies and signing death certificates for the city, county, or state. In the U.S., physicians are licensed by individual states, most requiring a minimum of two years' attendance at an accredited medical school. These requirements, however, are but a relatively recent development. During the 1920s, many older physicians first obtained their licenses long before such strict regulations were in effect, despite failing to have ever attended medical school.

**Occupation Skill Points:**  $EDU \times 4$

**Credit Rating:** 30–80

**Suggested Contacts:** Other physicians, medical workers, patients and ex-patients.

**Skills:** First Aid, Medicine, Other Language (Latin), Psychology, Science (Biology and Pharmacy), any two other skills as academic or personal specialties.

## Drifter

As opposed to someone who is poverty-stricken, the drifter's wandering life is chosen, perhaps compensating for a social, philosophical, or economic lack, or perhaps taken due to a desire to break free of societal constraints. The drifter takes jobs, sometimes for days or months, however he or she is disposed to solve problems with the answer of mobility and isolation, not comfort and intimacy. The life of the road might seem especially American, but the same sort of life is chosen wherever travel itself is not systematically dangerous.

**Occupation Skill Points:**  $EDU \times 2 + (APP \times 2 \text{ or } DEX \times 2 \text{ or } STR \times 2)$

**Credit Rating:** 0–5

**Suggested Contacts:** Other hobos, a few Friendly railroad guards, soft touches in numerous towns.

**Skills:** Climb, Jump, Listen, Navigate, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Stealth, any two other skills as personal or era specialties.

## Driver

Professional drivers may work for a company, private individual, or possibly have their own cab or rig. Taxi drivers may work for large or small companies, or possibly have their own cab and license (medallion in the U.S.). Cab companies are usually set up so that drivers rent cabs and a dispatcher service from the company, technically making the drivers freelance operators. Taxis are required to be fitted with approved meters, periodically checked by the city's taxi board. Drivers are usually required to obtain a special license that includes a background check by the police detective bureau. A chauffeur is either directly employed by an individual or firm, or works for an agency that hires both car and chauffeur out for single engagements or on a retainer basis.

## Chauffeur

**Occupation Skill Points:**  $EDU \times 2 + DEX \times 2$

**Credit Rating:** 10–40

**Suggested Contacts:** Successful business people (criminals included), political representatives.

**Skills:** Drive Auto, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Listen, Mechanical Repair, Navigate, Spot Hidden, any one other skill as a personal or era specialty.

## Driver

**Occupation Skill Points:**  $EDU \times 2 + (DEX \times 2 \text{ or } STR \times 2)$

**Credit Rating:** 9–20

**Suggested Contacts:** Customers, businesses, law enforcement and general street level life.

**Skills:** Accounting, Drive Auto, Listen, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Mechanical Repair, Navigate, Psychology, any one other skill as personal or era specialty.

## Taxi Driver

**Occupation Skill Points:**  $EDU \times 2 + DEX \times 2$

**Credit Rating:** 9–30

**Suggested Contacts:** Street scene, possibly a notable customer now and then.

**Skills:** Accounting, Drive Auto, Electrical Repair, Fast Talk, Mechanical Repair, Navigate, Spot Hidden, any one other skill as a personal or era specialty.

## Editor

Editors work assigning stories to reporters, writing newspaper and magazine editorials, dealing with crises, and meeting deadlines. Occasionally they edit. Large newspapers have many editors, including managing editors who are more involved with business operations than news. Other editors specialize in fashion, sports, or some other area. Small newspapers may have only a single editor who, in fact, may also be the owner as well as the only full-time employee.

**Occupation Skill Points:**  $EDU \times 4$

**Credit Rating:** 10–30

**Suggested Contacts:** News industry, local government, specialists (e.g. fashion designers, sports, business), publishers.

**Skills:** Accounting, History, Own Language, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden, any one other skill as personal or era specialty.

## Elected Official

Popularly elected officials enjoy prestige commensurate with their position. Small-town mayors and township supervisors find their influence extends little beyond their municipality's borders. Often these jobs are part-time, paying but small compensation. The mayors of big cities are well paid, however, often ruling their cities like little kingdoms and wielding more influence and power than the governor of their respective state. Local Representatives and Senators elected to state houses enjoy a fair amount of respect, particularly with the business community and often at a statewide level. Governors are responsible for entire states and have connections across the country. Federal positions carry the most clout. States send a number of Representatives to Congress based upon population count, and the House seats over 400 members, each elected to a two-year term. Each state, regardless of size, also sends two Senators to Washington. Elected to six-year terms and numbering less than a hundred, Senators hold considerably more influence than Representatives, and some elder Senators receive nearly as much respect as the President. In the United Kingdom, Members of Parliament are popularly elected every four to five years. Representatives in the House of Lords are unelected, receiving their memberships through either birth or appointment.

**Occupation Skill Points:**  $EDU \times 2 + APP \times 2$

**Credit Rating:** 50–90

**Suggested Contacts:** Political operatives, government, news media, business, foreign governments, possibly organized crime.

**Skills:** Charm, History, Intimidate, Fast Talk, Listen, Own Language, Persuade, Psychology.

## Engineer

A specialist in mechanical or electrical devices, employed in a civilian business or in the military, but also including inventors. The engineer applies scientific knowledge, mathematics and a liberal amount of ingenuity to design solutions for technical problems.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 30–60

**Suggested Contacts:** Business or military workers, local government, architects.

**Skills:** Art/Craft (Technical Drawing), Electrical Repair, Library Use, Mechanical Repair, Operate Heavy Machine, Science (Engineering and Physics), any one other skill as personal or era specialty.

## Entertainer

This occupation might include clown, singer, dancer, comedian, juggler, musician, or anyone else who earns a living in front of an audience. These people love to be seen, love to show what they do best, and love the consequent applause. Previously to the 1920s, this profession lacked respect; however, the money that Hollywood stars can make in the 1920s changes most minds, and by the present day such a background is generally felt to be an advantage.

**Occupation Skill Points:** EDU × 2 + APP × 2

**Credit Rating:** 9–70

**Suggested Contacts:** Vaudeville, theatre, film industry, entertainment critics, organized crime, and television (for modern-day).

**Skills:** Art/Craft (e.g. Acting, Singer, Comedian, etc.), Disguise, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Listen, Psychology, any two other skills as personal or era specialties.

## Explorer [Classic]

In the early twentieth century there are still unknown areas of the world that some people can make a career of exploring. Scientific grants, private donations, and museum contracts, combined with newspaper, magazine, book, and film rights often generate enough money to support the adventurer and this exciting lifestyle. Much of darkest Africa is still unexplored, as are great portions of the Matto Grosso in South America, the great Australian desert, the Sahara and Arabian deserts, and much of the Asian interior. Although expeditions have reached both the North and South Poles, much of the surrounding territory is still unknown.

**Occupation Skill Points:** EDU × 2 + (APP × 2 or DEX × 2 or STR × 2)

**Credit Rating:** 55–80

**Suggested Contacts:** Major libraries, universities, museums, wealthy patrons, other explorers, publishers, foreign government officials, local tribes people. **Skills:** Climb or Swim, Firearms, History, Jump, Natural World, Navigate, Other Language, Survival.

## Farmer

An agricultural worker who might own the land on which they raise crops or livestock, or who is employed to do the same. Rigorous and demanding, the life of the farmer is suited to those who enjoy manual labor and outdoor activities. The 1920s are the first decade where the urban population of the U.S. outnumbers the rural population. Independent farmers find themselves squeezed between competition from corporate-controlled farms and fluctuating commodity markets—a situation still common in contemporary times.

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or STR × 2)

**Credit Rating:** 9–30

**Suggested Contacts:** Local bank, local politicians, state agricultural department.

**Skills:** Art/Craft (Farming), Drive Auto (or Wagon), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Mechanical Repair, Natural World, Operate Heavy Machinery, Track, any one other skill as a personal or era specialty.

## Federal Agent

There are a vast variety of federal law enforcement agencies and agents. Some are uniformed, such as the U.S. Marshals, while others, like the Federal Bureau of Investigation, are plainclothes and operate similar to detectives.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 20–40

**Suggested Contacts:** Federal agencies, law enforcement, organized crime.

**Skills:** Drive Auto, Fighting (Brawl), Firearms, Law, Persuade, Stealth, Spot Hidden, any one other skill as a personal or era specialty.

## Firefighter

Firefighters are civil servants, employed by the communities they serve. They work around the clock, on shifts lasting several days, eating, sleeping, and entertaining themselves within the confines of the fire station. Organized along military lines, promotion through lieutenant, captain, and chief is possible.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 9–30

**Suggested Contacts:** Civic workers, medical workers, law enforcement.

**Skills:** Climb, Dodge, Drive Auto, First Aid, Jump, Mechanical Repair, Operate Heavy Machinery, Throw.

## Foreign Correspondent

Foreign correspondents are the elite of news reporters. They work on salary, enjoy expense accounts, and travel the globe. In the 1920s, the correspondent may work for a large newspaper, a radio network, or a national newsgroup. Modern-day reporters might also work freelance or be employed to file reports for a television network, an Internet news provider, or international news agency. The work can be very varied, often exciting, and sometimes hazardous as natural disasters, political upheaval, and war are the primary focus of the foreign correspondent.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 10–40

**Suggested Contacts:** National or worldwide news industry, foreign governments, military.

**Skills:** History, Other Language, Own Language, Listen, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any one other skill as a personal or era specialty.

## Forensic Surgeon

A highly specialized occupation, most forensic surgeons are employed by a city, county or state to conduct autopsies, determine causes of death, and make recommendations to the prosecutor's office. Forensic surgeons are often called to give testimony at criminal proceedings.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 40–60.

**Suggested Contacts:** Laboratories, law enforcement, medical profession.

**Skills:** Other Language (Latin), Library Use, Medicine, Persuade, Science (Biology), (Forensics), (Pharmacy), Spot Hidden.

## Gambler

Gamblers are the dandies of the criminal world. Sharp dressers, they usually possess bags of charm, either earthy or sophisticated. Whether frequenting the racetrack, card table, or casino, such individuals often base their life upon chance. More sophisticated gamblers probably frequent the illegal casinos operated by organized crime. A few are known as poker players and are often involved in lengthy, high-stakes games where they may even be backed by outside investors. The lowest frequent alleys and dives, playing craps with loaded dice, or hustling in pool halls.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{APP} \times 2 \text{ or } \text{DEX} \times 2)$

**Credit Rating:** 8–50

**Suggested Contacts:** Bookies, organized crime, street scene.

**Skills:** Accounting, Art/Craft (Acting), two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Listen, Psychology, Sleight of Hand, Spot Hidden.

## Gangster

A gangster could be the boss of a whole city, part of a city, or merely an underling who works for the boss. Underlings usually have specific areas of responsibility, such as overseeing illicit shipments, collecting protection money, and so on. The boss oversees the business, makes deals, and determines how to solve problems. For the most part, the gangster boss is untouchable, able to field a small army of underlings to do his or her bidding, and so is unlikely to get their hands dirty. Gangsterism rose to prominence in the 1920s. Neighborhood ethnic gangs, who had heretofore limited their activities to local protection schemes and small gambling rackets, discovered the immense profits to be

made in the illegal beer and liquor industry. Before long they controlled whole sections of cities and warred with one another in the streets. Though most gangs are of ethnic origin—Irish, Italian, African-American, and Jewish—gangsters of nearly all nationalities are found within the ranks. In modern times, the drug trade has overtaken other forms of organized crime to be the most lucrative route for many. Operating on very similar lines to their 1920s counterparts, the contemporary gangster boss also needs a range of underlings to promote, secure, and trade their business on the streets. Aside from illegal liquor and narcotics, organized crime deals in prostitution, protection, gambling, and many other forms of corruption.

### Gangster Boss

**Occupation Skill Points:**  $\text{EDU} \times 2 + \text{APP} \times 2$

**Credit Rating:** 60–95

**Suggested Contacts:** Organized crime, street-level crime, police, city government, politicians, judges, unions, lawyers, businesses, and residents of the same ethnic community.

**Skills:** Fighting, Firearms, Law, Listen, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden.

### Gangster Underling

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 9–20

**Suggested Contacts:** Street-level crime, police, businesses and residents of the same ethnic community.

**Skills:** Drive Auto, Fighting, Firearms, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any two other skills as personal or era specialties. Also see Criminal: Bootlegger/Thug.

### Gentleman/Lady

A man or woman of good breeding, courteous behavior, and good conduct. Usually the term is applied to a member of the upper class who is independently wealthy (either by inheritance or regular allowance). In the 1920s, such a person would certainly have had at least one servant (butler, valet, maid, chauffeur) and probably a country and city residence. One does not necessarily have to be rich, as often family status is more important than family wealth in terms of the highest society.

**Occupation Skill Points:**  $\text{EDU} \times 2 + \text{APP} \times 2$

**Credit Rating:** 40–90

**Suggested Contacts:** Upper classes and landed gentry, politics, servants and agricultural workers.

**Skills:** Art/Craft (any), two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Firearms (Rifle/ Shotgun), History, Other Language (any), Navigate, Ride.

### Hobo

Although there are people out of work and, as always, alcoholics lying in the gutters, the true hobo forms a separate breed. While drifters tend to only work when forced to, hobos are essentially workers who wander. Riding the rails continually, on the move from one town to another, they are penniless poets and vagabonds—explorers of the road, adventurers, and thieves. However, life on the road or rails is dangerous. Aside of the problems of being poor and having no home, the hobo faces hostility from the police, closeknit communities, and railroad staff. Jumping trains in the dark is no easy feat and many a hobo has lost a foot or hand from getting caught between train cars.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{APP} \times 2 \text{ or } \text{DEX} \times 2)$

**Credit Rating:** 0–5

**Suggested Contacts:** Other hobos, a few friendly railroad guards, soft touches in numerous towns.

**Skills:** Art/Craft (any), Climb, Jump, Listen, Locksmith or Sleight of Hand, Navigate, Stealth, any one other skill as a personal or era specialty.

### Hospital Orderly

The typical hospital orderly is in charge of emptying waste, cleaning rooms, taxiing patients, and any other odd job requiring slightly more skill than that of a janitor.

**Occupation Skill Points:**  $\text{EDU} \times 2 + \text{STR} \times 2$

**Credit Rating:** 6–15

**Suggested Contacts:** Hospital and medical workers, patients. Access to drugs, medical records, etc.

**Skills:** Electrical Repair, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Fighting (Brawl), First Aid, Listen, Mechanical Repair, Psychology, Stealth.

## Journalist [Lovecraftian]

Uses words to report and comment upon topics and incidents of the day, writing as many words in a day as an author may in a week. Journalists work for newspapers, magazines, radio, television, and Internet news services. The best investigative journalists report, but keep themselves independent of the corruption and self-serving they witness. That reality overwhelms the worst, who eventually forfeit any sensibility except the power of their words. Reporters work in the news and media industries, either freelance or for a newspaper, magazine, website, or news agency. Most work outside of the office, interviewing witnesses, checking records, and gathering stories. Some are assigned to specific beats like the police station, the sports scene, or business. Others cover social events and garden club meetings. Reporters carry press passes, but these are of little value other than to identify an individual as employed by their respective employer (usually a newspaper). The real work is similar to that of a private detective, and some reporters may resort to subterfuge to gain the information they want.

## Investigative Journalist

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–30

**Suggested Contacts:** News industry, politicians, street-level crime or law enforcement.

**Skills:** Art/Craft (Art or Photography), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), History, Library Use, Own Language, Psychology, any two other skills as personal or era specialties.

## Reporter

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–30

**Suggested Contacts:** News and media industries, political organizations and government, business, law enforcement, street criminals, high society.

**Skills:** Art/Craft (Acting), History, Listen, Own Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Stealth, Spot Hidden.

## Judge

An official who presides over court legal proceedings, either alone or within a group of peers. Judges are either appointed or elected, sometimes for a term of specified length, other times for life. While some are appointed without ever having practiced law, most judges are licensed attorneys whether they sit on the smallest bench in a far-off Western town, or on the bench of the Federal Supreme Court.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 50–80

**Suggested Contacts:** Legal connections, possibly organized crime.

**Skills:** History, Intimidate, Law, Library Use, Listen, Own Language, Persuade, Psychology.

## Laboratory Assistant

Working in a scientific environment, the assistant (or technician) performs laboratory and administrative tasks under the supervision of a lead scientist. Tasks are varied and dependent on the scientific discipline of the lead scientist or laboratory, but could include: sampling, testing, recording and analyzing results, setting up or performing experiments, preparing specimens and samples, administering the day-to-day work of the laboratory, and ensuring health and safety polices are adhered to.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 10–30

**Suggested Contacts:** Universities, scientists, librarians.

**Skills:** Computer Use or Library Use, Electrical Repair, Other Language, Science (Chemistry and two others), Spot Hidden, any one other skill as a personal specialty.

## Laborer

Laborers include factory workers, mill hands, stevedores, road crews, miners, construction, and so on. Laborers fall into two camps: skilled and unskilled. While technically unskilled, the average laborer is often an expert in the use of power tools, lifting gear, and other equipment to be found on site.

### Laborer, Unskilled

**Occupation Skill Points:**  $EDU \times 2 + (DEX \times 2 \text{ or } STR \times 2)$

**Credit Rating:** 9–30

**Suggested Contacts:** Other workers and supervisors within their industry.

**Skills:** Drive Auto, Electrical Repair, Fighting, First Aid, Mechanical Repair, Operate Heavy Machinery, Throw, any one other skill as a personal or era specialty.

### Lumberjack

**Occupation Skill Points:**  $EDU \times 2 + (DEX \times 2 \text{ or } STR \times 2)$

**Credit Rating:** 9–30

**Suggested Contacts:** Forestry workers, wilderness guides and conservationists.

**Skills:** Climb, Dodge, Fighting (Chainsaw), First Aid, Jump, Mechanical Repair, Natural World or Science (Biology or Botany), Throw.

### Miner

**Occupation Skill Points:**  $EDU \times 2 + (DEX \times 2 \text{ or } STR \times 2)$

**Credit Rating:** 9–30

**Suggested Contacts:** Union officials, political organizations.

**Skills:** Climb, Geology, Jump, Mechanical Repair, Operate Heavy Machinery, Stealth, Spot Hidden, any one other skill as a personal or era specialty.

## Lawyer

Learned in the law of the state in which they serve, the lawyer acts as an attorney, counsel, or solicitor, able to relate abstract legal theories and knowledge to present solutions for their clients. May be hired or appointed by a court on an individual basis or may be privately retained by a wealthy client or business firm. In the U.S., a lawyer tends to mean an attorney, while in England the term loosely refers to a variety of professions including barristers, solicitors, and legal executives. With the right client, a lawyer could become a celebrity in his or her own right, and a small number do enjoy the media attention for political or financial gain.

**Occupation Skill Points:**  $EDU \times 4$

**Credit Rating:** 30–80

**Suggested Contacts:** Organized crime, financiers, district attorneys and judges.

**Skills:** Accounting, Law, Library use, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any two other skills.

## Librarian [Lovecraftian]

Librarians are most often employed by public institutions or universities, responsible for cataloguing and maintaining stock, as well as dealing with lender enquiries. In modern times, the librarian is also a keeper of electronic media and databases. Some large businesses might employ a librarian to manage a large collection, and occasionally opportunities appear to take over custodial care of a private library for a wealthy collector.

**Occupation Skill Points:**  $EDU \times 4$

**Credit Rating:** 9–35

**Suggested Contacts:** Booksellers, community groups, specialist researchers.

**Skills:** Accounting, Library use, Other Language, Own Language, any four other skills as personal specialties or specialist reading topics.



## Mechanic (and Skilled Trades)

This occupation includes all types of trades requiring specialized training, time on the job as an apprentice or trainee, etc. Carpenters, stonemasons, plumbers, electricians, millwrights, mechanics, and others all qualify as skilled trades. Usually they have their own unions—almost guilds—that bargain with contractors and corporate employers.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–40

**Suggested Contacts:** Union members, trade-relevant specialists.

**Skills:** Art/Craft (Carpentry, Welding, Plumbing, etc.), Climb, Drive Auto, Electrical Repair, Mechanical Repair, Operate Heavy Machinery, any two other skills as personal, era or trade specialties.

## Military Officer

Officers are command rank and most commissions demand some form of higher education. All armed services have established officer training programs that may include university education—in the U.S., most major universities provide cadet training programs, allowing simultaneous training for the military while attending school. Upon graduation the cadet is promoted to the rank of Army or Marine Second Lieutenant or Naval Ensign, and assigned to a station. Usually such recruits owe the Government four years' active service, after which time they may return to civilian life. Many of the officers trained this way hold professional commissions and serve as doctors, lawyers, or engineers. Those looking for a career in the military may try to get themselves appointed to one of the military academies: the U.S. Army's West Point or the Navy's Annapolis, for example. Graduating from one of these schools earns the officer respect. Once out of school, some officers opt for special training, such as air pilot. Occasionally, an experienced and exceptionally worthy enlisted person is promoted to Warrant Officer. Although technically at the bottom of the officers' list of ranks, the time and experience required to achieve this promotion carries a respect and reverence far exceeding that of any junior or middle-grade officer. Most commissions are for life. Even a long-retired officer has the right to call himself Captain or General.

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or STR × 2)

**Credit Rating:** 20–70

**Suggested Contacts:** Military, federal government.

**Skills:** Accounting, Firearms, Navigate, First Aid, two interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any one other skills as personal or era specialties.

## Missionary

Missionaries visit remote corners of the globe dispensing the word of God to "unfortunate primitives" or "lost souls" in more civilized locales. May be Catholic, Protestant, Islamic, or from another branch of faith, such as the Church of the Latter-Day Saints, who specialize in two-year proselytizing missions to urban areas, including parts of the U.S. and Europe. Sometimes a missionary may be independent of all except his or her own vision, or may be backed by some organization other than a church. Christian and Islamic proselytizers, as well as Buddhist, and Hindu teachers can be encountered worldwide in all eras.

**Occupation Skill Points:** EDU × 2 + APP × 2

**Credit Rating:** 0–30

**Suggested Contacts:** Church hierarchy, foreign officials.

**Skills:** Art/Craft (any), First Aid, Mechanical Repair, Medicine, Natural World, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any two other skills as personal or era specialties.

## Mountain Climber

Mountain climbing as a sport became popular in the 19th century. Most climbers are weekend and vacation sportsmen and women; only a few have the reputations needed to attract the financing and sponsorship required for major climbs. By the 1920s, all the major American and Alpine peaks have been conquered. After lengthy negotiations with the Tibetans, climbers were finally granted access to the highest peaks of the Himalayas. Regular assaults on Mt. Everest, the last unconquered peak in the world, were routinely covered by radio and newspapers. Expeditions in 1921, 1922, and 1924 all failed to reach the summit and resulted in the deaths of thirteen people. In the modern-day, mountaineering (or Alpinism, as often termed by Europeans), may be sport, recreation, or a profession. If a profession, this could include climbing instructors, guides, athletes, or rescue services.

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or STR × 2)

**Credit Rating:** 30–60

**Suggested Contacts:** Other climbers, environmentalists, patrons, sponsors, local rescue or law enforcement, park rangers, sports clubs.

**Skills:** Climb, First Aid, Jump, Listen, Navigate, Other Language, Survival (Alpine or as appropriate), Track.

## Museum Curator

A museum curator can be responsible for a large facility like a university or other publicly funded institution, or any sort of smaller museum, often specializing in local geology or other such topics.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 10–30

**Suggested Contacts:** Local universities and scholars, publishers, museum patrons.

**Skills:** Accounting, Appraise, Archaeology, History, Library Use, Occult, Other Language, Spot Hidden.

## Musician

May perform in an orchestra, group, or solo, with any instrument you care to think of. Getting noticed is hard and then getting a recording contract is difficult. Most musicians are poor and do not get noticed, eking a living by playing small venues as often as they can. A fortunate few might get regular work, such as playing a piano in a bar or hotel or within a city orchestra. For the minority, great success and wealth can be found by being in the right place at the right time, plus having a modicum of talent. The 1920s is, of course, the Jazz Age, and musicians work in small combos and dance orchestras in large and medium-sized cities and towns across America. A few musicians living in large cities, like Chicago or New York, find steady work in their hometown, but most spend significant amounts of time on the road, touring either by bus, automobile, or by train.

**Occupation Skill Points:** EDU × 2 + (APP × 2 or DEX × 2)

**Credit Rating:** 9–30

**Suggested Contacts:** Club owners, musicians' union, organized crime, street-level criminals.

**Skills:** Art/Craft (Instrument), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Listen, Psychology, any four other skills.

## Nurse

Nurses are trained healthcare assistants, usually working in hospitals, nursing homes, or with General Practitioners. Generally, a nurse will assist an individual, sick or well, with activities contributing to health or recovery (or to a peaceful death) that a person might perform unaided if they had the necessary strength, will, or knowledge.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–30

**Suggested Contacts:** Hospital workers, physicians, community workers.

**Skills:** First Aid, Listen, Medicine, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Science (Biology) and (Chemistry), Spot Hidden.

## Occultist

Occultists are students of esoteric secrets and arcane magic. They fully believe in paranormal abilities and actively attempt to learn about and discover these powers within themselves. Most are familiar with a broad range of different philosophies and magical theories, some believing that they can actually perform feats of magic—the veracity of such abilities is left to the Keeper to determine. It should be noted that, in the main, occultists are familiar with "earthly magic"—the secrets of Mythos magic are unknown to them, save in tantalizing hints referenced in ancient books.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–65

**Suggested Contacts:** Libraries, occult societies or fraternities, other occultists.

**Skills:** Anthropology, History, Library Use, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Occult, Other Language, Science (Astronomy), any one\* other skill as a personal or era specialty. \*With the Keeper's agreement, may include Cthulhu Mythos (with an advised starting maximum of 10%).

## Outdoorsman/woman

The outdoor enthusiast spends much of his or her time living in the wilderness, often alone for long periods. Commonly skilled in hunting and fishing, and able to be self-sufficient in all but the harshest of environments. May be specialized in hiking, fishing, cross-country skiing, canoeing, climbing, and camping. The outdoorsman might work as a wilderness guide or ranger for a national park or outward bound center, or they may be financially independent, allowing them to enjoy such a lifestyle without regard for paid employment, perhaps living as a hermit and only returning to civilization when the need arises.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 5–20

**Suggested Contacts:** Local people and native folk, traders.

**Skills:** Firearms, First Aid, Listen, Natural World, Navigate, Spot Hidden, Survival (any), Track.

## Parapsychologist

Parapsychologists do not pretend to enjoy extraordinary powers, but instead spend their efforts attempting to observe, record, and study such instances. Sometimes nicknamed “ghost hunters,” they make use of technology to try to capture hard evidence of paranormal activity that may be centered on a person or a location. A major portion of their time is spent debunking fake mediums and mistaken phenomena rather than recording actual evidence. Some parapsychologists will specialize in the study of particular phenomenon, such as extra sensory perception, telekinesis, hauntings, and others. Prestigious universities grant no degrees for parapsychology. Standards in the field are based entirely upon personal reputation, and so the most acceptable representatives tend to hold degrees in related areas—physics, psychology, or medicine. Those who choose this path are unusually sympathetic to the notion of invisible mystical powers and in validating that belief to the satisfaction of physical scientists. This would represent an unusual cohabitation of faith and doubt—the parapsychologist may have difficulty separating the conflicting desires. A person uninterested in observation, experimentation, and proof is not a scientist, though he or she may be an occultist.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 9–30

**Suggested Contacts:** Universities, parapsychological Publications.

**Skills:** Anthropology, Art/Craft (Photography), History, Library Use, Occult, Other Language, Psychology, any one other skill as a personal or era specialty.

## Pharmacist

Pharmacists have long been more closely regulated than physicians. They are licensed by individual states, most of them requiring a high school education and three years of pharmacy school. A pharmacist may be employed in a hospital or a drug store, or perhaps they own a dispensary.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 35–75

**Suggested Contacts:** Local community, local physicians, hospitals and patients. Access to all manner of chemicals and drugs.

**Skills:** Accounting, First Aid, Other Language (Latin), Library Use, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Science (Pharmacy), (Chemistry).

## Photographer

Photography as an art form has been around a long time, with most photographers working freelance, for an advertising firm, or in a portrait studio taking pictures of families. Others are employed in the newspaper, media, and film industries. The elite of photographers are drawn from the worlds of art, journalism, and wildlife conservation. In each of these arenas a photographer may find fame, recognition, and financial reward. Photojournalists are essentially reporters who use cameras, but who are also expected to write prose to accompany an image. In the 1920s, newsreels came into being; heavy, bulky 35mm film equipment was hauled around the globe in search of exciting news stories, sporting events, and bathing beauty pageants. A newsreel team usually numbers three: one of them an actual reporter who writes the copy, while the other two handle the camera, lights, etc. Voiceovers are done at a home studio, based on the written copy.

## Photographer

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 9–30

**Suggested Contacts:** Advertising industry, local clients (including political organizations and newspapers).

**Skills:** Art/Craft (Photography), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Science (Chemistry), Stealth, Spot Hidden, any two other skills as personal or era specialties.

### Photojournalist

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 10–30

**Suggested Contacts:** News industry, film industry (1920s), foreign governments and authorities.

**Skills:** Art/Craft (Photography), Climb, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Other Language, Psychology, Science (Chemistry), any two other skills as personal or era specialties.

### Pilot

Professional aviators may be employed by business, for example the U.S. Mail, or work as pilots for a large or small commercial passenger line. In the U.S. there was no national regulation of pilots until the passing of the Air Commerce Act of 1926, after which time pilots' licenses were required. Thus, many in this period work at carnivals, stunting, selling rides, or offering local air-taxi services in and out of small airports. Some pilots actively serve in the military. Many aviators learned to fly during their service and, as a result, still hold commissions as officers in the Armed Forces. (See Aviator)

**Occupation Skill Points:** EDU × 2 + DEX × 2

**Credit Rating:** 20–70

**Suggested Contacts:** Old military contacts, cabin crew, mechanics, airfield staff, carnival entertainers.

**Skills:** Electrical Repair, Mechanical Repair, Navigate, Operate Heavy Machine, Pilot (Aircraft), Science (Astronomy), any two other skills as personal or era specialties.

### Police Detective/Officer [Lovecraftian]

The plainclothes branch of police agencies, detectives examine crime scenes, gather evidence, conduct interviews, and try to solve homicides, major burglaries, and other felonies. They work the streets, often in close cooperation with a uniformed patrol. The police detective may be a manager who coordinates staff in some important investigation, but rarely has the luxury of concentrating on a single case. In the U.S., his or her responsibilities at any one time may number in the dozens or hundreds of open cases. The detective's crucial function is to marshal enough evidence to allow an arrest, in turn leading to a successful criminal prosecution. Detectives everywhere sort truth from lies by evidence and reconstruction. The offices of detective and prosecutor are separate, so that the evidence may be weighed independently before trial. Though present day detectives may attend police science classes, take a degree, and undergo special training and civil service exams, police detectives of every era are grounded in their experiences as junior officers and ordinary patrolmen. The uniformed police officer is employed by cities and towns, by County sheriffs' departments, and state or regional police forces. The job may be on foot, behind the wheel of a patrol car, or sitting at a desk.

#### Police Detective

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or STR × 2)

**Credit Rating:** 20–50

**Suggested Contacts:** Law enforcement, street level crime, coroner's office, judiciary, organized crime.

**Skills:** Art/Craft (Acting) or Disguise, Firearms, Law, Listen, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden, any one other skill.

#### Uniformed Police Officer

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or STR × 2)

**Credit Rating:** 9–30

**Suggested Contacts:** Law enforcement, local businesses and residents, street level crime, organized crime.

**Skills:** Fighting (Brawl), Firearms, First Aid, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Law, Psychology, Spot Hidden and one of the following as a personal specialty: Drive Automobile or Ride.

## Private Investigator

The private eye usually acts in non-police situations, gathering information and evidence for private clients in impending civil cases, tracking down fleeing spouses or business partners, or acting as an agent for private defense attorneys in criminal cases. Like any professional, the private eye separates his or her personal feelings from the job at hand, and cheerfully works for the guilty and innocent alike, as long as the fee is paid. The private investigator may have been a member of a police force in the past, using those connections to his or her advantage in the present; however, this is not always the case. In most locales, the private investigator must be licensed and, if later proven to be guilty of illegal activity, the license may be revoked—effectively ending the detective's career.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 9–30

**Suggested Contacts:** Law enforcement, clients.

**Skills:** Art/Craft (photography), Disguise, Law, Library Use, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden and any one other skill as personal or era specialty (e.g. Computer Use, Locksmith, Fighting, Firearms).

## Professor [Lovecraftian]

Professors are academics employed by colleges and universities. Larger corporations may also employ such academics for research and product development. Independent scholars sometimes help support themselves by teaching part-time courses. For the most part, the occupation indicates a Ph.D.—a rank that can earn tenure at universities around the world. The professor is qualified to teach and to perform competent research, and may have a discernible academic reputation in his or her area of expertise.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 20–70

**Suggested Contacts:** Scholars, universities, libraries.

**Skills:** Library Use, Other Language, Own Language, Psychology, any four other skills as academic, era, or personal specialties.

## Prospector

Though the days of the California Gold Rush and the Nevada Comstock Lode are long gone, the independent prospector is still a feature of the American West. Roaming the mountains, they endlessly search for the big strike that will make them rich. In these days, oil may be as good as gold.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 0–10

**Suggested Contacts:** Local businesses and residents.

**Skills:** Climb, First Aid, History, Mechanical Repair, Navigate, Science (Geology), Spot Hidden, any one other skill as a personal or era specialty.

## Prostitute

Depending on circumstance, breeding, and background, a prostitute may be a high-rolling expensive call girl, male gigolo, or streetwalker. Often driven by circumstance, many dream of a way out. A few work completely independently; however, for most, they are lured and kept in the business by ruthless pimps whose only concern is cash.

**Occupation Skill Points:**  $\text{EDU} \times 2 + \text{APP} \times 2$

**Credit Rating:** 5–50

**Suggested Contacts:** Street scene, police, possibly organized crime, personal clientele.

**Skills:** Art/Craft (any), two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Dodge, Psychology, Sleight of hand, Stealth, any one other skill as a personal or era specialty.

## Psychiatrist

In the modern era a psychiatrist is a physician specialized in the diagnosis and treatment of mental disorders. Psychiatrists are trained in psychopharmacological treatments and are authorized to prescribe psychiatric medication, as well as order electroencephalograms, and computed brain-imaging studies. At the turn of the twentieth century, psychoanalytic theories were still relatively new and aimed at attempting to explain phenomena that until recently

had been considered to be biological in nature. As such, psychiatrists sought to establish their medical credentials, and differing perspectives of diagnosing and treating mental disorders began to be introduced. Until the 1930s, any physician could request being listed in the Directory of the American Medical Association as a specialist in psychiatry. (See Alienist)

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 30–80

**Suggested Contacts:** Others in the field of mental illness, physicians and possibly legal professions.

**Skills:** Other Language, Listen, Medicine, Persuade, Psychoanalysis, Psychology, Science (Biology) and (Chemistry).

## Psychologist/Psychoanalyst

While commonly known for the fields of psychotherapy and counseling, this is just one branch of psychology. Other specialists include organizational psychologists who work with businesses and governments, as well as academics conducting research or teaching psychology. Clinical psychologists may work with patients, using a range of therapeutic tools. Note the distinction between a psychologist and a psychiatrist who is a physician specialist. In the 1920s, the study of human behavior was a rather new field and primarily focused on Freudian analysis.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 10–40

**Suggested Contacts:** Psychological community, patients.

**Skills:** Accounting, Library Use, Listen, Persuade, Psychoanalysis, Psychology, any two other skills as academic, era or personal specialties.

## Researcher

The academic world sponsors a good deal of research, particularly in the fields of astronomy, physics, and other theoretical sciences. The private sector employs thousands of researchers, especially chemists, pharmacists, and engineers. Oil companies hire many trained geologists. Researchers spend most of their time indoors, working and writing, but some go onto become field researchers. Field researchers are usually highly experienced, independent, and resourceful, possibly employed by private interests or undertaking academic research for a university. Oil companies send geologists into the field to explore potential petroleum fields, anthropologists study primitive tribes in forgotten corners of the globe, and archaeologists spend years of their lives unearthing treasures in deserts and jungles, bargaining with native workers and local governments.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–30

**Suggested Contacts:** Scholars and academics, large businesses and corporations, foreign governments and individuals.

**Skills:** History, Library Use, one interpersonal skill (Charm, Fast Talk Intimidate, or Persuade), Other Language, Spot Hidden, any three fields of study.

## Sailor

Sailors may be military or commercial. Naval sailors, like their counterparts in the Army, go through an initial period of basic training. Upon graduation they are assigned rates and stations. Although many sailors serve in the traditional roles of Boatswain's Mate or Fireman rating (ship's engine man), the Navy also has a need for technically trained mechanics, radio operators, air controllers, etc. The highest enlisted rank is Chief Petty Officer, which carries with it a prestige respected by even high-ranking officers. Enlistments are for a fixed number of years—in the U.S. Navy this is usually four years of active duty followed by two years of inactive reserve commitment, Parapsychologists study the supernatural during which time the sailor can be called to serve in times of national emergency. Commercial sailors may work aboard a fishing vessel, charter boat, or haulage tankers, carrying oil or commodities. In the U.S., charter boats work both coasts, as well as on the Great Lakes, catering to sport fisherman and vacationers. By far the greatest number of charter boats are found in Florida, on both the Gulf and ocean coasts. During Prohibition, many a charter boat captain found a lucrative trade in ferrying thirsty customers to the 3-mile limit, where foreign ships could sell alcohol. Likewise, smuggling for the bootleggers could pay well; however, the risks were high.

Sailor, Naval

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or STR × 2)

**Credit Rating:** 9–30 **Suggested Contacts:** Military, veterans' associations.

**Skills:** Electrical or Mechanical Repair, Fighting, Firearms, First Aid, Navigate, Pilot (Boat), Survival (Sea), Swim.

### Sailor, Commercial

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 20–40

**Suggested Contacts:** Coast Guard, smugglers, organized crime.

**Skills:** First Aid, Mechanical Repair, Natural World, Navigate, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Pilot (Boat), Spot Hidden, Swim.

### Salesperson

An integral part of many businesses, salespeople work to promote and sell their employer's goods or services. Most spend much of their time travelling, meeting, and entertaining clients (as much as their expenses account will allow). Some are mainly office-based, working telephones to contact potential clients, while others travel between communities to sell their wares door-to-door. The 1920s is the decade of the entrepreneur and the traveling salesperson is a part of everyday life. Some work directly for companies and others on consignment, but most live and die by commission, using hard sales tactics to gain the confidence of a potential buyer and not caring whether their sale is affordable or not. Some are restricted to certain territories, while others are free to roam and seek out prospects wherever they might be found. Brushes, vacuum cleaners, and encyclopedias are only a few of the many items that be offered door-to-door.

**Occupation Skill Points:**  $\text{EDU} \times 2 + \text{APP} \times 2$

**Credit Rating:** 9–40

**Suggested Contacts:** Businesses within the same sector, favored customers.

**Skills:** Accounting, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Drive Auto, Listen, Psychology, Stealth or Sleight of Hand, any one other skill.

### Scientist

Natural philosophers who delve reality in the pursuit of knowledge. Where science is applied to creating useful items, one might employ an engineer, but if one wishes to expand the bounds of what is possible, one will require scientists. Scientists are employed by businesses and universities to carry out research. Although specializing in one field of science, any scientist worth his or her salt will be well-versed in several branches of science. A scientist will also have a good command of their own language, having done higher degrees and probably a Ph.D.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 9–50

**Suggested Contacts:** Other scientists and academics, universities, their employers and former employers.

**Skills:** Any three science specialisms, Computer Use or Library Use, Other Language, Own Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Spot Hidden.

### Secretary

A position that ranges from highly-paid private executive assistants to those in the typing pool. The work concerns supporting executives and managers with a range of communication and organizational skills. Being at the hub of the business, most secretaries know more about the inner workings and operations of the business than their bosses do. During the 1920s, secretarial work was mainly concerned with correspondence, such as typing dictated letters, organizing document filing systems, and arranging meetings for their bosses. In some cases, the secretary pretty much ran their manager's lives, organizing their vacations, buying presents for their children and wives, and generally covering their bosses' back.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{APP} \times 2)$

**Credit Rating:** 9–30

**Suggested Contacts:** Other office workers, senior executives in client firms.

**Skills:** Accounting, Art/Craft (Typing or Short Hand), two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Own Language, Library Use or Computer Use, Psychology, any one other skill as a personal or era specialty.

## Shopkeeper

The owner of a small shop, market stall, or perhaps restaurant. Usually self-employed, but may be the manager running the shop on behalf of the owner. Possibly family-run, with relations also working on the premises, with normally few, if any, employees. The 1920s saw many women opening their own hairdressing and millinery shops.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{APP} \times 2 \text{ or } \text{DEX} \times 2)$

**Credit Rating:** 20–40

**Suggested Contacts:** Local residents and businesses, local police, local government, customers.

**Skills:** Accounting, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Electrical Repair, Listen, Mechanical Repair, Psychology, Spot Hidden.

## Soldier/Marine

This refers to the enlisted ranks of the Army and Marines and includes the lowest ranks of Private up through Gunnery Sergeant (in U.S. terms). Although technically outranked by even the freshest of Second Lieutenants, Veteran Sergeants are respected by even the highest-ranking officers. In the U.S., standard enlistment is for six years, including four years' active duty and two in standby (inactive) reserve. All enlisted persons receive basic training—"boot camp"—where raw recruits are taught how to march, shoot, and salute. Upon graduation from basic training, most are assigned to the infantry, although the Army also needs soldiers for artillery and the tank corps. A few are trained for non-combat roles, such as air controller, mechanic, clerk, or even officer's steward. Marines, while technically part of the Navy, are similar to soldiers in background, training, and skills.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 9–30

**Suggested Contacts:** Military, veterans associations.

**Skills:** Climb or Swim, Dodge, Fighting, Firearms, Stealth, Survival and two of the following: First Aid, Mechanical Repair or Other Language.

## Spy

Spies work for the intelligence community of a political state or organization. They may appear in any form of occupation, from ambassador to kitchen cleaner, in order to obtain the information they require. Some work deep cover for many years, while others change their identity at the drop of a hat. While spies may be posted within their own country, they can more usually be found working abroad. While information gathering and counter intelligence comprise the key work of a spy, other tasks may be performed, such as recruiting moles or carrying out state-sanctioned assassinations.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{APP} \times 2 \text{ or } \text{DEX} \times 2)$

**Credit Rating:** 20–60

**Suggested Contacts:** Generally only the person the spy reports to, possibly other connections developed while under cover.

**Skills:** Art/Craft (Acting) or Disguise, Firearms, Listen, Other Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Sleight of Hand, Stealth.

## Student/Intern

May be a student enrolled at a college or university, or the employee of a company receiving minimal compensation for valuable on-the-job training.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 5–10

**Suggested Contacts:** Academics and other students, while interns may also know business people.

**Skills:** Language (Own or Other), Library Use, Listen, three fields of study and any two other skills as a personal or era specialties.

## Stuntman

The film and television industry employs stuntmen and women to simulate falls from buildings, car crashes, and other catastrophes. Stunt performers will usually be trained in fighting techniques and stage combat. There is always risk in the performance of all stunt work, and health and safety is a key element. In modern times, stunt performers will largely be members of a union where they have had to prove their credentials (such as advanced driver's license,



diver's license, and so on). All television and film work will be supervised by a stunt director. However in the 1920s, there are no equivalent organizations nor any regulation of the industry. Accidents and fatalities are frequent.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

**Credit Rating:** 10–50

**Suggested Contacts:** The film and television industries, various explosive and pyrotechnic firms, actors and directors.

**Skills:** Climb, Dodge, Electrical Repair or Mechanical Repair, Fighting, First Aid, Jump, Swim, plus one from either Diving, Drive Automobile, Pilot (any), Ride.

## Tribe Member

In the sense of family allegiance, at least, tribalism is everywhere. In a tribe, the primacy of kinship and custom is self-evident. A tribal group is nominally relatively small. In place of a blanket of law and general individual rights, the tribal personality defers to personal honor. Praise, vengeance, gifts, and glory—all must be personal to the tribe member, and if leaders or enemies are to be treated as men of honor, they too must be personally known in some way. The notion of exile has real power in such a setting.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{DEX} \times 2 + \text{STR} \times 2)$

**Credit Rating:** 0–15

**Suggested Contacts:** Fellow tribe members.

**Skills:** Climb, Fighting or Throw, Listen, Natural World, Occult, Spot Hidden, Swim, Survival (any).

## Undertaker

Undertakers, also known as morticians or funeral directors, manage the business of funeral rites. This work includes the burial or cremation of the dead. With burials, the undertaker will perform embalming, as well as dressing, casketing, and cosmetising the appearance of the deceased. Undertakers are licensed by the state. They either own their own funeral parlors or work for someone who does.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 20–40

**Suggested Contacts:** Few.

**Skills:** Accounting, Drive Auto, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), History, Occult, Psychology, Science (Biology) and (Chemistry).

## Union Activist

Union activists are organizers, leaders, and sometimes either visionaries or malcontents with an axe to grind. Normally a friend to the workers and an enemy of the bosses. Unions exist in all walk of life, be it stevedores, construction workers, miners, or actors. During the early twentieth century, union officials find themselves caught between big business wishing to destroy them, politicians alternately befriending and condemning them, communists and socialists trying to infiltrate their ranks, and criminal mobs trying to take them over.

**Occupation Skill Points:**  $\text{EDU} \times 4$

**Credit Rating:** 5–30

**Suggested Contacts:** Other labor leaders and activists, political friends, possibly organized crime. In the 1920s, also socialists, communists and subversive anarchists.

**Skills:** Accounting, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Fighting (Brawl), Law, Listen, Operate Heavy Machinery, Psychology.

## Waitress/Waiter

Serves customers and clients within a hotel, bar, or other drinking or eating establishment. Traditionally low-paid, the waitress earns tips from clients by providing good service and trying to establish a rapport. A technically illegal profession during Prohibition (in the case of serving liquor), many job opportunities exist working in the illegal speakeasies owned by the mob.

**Occupation Skill Points:**  $\text{EDU} \times 2 + (\text{APP} \times 2 \text{ or } \text{DEX} \times 2)$

**Credit Rating:** 9–20

**Suggested Contacts:** Customers, organized crime.

**Skills:** Accounting, Art/Craft (any), Dodge, Listen, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any one skill as a personal or era specialty.

## White-Collar Worker

This could range from the lowest-level white-collar position of a clerk to a middle or senior manager. The employer could be a small- to medium-sized locally owned business, up to a large national, or multinational corporation. Clerks are habitually underpaid and the work is drudgery, with those recognized as having talent being earmarked for promotion someday. Middle and senior managers attract higher salaries, with greater responsibilities and say in how the business is managed day-to-day. Although unmarried white-collar workers are not infrequent, most executive types are family-oriented, with a spouse at home and children—it is often expected of them.

### Clerk/Executive

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–20

**Suggested Contacts:** Other office workers.

**Skills:** Accounting, Language, Law, Library Use or Computer Use, Listen, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any two other skills as personal or era specialties.

### Middle/Senior Manager

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 20–80

**Suggested Contacts:** Old college connections, Masons or other fraternal groups, local and federal government, media and marketing.

**Skills:** Accounting, Other Language, Law, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any two other skills as personal or era specialties.

## Zealot

Intense and vision-driven, scorning an easy life, the zealot agitates for a better life for humanity, or for some advantage for the group imagined to be the most worthwhile part of humanity. Some fanatics promote their beliefs through violence; however, the peaceable majority may be just as implacable. All dream of the vindication of their beliefs.

**Occupation Skill Points:** EDU × 2 + (APP × 2 or POW × 2)

**Credit Rating:** 0–30

**Suggested Contacts:** Religious or fraternal groups, news media.

**Skills:** History, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Stealth, and any three other skills as personal or era specialties.

## Zookeeper

Zookeepers are responsible for the feeding and care of the animals in their charge; groundskeepers and attendants take care of other chores. Often the zookeeper is specialized in a particular breed of animal. The Zookeeper is able to use the Medicine skill on animals.

**Occupation Skill Points:** EDU × 4

**Credit Rating:** 9–40

**Suggested Contacts:** Scientists, environmentalists. **Skills:** Art/Craft (Animal Handling), Accounting, Dodge, First Aid, Natural World, Medicine, Science (Pharmacy), (Zoology).