

# Expanded List of Jazz Age Archetypes

## Alienist/Psychiatrist

RECOMMENDED STATS: POW, INT

ARCHETYPAL SKILLS:

- Anthropology 50%
- Insight 60%
- Medicine 40%
- Psychoanalyze 70%
- Science (Type) 50%
- Social Etiquette 40%

Choose any 3 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Charm 60%
- Foreign Language (Type) 40%
- Law (Type) 40%
- Research 50%

STARTING RESOURCES: 5

BONDS: 3

## Animal Handler/Zookeeper

RECOMMENDED STATS: DEX, STR

ARCHETYPAL SKILLS:

- Alertness 70%
- Athletics 60%
- First Aid 60%
- Natural World 70%
- Stealth 60%
- Ride 60%
- Track 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Dodge 70%
- Firearms 60%
- Insight 50%
- Persuade 60%
- Science (Type) 40%
- Survival (Type) 50%

STARTING RESOURCES: 4

BONDS: 2

## Antiquarian

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 50%
- Appraise 60%
- History 80%
- Regional Lore (Type) 50%
- Persuade 60%
- Search 60%

Choose any 4 of these that you don't already have:

- Anthropology 40%
- Art (Type) 40%
- Foreign Language (Type) 40%
- Insight 50%
- Regional Lore (Type) 40%
- Research 50%
- Social Etiquette 50%
- Streetwise (A Local Criminal Gang) 40%

STARTING RESOURCES: 4

BONDS: 3

## Archeologist

RECOMMENDED STATS: INT, CON

ARCHETYPAL SKILLS:

- Archeology 70%
- Appraise 50%
- Craft (Type) 40%
- History 60%
- Navigate 60%
- Regional Lore (Type) 50%
- Search 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- First Aid 50%
- Foreign Language (Type) 40%
- Heavy Machinery 50%
- Research 50%
- Ride 50%
- Science (Type) 40%
- Survival (Type) 50%
- Track 50%

STARTING RESOURCES: 3

BONDS: 3

## Artist

RECOMMENDED STATS: DEX

ARCHETYPAL SKILLS:

- Appraise 40%
- Art (Type) 60%
- Art (Type) 40%
- Insight 60%
- Search 60%
- Persuade 50%

Choose any 5 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Anthropology 40%
- Charm 60%
- Craft (Type) 40%
- Disguise 50%
- Foreign Language (Type) 40%
- Natural World 50%
- Social Etiquette 50%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

## Athlete

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 70%
- Athletics 80%
- Charm 50%
- Dodge 70%
- First Aid 60%
- Swim 50%
- Unarmed Combat 60%

Choose any 4 of these that you don't already have:

- Craft (Type) 40%
- Insight 50%
- Melee Weapons 70%
- Natural World 50%
- Ride 50%
- Search 60%
- Stealth 50%
- Streetwise (Type) 40%

STARTING RESOURCES: 3

BONDS: 4

## Author

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Art (Writing) 60%
- Insight 60%
- Research 70%
- Search 60%
- Social Etiquette 50%

Choose any 5 of these that you don't already have:

- Administration 50%
- Anthropology 40%
- Archeology 40%
- Foreign Language (Type) 40%
- History 50%
- Law (Type) 40%
- Medicine 40%
- Occult 50%
- Regional Lore (Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 4

BONDS: 3

## Aviator/Aviatrix

RECOMMENDED STATS: DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Craft (Type) 40%
- Heavy Machinery 50%
- Navigate 60%
- Pilot (Aircraft Type) 70%
- Search 60%

Choose any 3 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Dodge 70%
- Foreign Language (Type) 40%
- Natural World 50%
- Pilot (Another Aircraft Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 5

BONDS: 3

## Bartender/Café Owner/Diner Operator

RECOMMENDED STATS: CHA

ARCHETYPAL SKILLS:

- Administration 40%
- Alertness 60%
- Charm 50%
- Insight 60%
- Regional Lore (Type) 40%
- Streetwise (Type) 50%
- Unarmed Combat 50%

Choose any 2 of these that you don't already have:

- Athletics 70%
- Harangue 50%
- Persuade 60%
- Psychoanalyze 50%
- Search 60%
- Stealth 50%

STARTING RESOURCES: 3

BONDS: 6

## Bon Vivant/Bright Young Thing/Dilettante

RECOMMENDED STATS: POW, CHA

ARCHETYPAL SKILLS:

- Appraise 60%
- Art (Type) 40%
- Charm 60%
- Regional Lore (Type) 50%
- Social Etiquette 60%

Choose any 3 of these that you don't already have:

- Anthropology 40%
- Art (Type) 40%
- Athletics 70%
- Craft (Type) 40%
- Disguise 50%
- Drive 60%
- Foreign Language (Type) 40%
- Insight 50%
- Persuade 60%

STARTING RESOURCES: 5

BONDS: 4

## Book Dealer

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 50%
- Appraise 60%
- Craft (Bookbinding) 70%
- History 60%
- Research 50%
- Search 60%

Choose any 4 of these that you don't already have:

- Anthropology 40%
- Art (Type) 40% or Craft (Type) 40%
- Charm 60%
- Foreign Language (Type) 40%
- Insight 50%
- Occult 50%
- Persuade 60%
- Streetwise (A Local Criminal Gang) 40%

STARTING RESOURCES: 4

BONDS: 3

## Bootlegger

RECOMMENDED STATS: DEX, CHA

ARCHETYPAL SKILLS:

- Alertness 60%
- Drive 60%
- Firearms 50%
- Insight 50%
- Law (Type) 40%
- Search 60%
- Stealth 60%

Choose any 3 of these that you don't already have:

- Administration 50%
- Appraise 50%
- Athletics 70%
- Foreign Language (Type) 40%
- Harangue 50%
- Navigate 50%
- Pilot (Type) 40%
- Streetwise (A Local Criminal Gang) 40%

STARTING RESOURCES: 4

BONDS: 4

## Businessperson/Accountant/Secretary

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 70%
- Law (Type) 50%
- Persuade 60%
- Research 50%
- Search 60%

Choose any 3 of these that you don't already have:

- Alertness 60%
- Charm 60%
- Harangue 50%
- Insight 50%
- Social Etiquette 50%
- Streetwise (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 4 (including one Community Bond with a starting score of 12)

## Craftsperson/Tradesperson

RECOMMENDED STATS: DEX, STR

ARCHETYPAL SKILLS:

- Alertness 60%
- Appraise 50%
- Athletics 60%
- Craft (Type) 60%
- Craft (Type) 40%
- Dodge 70%
- Persuade 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- Art (Type) 40%
- Drive 60%
- First Aid 50%
- Harangue 50%
- Heavy Machinery 50%
- Natural World 50%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

## Criminal

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 50%
- Appraise 50%
- Athletics 50%
- Harangue 60%
- Search 60%
- Stealth 60%
- Streetwise (Type) 60%

Choose any 4 of these that you don't already have:

- Craft (Type) 40%
- Disguise 50%
- Firearms 60%
- Insight 50%
- First Aid 50%
- Law (Type) 40%
- Melee Weapons 70%
- Streetwise (Type) 40%
- Unarmed Combat 60%

STARTING RESOURCES: 3

BONDS: 4

## Detective (Police)

RECOMMENDED STATS: INT, STR

ARCHETYPAL SKILLS:

- Alertness 50%
- Firearms 60%
- First Aid 50%
- Insight 50%
- Law (Type) 50%
- Regional Lore (Type) 40%
- Streetwise (Type) 40%
- Search 70%

Choose any 3 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Disguise 50%
- Dodge 70%
- Drive 60%
- Harangue 50%
- Melee Weapons 70%
- Research 50%
- Track 50%

STARTING RESOURCES: 4

BONDS: 3 (including one Community Bond with a starting score of 10)



## Doctor

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 50%
- First Aid 60%
- Insight 50%
- Medicine 60%
- Search 60%
- Social Etiquette 50%
- Surgery 60%

Choose any 2 of these that you don't already have:

- Alertness 60%
- Charm 60%
- Foreign Language (Type) 40%
- Military Training (Type) 40%
- Psychoanalyze 50%
- Research 50%
- Science (Type) 40%

STARTING RESOURCES: 5

BONDS: 2 (including one Community Bond with a starting score of 10)

## Domestic Staff (Butler/Valet/Maid)

RECOMMENDED STATS: POW, CHA

ARCHETYPAL SKILLS:

- Alertness 60%
- Appraise 40%
- Craft (Type) 60%
- Charm 60%
- Dodge 60%
- Insight 60%
- Search 60%
- Social Etiquette 70%

Choose any 5 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Craft (Type) 40%
- Drive 60%
- First Aid 50%
- Heavy Machinery 50%
- Natural World 50%
- Navigate 50%
- Regional Lore (Type) 40%
- Ride 50%

STARTING RESOURCES: 2

BONDS: 3

## Driver/Mechanic

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Athletics 60%
- Craft (Type) 60%
- Drive 70%
- Heavy Machinery 50%
- Navigate 60%
- Search 50%

Choose any 5 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Dodge 70%
- Military Training (Type) 40%
- Natural World 50%
- Regional Lore (Type) 40%
- Streetwise (Type) 40%
- Survival (Type) 50%
- Track 50%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 3

## Engineer

RECOMMENDED STATS: INT, DEX

ARCHETYPAL SKILLS:

- Administration 50%
- Art (Type) 60%
- Craft (Type) 60%
- Heavy Machinery 50%
- Science (Type) 70%
- Use Gadgets 60%

Choose any 3 of these that you don't already have:

- Art (Type) 40%
- Dodge 70%
- Law (Type) 40%
- Military Training (Type) 40%
- Pilot (Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 4

BONDS: 3

## Entertainer/Musician

RECOMMENDED STATS: POW

ARCHETYPAL SKILLS:

- Alertness 60%
- Art (Type) 70%
- Art (Type) 50%
- Charm 60%
- Insight 70%
- Search 60%

Choose any 5 of these that you don't already have:

- Administration 50%
- Appraise 50%
- Craft (Type) 40%
- Disguise 50%
- Foreign Language (Type) 40%
- Harangue 50%
- Natural World 50%
- Persuade 60%
- Regional Lore (Type) 40%
- Social Etiquette 50%

STARTING RESOURCES: 2

BONDS: 4

## Explorer/Big Game Hunter

RECOMMENDED STATS: DEX, STR

ARCHETYPAL SKILLS:

- Athletics 60%
- Firearms 50%
- First Aid 50%
- Natural World 50%
- Navigate 50%
- Survival (Type) 70%
- Track 50%

Choose any 3 of these that you don't already have:

- Alertness 60%
- Foreign Language (Type) 40%
- History 50%
- Ride 50%
- Science (Type) 40%
- Search 60%
- Stealth 50%
- Survival (Type) 50%

STARTING RESOURCES: 5

BONDS: 3

## Farmer

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Athletics 60%
- Craft (Type) 70%
- Drive 50%
- Heavy Machinery 50%
- Natural World 60%
- Ride 50%
- Track 50%

Choose any 5 of these that you don't already have:

- Alertness 60%
- Charm 60%
- Craft (Type) 40%
- Firearms 60%
- First Aid 50%
- Insight 50%
- Melee Weapons 70%
- Navigate 50%
- Regional Lore (Type) 40%
- Survival (Type) 50%

STARTING RESOURCES: 3

BONDS: 3

## Gangster

RECOMMENDED STATS: STR, CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Appraise 50%
- Athletics 50%
- Harangue 60%
- Insight 50%
- Streetwise (Type) 50%

Choose any 3 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Disguise 50%
- Drive 60%
- Firearms 60%
- Law (Type) 40%
- Melee Weapons 70%
- Search 60%
- Social Etiquette 50%
- Stealth 50%

STARTING RESOURCES: 5

BONDS: 4

## Genealogist

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 60%
- Anthropology 50%
- Charm 50%
- History 60%
- Regional Lore (Type) 40%
- Research 60%

Choose any 2 of these that you don't already have:

- Art (Type) 40%
- Foreign Language (Type) 40%
- Insight 50%
- Law (Type) 40%
- Regional Lore (Type) 40%
- Search 60%
- Social Etiquette 50%

STARTING RESOURCES: 3

BONDS: 6

## Historian

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 50%
- Anthropology 40%
- Archeology 50%
- History 70%
- Regional Lore (Type) 50%
- Research 60%

Choose any 4 of these that you don't already have:

- Appraise 50%
- First Aid 50%
- Insight 50%
- Law (Type) 40%
- Occult 50%
- Regional Lore (Type) 40%
- Search 60%
- Social Etiquette 50%

STARTING RESOURCES: 4

BONDS: 3

## Hobo/Drifter

RECOMMENDED STATS: CHA, DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Athletics 60%
- Craft (Type) 50%
- Dodge 60%
- Insight 70%
- Navigate 50%
- Search 70%
- Stealth 60%

Choose any 5 of these that you don't already have:

- Anthropology 40%
- Art (Type) 40%
- Charm 60%
- Disguise 50%
- Drive 60%
- First Aid 50%
- Law (Type) 40%
- Natural World 50%
- Track 50%
- Unarmed Combat 60%

STARTING RESOURCES: 1

BONDS: 4

## Hunter/Trapper/Poacher

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Athletics 50%
- Firearms 60%
- First Aid 50%
- Natural World 70%
- Navigate 50%
- Survival (Type) 60%
- Track 60%

Choose any 4 of these that you don't already have:

- Art (Type) 40%
- Craft (Type) 40%
- Disguise 50%
- Dodge 70%
- Melee Weapons 70%
- Regional Lore (Type) 40%
- Ride 50%
- Survival (Type) 50%
- Swim 60%

STARTING RESOURCES: 3

BONDS: 3

## Inventor

RECOMMENDED STATS: INT, DEX

ARCHETYPAL SKILLS:

- Administration 30%
- Alertness 40%
- Craft (Type) 50%
- Research 70%
- Search 70%
- Science (Type) 60%
- Use Gadgets 70%

Choose any 3 of these that you don't already have:

- Appraise 50%
- Art (Type) 40%
- Dodge 70%
- Drive 60%
- Firearms 60%
- Heavy Machinery 50%
- Military Training (Type) 40%
- Pilot (Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 4

BONDS: 3

## Journalist/Editor

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Art (Writing) 50%
- Insight 60%
- Research 50%
- Regional Lore (Type) 60%
- Search 50%
- Social Etiquette 40%

Choose any 4 of these that you don't already have:

- Administration 50%
- Charm 60%
- Foreign Language (Type) 40%
- Harangue 50%
- Natural World 50%
- Regional Lore (Type) 40%
- Streetwise (Type) 40%
- Track 50%

STARTING RESOURCES: 3

BONDS: 4

## Laborer/Longshoreman

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 50%
- Athletics 60%
- Craft (Type) 70%
- Dodge 60%
- Drive 50%
- Heavy Machinery 40%
- Insight 60%
- Unarmed Combat 50%

Choose any 5 of these that you don't already have:

- Craft (Type) 40%
- First Aid 50%
- Melee Weapons 70%
- Military Training (Type) 40%
- Natural World 50%
- Navigate 50%
- Persuade 60%
- Regional Lore (Type) 40%
- Ride 50%
- Search 60%

STARTING RESOURCES: 2

BONDS: 4

## Lawyer/Judge

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 60%
- Insight 60%
- Law (Type) 70%
- Persuade 60%
- Research 50%

Choose any 3 of these that you don't already have:

- Anthropology 40%
- Appraise 50%
- Art (Type) 40%
- Charm 60%
- Harangue 50%
- History 50%
- Law (Type) 40%
- Social Etiquette 50%

STARTING RESOURCES: 5

BONDS: 3 (including one Community Bond with a starting score of 12)



## Librarian

RECOMMENDED STATS: INT, POW

ARCHETYPAL SKILLS:

- Administration 50%
- Insight 60%
- Persuade 60%
- Research 80%
- Search 80%
- Social Etiquette 40%

Choose any 4 of these that you don't already have:

- Alertness 60%
- Appraise 50%
- Art (Type) 40%
- Craft (Bookbinding) 40%
- Foreign Language (Type) 40%
- History 50%
- Navigate 50%
- Regional Lore (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

## Nurse

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Alertness 60%
- First Aid 70%
- Insight 60%
- Medicine 50%
- Persuade 60%
- Search 60%

Choose any 3 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Charm 60%
- Military Training (Type) 40%
- Psychoanalyze 50%
- Science (Type) 40%
- Surgery 40%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 5

## Occult Dabbler/Professional Psychic

RECOMMENDED STATS: POW, CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Anthropology 40%
- Insight 50%
- Occult 70%
- Persuade 60%
- Research 50%

Choose any 5 of these that you don't already have:

- Art (Type) 40%
- Craft (Type) 40%
- Disguise 50%
- Foreign Language (Type) 40%
- History 50%
- Natural World 50%
- Psychoanalyze 50%
- Regional Lore (Type) 40%
- Search 60%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 4

## Parapsychologist

RECOMMENDED STATS: CHA, INT

ARCHETYPAL SKILLS:

- Anthropology 50%
- History 50%
- Insight 60%
- Occult 70%
- Natural World 50%
- Persuade 70%
- Research 50%

Choose any 3 of these that you don't already have:

- Administration 50%
- Alertness 60%
- Art (Type) 40%
- Charm 60%
- Foreign Language (Type) 40%
- Regional Lore (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

## Pharmacist/Druggist

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 50%
- Foreign Language (Type) 50%
- First Aid 70%
- Insight 50%
- Medicine 40%
- Science (Type) 60%

Choose any 4 of these that you don't already have:

- Alertness 60%
- Charm 60%
- Law (Type) 40%
- Natural World 50%
- Research 50%
- Science (Type) 40%
- Search 60%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

## Photographer/Portraitist

RECOMMENDED STATS: DEX, INT

ARCHETYPAL SKILLS:

- Alertness 60%
- Art (Photography or Painting) 70%
- Insight 50%
- Science (Chemistry) 50%
- Search 70%
- Use Gadgets 40%

Choose any 4 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Charm 60%
- Craft (Type) 40%
- Disguise 50%
- Harangue 50%
- Persuade 60%
- Regional Lore (Type) 40%
- Social Etiquette 50%

STARTING RESOURCES: 3

BONDS: 4

## Police Officer

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Athletics 70%
- Drive 50%
- Firearms 50%
- Insight 70%
- Law (Type) 60%
- Search 60%
- Unarmed Combat 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- First Aid 50%
- Harangue 50%
- Melee Weapons 70%
- Military Training (Type) 40%
- Persuade 60%
- Streetwise (Type) 40%
- Track 50%

STARTING RESOURCES: 3

BONDS: 3

## Politician/Civic Leader/Elected Official

RECOMMENDED STATS: CHA

ARCHETYPAL SKILLS:

- Administration 50%
- Insight 70%
- Law (Type) 40%
- Persuade 70%
- Social Etiquette 60%

Choose any 2 of these that you don't already have:

- Charm 60%
- Harangue 50%
- History 50%
- Regional Lore (Type) 40%
- Research 50%
- Streetwise (Type) 40%

STARTING RESOURCES: 5

BONDS: 4 (including one Community Bond with a starting score of 12)

## Priest/Preacher

RECOMMENDED STATS: CHA, INT

ARCHETYPAL SKILLS:

- Alertness 50%
- Charm 50%
- Insight 60%
- Psychoanalyze 60%
- Social Etiquette 60%

Choose any 4 of these that you don't already have:

- Administration 50%
- Anthropology 40%
- First Aid 50%
- Foreign Language (Type) 40%
- Harangue 50%
- Occult 50%
- Persuade 60%
- Regional Lore (Type) 40%
- Research 50%

STARTING RESOURCES: 3

BONDS: 5 (including one Community Bond with a starting score of 12)

## Private Eye/Pinkerton

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Firearms 60%
- First Aid 50%
- Harangue 50%
- Insight 50%
- Law (Type) 50%
- Streetwise (Type) 40%
- Search 70%

Choose any 3 of these that you don't already have:

- Administration 50%
- Athletics 70%
- Charm 60%
- Disguise 50%
- Drive 60%
- Melee Weapons 70%
- Persuade 60%
- Research 50%
- Social Etiquette 50%
- Use Gadgets 40%

STARTING RESOURCES: 4

BONDS: 3

## Professor

RECOMMENDED STATS: INT, POW

ARCHETYPAL SKILLS:

- Administration 40%
- Insight 60%
- Persuade 60%
- Research 70%
- Search 60%
- Use Gadgets 40%

Choose any 5 of these that you don't already have:

- Anthropology 40%
- Archeology 40%
- Art (Type) 40%
- Foreign Language (Type) 40%
- History 50%
- Law (Type) 40%
- Medicine 40%
- Occult 50%
- Regional Lore (Type) 40%
- Science (Type) 40%

STARTING RESOURCES: 4

BONDS: 2 (including one Community Bond with a starting score of 12)

## Pugilist/Wrestler

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 60%
- Athletics 70%
- Dodge 70%
- Harangue 60%
- Insight 50%
- Melee Weapons 60%
- Unarmed Combat 70%

Choose any 4 of these that you don't already have:

- First Aid 50%
- Natural World 50%
- Military Training (Type) 40%
- Search 60%
- Streetwise (Type) 40%
- Survival (Type) 50%

STARTING RESOURCES: 3

BONDS: 4

## Rustic

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Athletics 50%
- Craft (Type) 60%
- Firearms 60%
- Natural World 60%
- Ride 50%
- Survival (Type) 50%
- Track 50%

Choose any 4 of these that you don't already have:

- Alertness 60%
- Craft (Type) 40%
- Dodge 70%
- Drive 60%
- First Aid 50%
- Heavy Machinery 50%
- Regional Lore (Type) 40%
- Swim 60%

STARTING RESOURCES: 3

BONDS: 4

## Sailor/Ferry Operator

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Alertness 20%
- First Aid 10%
- Natural World 10%
- Navigate 10%
- Pilot (Type) 0%
- Swim 20%

Choose any 4 of these that you don't already have:

- Craft (Type) 40%
- Dodge 70%
- Firearms 60%
- Foreign Language (Type) 40%
- Heavy Machinery 50%
- Search 60%
- Survival (Type) 50%
- Unarmed Combat 60%

STARTING RESOURCES: 4

BONDS: 3

## Scholar/Student/Researcher

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Alertness 50%
- Art (Type) 60%
- Insight 50%
- Persuade 50%
- Research 70%
- Search 50%

Choose any 5 of these that you don't already have:

- Anthropology 40%
- Archeology 40%
- Athletics 70%
- Foreign Language (Type) 40%
- History 50%
- Law (Type) 40%
- Medicine 40%
- Occult 50%
- Science (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 4

## Scientist

RECOMMENDED STATS: INT

ARCHETYPAL SKILLS:

- Administration 40%
- Craft (Type) 50%
- Research 60%
- Science (Type) 60%
- Science (Type) 40%
- Use Gadgets 60%

Choose any 4 of these that you don't already have:

- Firearms 60%
- Foreign Language (Type) 40%
- Medicine 40%
- Military Training (Type) 40%
- Natural World 50%
- Pilot (Type) 40%
- Psychoanalyze 50%
- Social Etiquette 50%

STARTING RESOURCES: 5

BONDS: 2



## Shopkeeper

RECOMMENDED STATS: CHA, DEX

ARCHETYPAL SKILLS:

- Administration 60%
- Alertness 50%
- Appraise 60%
- Craft (Type) 60%
- Insight 60%
- Persuade 70%

Choose any 4 of these that you don't already have:

- Art (Type) 40%
- Charm 60%
- Drive 60%
- Harangue 50%
- Law (Type) 40%
- Regional Lore (Type) 40%
- Search 60%
- Social Etiquette 50%

STARTING RESOURCES: 3

BONDS: 4

## Soldier/Veteran

RECOMMENDED STATS: STR, DEX

ARCHETYPAL SKILLS:

- Athletics 70%
- Dodge 60%
- Firearms 60%
- First Aid 60%
- Survival (Type) 60%
- Unarmed Combat 60%

Choose any 5 of these that you don't already have:

- Administration 50%
- Craft (Type) 40%
- Disguise 50%
- Foreign Language (Type) 40%
- Harangue 50%
- Melee Weapons 70%
- Stealth 50%
- Swim 60%
- Track 50%
- Use Gadgets 40%

STARTING RESOURCES: 3

BONDS: 4

## Teacher

RECOMMENDED STATS: INT, CHA

ARCHETYPAL SKILLS:

- Administration 40%
- Alertness 50%
- First Aid 50%
- Insight 70%
- Persuade 60%
- Research 50%

Choose any 4 of these that you don't already have:

- Archeology 40%
- Art (Type) 40%
- Athletics 70%
- Charm 60%
- Craft (Type) 40%
- Foreign Language (Type) 40%
- Harangue 50%
- Law (Type) 40%
- Psychoanalyze 50%
- Swim 60%

STARTING RESOURCES: 3

BONDS: 5

## Traveling Salesperson

RECOMMENDED STATS: CHA

ARCHETYPAL SKILLS:

- Alertness 50%
- Appraise 60%
- Drive 50%
- Insight 60%
- Navigate 50%
- Persuade 70%
- Stealth 50%

Choose any 4 of these that you don't already have:

- Administration 50%
- Charm 60%
- Craft (Type) 40%
- First Aid 50%
- Harangue 50%
- Heavy Machinery 50%
- Natural World 50%
- Streetwise (Type) 40%
- Use Gadgets 40%

STARTING RESOURCES: 5

BONDS: 2

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