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Calabrian (and more) Careers

Alchemist §
Almaghnatisia § (mental mage)
Almoner (White Mage)
Apothecary *
Artisan ¥
Artist *
Ascetic †¥
Assassin ¥
Badjaduya § (elementalist)
Bandit *
Barber *
Bawd
Beggar *¥
Beguine † (spirit mage)
Black Angel § (undead hunter)
Bodyguard
Bounty-Hunter
Boxer ¥
Braggart ¥
Brehon † (Phelan diplomat or lawyer)
Brigand ¥
Brute ¥
Bureaucrat ¥
Burglar
Cavalier *
Charlatan
Champion *
Changes Wizard ¥ (subtle fate or *feng shui* magician)
Clown †
Coachman *
Craftsman *
Crusader †
Curraidh † (combative Druid)
Dabbler † (...in magic)
Dastani § (astrologer and navigator)
Debo Shih ¥ (martial artist with magic to back it up)
Dervish §
Destitute ¥
Dilettante
Diplomat *
Djed-hakim § (necromancer)
Doctor ¥
Dopplesöldner (soldier specialized in two-handed weapons)
Elementalist
Engineer *

Entertainer *

Escort ¥ (not like that! another bodyguard build!)

Explorer

Farmer *

Fence *

Flamboyant ¥ (flashy brawler)

Functionary *

Gambler *

Gelassenheiter † (devout laborer)

Haranguer ‡ (rabble-rouser)

Herbalist *

Hermit †

Hexenhammer † (spirit-magic paladin)

Highwayman *

Hobgoblin ‡ (assassin posing as a performer)

Hospitaller § (healer-knight)

Hunter *

Immortal Sage ¥ (practitioner of large-scale, slow-acting magics)

Initiate † (in a religious tradition or cult)

Inquisitor †

Irregular ¥

Itinerant Fool ‡

Jailer *

Janissary § (elite infantry)

Jester ‡

Jinxter ‡ (sharp-tongued practitioner of minor magics)

Knight-Errant

Lancer ¥ (charioteer)

Lobbyist ¥

Marine *

Marauder *

Medjey § (Akoman mercenary)

Mercenary

Merchant *

Messenger

Method Archer ¥ (like the stereotypical “Zen” archer)

Midwife †

Militiaman *

Minister ¥

Mime ‡

Money-Lender ¥

Mugger ¥

Navigator *

Naybob ‡ (...pessimist?)

Nomad ¥

Oracle †

Ordinary † (i.e., low-ranking clergy)

Ostler *

Outlaw *

Ovate † (Druidic theologian)

Paladin

Patsy ‡
Peasant ¥
Peddler *
Perfect Knight ¥ (warrior poet)
Physician *
Picaro ‡ (streetwise jokester)
Pickpocket *
Pilgrim †
Pioneer (a combat engineer)

- *Skills:* Craft, Digging, Stealth
- *Gifts:* Haggling, Resolve, Veteran
- *Trappings:* Thick gloves (or cestus if you have Brawling Fighter), mantlet (wooden shield), e-tool (hatchet), hilti (lever crossbow), leather armor

Pit Fighter
Poltroon ‡ (taunting fighter)
Postulant † (White Mage aspiring to priesthood)
Preacher †
Priest/Priestess *
Procurer ¥
Purity Wizard ¥ (???)
Qanundari § (Akoman police)
Qäs § (Akoman white mage)
Questor † (tithe collector)
Racketeer ¥
Rake
Ranger
Robber *
Sacristan † (keeper of sacred groves)
Sailor *
Scholar *
Scout
Scribe ¥
Sectary † (clergy of an unpopular religion)
Seer *
Sexton † (church clerk)
Servant *
Sibyl † (women-only fortune mages)
Slaver *
Snitch *
Soldier
Soothsayer ¥
Sorcerer
Spellbinder (mesmer/esper/mentalist)
Spirit Hunter ¥
Sportster §
Spy *
Stooge ‡
Storyteller ¥
Sword Dancer ¥

Taoist Wizard ¥
Tax Collector ¥
Tazekar § (ascetic spirit mage)
Thaumaturge (uses “pure energy” magic, divination, countermagic)
Tomb Defender ¥
Town Fool ‡
Trader ¥
Vagabond
Vagrant Warrior ¥
Vidame † (bodyguard to a priestess)
Vizier §
Warlock
Warlord §
Watchman *
Witch Finder *
Worker *

*: Found in *Host's Handbook*

†: Found in *Book of Mysteries*

‡: Found in *Book of Fools*

¥: Found in *Book of Jade*

§: Found in *Book of Horn and Ivory*

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