

Back to [Ironclaw](#)

# 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*: Hagglng, 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/mentalst)  
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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