

[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 \*  
Gelassenheit † (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*

From:  
<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:  
<https://wiki.wishray.com/doku.php?id=ironclaw:careers>

Last update: **2020/03/07 10:58**

