

Extended Character Backgrounds and Careers

This document is simply an extension of the original article by Wim van Gruisen that appears in Liber Fanatica – Volume 1. The original article contains rules for selecting a character background, skills and talents, and a career. This current document adds some of the additional careers that have appeared since the backgrounds article was created. The additional careers included here are for the most part user made content available at the Black Industries site fan material site, <http://www.blackindustries.com/default.asp?range=wfrp&template=fanmaterial>, among other places. I do not use all of the available careers and neither do I have access to any of the official careers that may have been included in Black Industries source books or publications.

A list of the careers that I include is shown below.

The process for selecting a Background remains unchanged from the method outlined in Liber Fanatica. Skills and Talents can be determined as outlined in Liber Fanatica, though I feel that too many starting abilities are afforded by this method. I instead use the following rules:

Skills and Talents		
Race	# Skills	# Talents
Human	2	2
Elf	1 (0)	0 (1)
Dwarf	1 (0)	0 (1)
Halfling	1	1

Additional Basic Careers

Beggar	Executioner	Landsknecht
Cantor	Gaffer	Nursemaid
Corpse Handler	Gamekeeper	Sexton
Diplomat	Herbalist (Pharmacist)	Street Preacher
Drover	Labourer	

Bourgeois Careers	
Roll	Career
01 - 05	Apprentice Wizard
06 - 09	Bailiff
10 - 22	Burgher
23 - 26	<i>Diplomat</i>
27 - 35	Initiate
36 - 42	Messenger
43 - 46	Noble
47 - 56	Scribe
57 - 65	Squire
66 - 77	Student
78 - 91	Tradesman
92 - 00	Valet

If an Elf rolls a number divisible by 20 they have a career as an Envoy.

If a Halfling rolls a number divisible by 20 they have a career as a Gaffer.

Mercantile Careers	
Roll	Career
01 - 10	Boatman
11 - 19	Bone Picker
20 - 32	Burgher
33 - 35	<i>Gaffer</i>
36 - 38	<i>Herbalist</i>
39 - 43	Initiate
44 - 52	Messenger
53 - 61	Scribe
62 - 70	Smuggler
71 - 78	Toll Keeper
79 - 91	Tradesman
92 - 00	Valet

If an Elf rolls a number divisible by 20 they have a career as an Envoy.

If a Halfling rolls a number divisible by 20 they have a career as a Gaffer.

Military Careers - Unchanged.

Rural Careers	
Roll	Career
01 - 02	Barber-Surgeon
03 - 04	<i>Beggar</i>
05 - 07	Bodyguard
08 - 10	Bone Picker
11 - 15	Bounty Hunter
16	<i>Cantor</i>
17 - 20	Charcoal-Burner
21 - 24	Coachman
25	<i>Corpse Handler</i>
26 - 27	Entertainer
28	<i>Executioner</i>
29 - 30	<i>Gamekeeper</i>
31	Grave Robber
32 - 35	Hedge Wizard
36 - 38	<i>Herbalist</i>
39 - 40	Initiate
41 - 42	Jailer
43 - 44	<i>Labourer</i>
45 - 46	Mercenary
47 - 50	Militiaman
51 - 55	Miner
56 - 61	Peasant
62 - 65	Rat Catcher
66 - 70	Roadwarden
71 - 74	Rogue
75 - 77	Scribe
78 - 79	Servant
80 - 81	<i>Sexton</i>
82 - 85	Thief
86 - 89	Toll Keeper
90 - 92	Tomb Robber
93 - 96	Vagabond
97 - 00	Watchman

If a Halfling rolls a number divisible by 20 they have a career as a FieldWarden.

Urban Careers	
Roll	Career
01 - 04	Agitator
05 - 07	Barber-Surgeon
08 - 09	<i>Beggar</i>
10 - 14	Bodyguard
15 - 16	Bone Picker
17 - 20	Bounty Hunter
21 - 22	<i>Cantor</i>
23 - 24	Coachman
25	<i>Corpse Handler</i>
26 - 29	Entertainer
30 - 31	<i>Executioner</i>
32 - 34	Grave Robber
35 - 39	Initiate
40 - 42	Jailer
43 - 44	<i>Labourer</i>
45 - 46	Mercenary
47	<i>Nurse Maid</i>
48 - 50	Pit Fighter
51 - 55	Protagonist
56 - 60	Rat Catcher
61 - 66	Rogue
67 - 70	Scribe
71 - 74	Servant
75 - 76	<i>Sexton</i>
77 - 78	Smuggler
79 - 80	<i>Street Preacher</i>
81 - 84	Student
85 - 90	Thief
91 - 93	Thug
94 - 96	Tomb Robber
97 - 00	Watchman

If an Elf rolls a number divisible by 20 they have a career as an Envoy.

If a Halfling rolls a number divisible by 20 they have a career as a Nursemaid.

Wanderer Careers	
Roll	Career
01 - 05	Boatman
06 - 08	Bone Picker
09 - 14	Bounty Hunter
15 - 22	Coachman
23 - 25	<i>Drover</i>
26 - 33	Entertainer
34	Estalian Diestro
35 - 40	Fisherman
41	Kislebite Kossar
42	<i>Landsknecht</i>
43 - 44	Mercenary
45 - 52	Messenger
53	Norse Berserker
54 - 59	Outlaw
60 - 65	Outrider
66 - 73	Roadwarden
74 - 78	Seaman
79 - 84	Smuggler
85 - 90	Tomb Robber
91 - 99	Vagabond
00	Zealot

Elven Careers	
Roll	Career
01 - 05	Apprentice Wizard
06 - 07	<i>Diplomat</i>
08 - 16	Entertainer (Singer)
17 - 18	Envoy
19 - 21	<i>Gamekeeper</i>
22 - 25	<i>Herbalist</i>
26 - 35	Hunter
36 - 44	Initiate
45 - 57	Kithband Warrior
58 - 64	Messenger
65 - 69	Noble (Elven)
70 - 77	Soldier
78 - 84	Student
85 - 88	Tradesman
89 - 00	Woodsman

Waterline Careers - Unchanged.

Wilderness Careers	
Roll	Career
01 - 03	Bounty Hunter
04 - 09	Charcoal Burner
10 - 14	Drover
15 - 17	Gamekeeper
18 - 24	Hunter
25 - 28	Initiate
29 - 34	Miner
35 - 43	Outlaw
44 - 50	Peasant
51 - 56	Roadwarden
57 - 63	Smuggler
64 - 69	Tomb Robber
70 - 76	Vagabond
77 - 85	Woodsman
86 - 00	You're from a village in the wilderness. Roll on the Rural Careers Table.

Dwarven Careers	
Roll	Career
01 - 02	<i>Diplomat</i>
03 - 07	Initiate
08 - 11	Jailer
12 - 25	Miner
26 - 29	Noble (Dwarven)
30 - 41	Runebearer
42 - 50	Scribe
51 - 64	Shieldbreaker
65 - 73	Soldier
74 - 77	Student
78 - 86	Tradesman
87	Trollslayer
88 - 92	Valet
93 - 00	Watchman