

You have been awarded a bonus career for participating in The Faire!  
By winning the Eating Contest you now have access to the basic career of Chef.

When your main character is ready to change careers, create a new character to play for three modules. At the end of that time, your main will have returned from training and ready to advance this career.

A Chef is one of the few artisans which are proclaimed in public and private as servants worthy of respect

### Chef Advance Scheme

BS	WS	S	T	Ag	Int	WP	Fel
+5%	--	+5%	+10%	--	+10%	--	+5%
A	W	SB	TB	M	Mag	IP	F
+1	+2						

**Skills:** Evaluate or Haggle, Charm or Command, Consume Alcohol, Gossip, Perception, Read/Write, Secret Language(Guild Tongue), Search, Trade (Cook)

**Talents:** Etiquette, Artistic, Forager (new talent, see below), Resistance to Poison

**Trappings:** Chef's uniform, Set of sharp knives, various pots and pans, a hearty appetite, cook books

**Career Exits:** Artisan, Guild Master, Innkeeper, Merchant, Servant, Spy

**Forager:** You have a natural sense of where eatable plants can be found or where a good place to set a trap for animals might go. You gains a bonus of +20% to all Perception and Search checks related to these tasks.

You have been awarded a bonus career for participating in The Faire!  
By winning the Eating Contest you now have access to the basic career of Taster.

When your main character is ready to change careers, create a new character to play for three modules. At the end of that time, your main will have returned from training and ready to advance this career.

*A Taster is a faithful servant whose job is to test the meals and drinks before their lord or employer eats. This life does not go without a sufficient amount of fear especially in the various courts in the Empire. However it is often compensated with being taken care of very well. The most dangerous thing is often a Taster whose allegiance has switched.*

### Taster Advance Scheme

BS	WS	S	T	Ag	Int	WP	Fel
--	--	--	+10%	+5%	+10%	+5%	+10%
A	W	SB	TB	M	Mag	IP	F
	+2						

**Skills:** Evaluate or Haggle, Charm, Consume Alcohol, Gamble, Gossip, Perception, Read/Write, Silent Move, Search

**Talents:** Etiquette, Keen Senses, Luck, Resistance to Poison

**Trappings:** Set of fine clothes, set of various silver utensils, set of fine crystal glassware, a hearty appetite, anti-toxin kit

**Career Exits:** Courtier, Charlatan, Cat Bugler, Rogue, Servant, Spy

You have been awarded a bonus career for participating in The Faire!  
 By winning the Drinking Contest you now have access to the basic career of Drunkard.  
 When your main character is ready to change careers, you may immediately start in this career.

*A professional drunk, the Drunkard is a roguish sort ready to use alcohol to get through this world. Every tavern will have one or two who spend their nights drinking strangers under the table and relieving them of coin through wagers and the occasional sifting through pockets and purse. Always with a quick joke and a subtle wit, the Drunkard is a valuable source of gossip and information thanks to tongues loosed with spirits.*

Drunkard Advance Scheme							
BS	WS	S	T	Ag	Int	WP	Fel
--	--	--	+10%	+5%	--	+10%	+15%
A	W	SB	TB	M	Mag	IP	F
	+2						

**Skills:** *Blather, Charm, Consume Alcohol, Gamble, Gossip, Haggle, Performer (Any one), Sleight of Hand*

**Talents:** *Distracting (new talent, see below), Flee!, Luck, Dealmaker,*

**Trappings:** Set of Good Craftsmanship Clothing, set of 5 shot glasses

**Career Exits:** Duelist, Entertainer, Fence, Mercenary, Minstrel, Rogue

**Distracting:** Your appearance and demeanor is such that people pay attention to those things which you want them to. Whether it's the feather in your hat or the garish outfit, they watch that and not your hands or the words you're using. You gain a +10% bonus when using the Blather or Sleight of Hand skills.

You have been awarded a bonus career for participating in The Faire!  
 By winning the Drinking Contest you now have access to the basic career of Brewmeister.  
 When your main character is ready to change careers, create a new character to play for three modules. At the end of that time your main will have returned from training and ready to advance this career.

*A Brewmeister is a master craftsman concerned about producing the highest quality beers, ales, wines and any other spirits they have the resources to make. Valued highly throughout the Empire and beyond the Brewmeister is often in search of exotic ingredients and rare spices to make their next batch the one nobles want to have a cask of in a hundred years.*

Brewmeister Advance Scheme							
BS	WS	S	T	Ag	Int	WP	Fel
+5%	--	+5%	+5%	+10%	+10%	--	+5%
A	W	SB	TB	M	Mag	IP	F
	+2						

**Skills:** *Command, Consume Alcohol, Gossip, Haggle, Perception, Read/Write, Secret Language(Guild Tongue), Search, Trade (Brewer)*

**Talents:** *Artistic, Keen Senses, Super Numerate*

**Trappings:** Set of weights and measures, Set of small casks, recipe book

**Career Exits:** Artisan, Burgher, Explorer, Guild Master, Innkeeper, Tradesman

You have been awarded a bonus career for participating in The Faire!  
By winning the Archery Contest you now have access to the basic career of Musketeer.

When your main character is ready to change careers, create a new character to play for three modules. At the end of that time your main will have returned from training and ready to advance this career.

*A Musketeer is the first step to becoming a regular in the personal guard of the Elector Countess of Nuln. Trained thoroughly in the use of small black-powder arms the Musketeer is the only elite guards to be comprised of only women. Tough, quick, and deadly, the Pistoleer is familiar with a number of tactics used to confuse, frustrate and harass their enemies in the field and in court. Should the character prove themselves worthy, they may receive an invitation to continue their training and eventually join the Countess's elite private guard.*

### Musketeer Advance Scheme

BS	WS	S	T	Ag	Int	WP	Fel
+10%	+20%	+5%	+10%	+10%	+10%	--	+5%
A	W	SB	TB	M	Mag	IP	F
+1	+4						

Skills: Charm, Consume Alcohol, Dodge Blow, Gossip, Lip Reading, Perception, Pick Locks, Ride, Secret Signs (Scout), Shadowing  
Talents: Etiquette, Master Gunner, Mighty Shot, Quick Draw, Rapid Reload, SWG: Gunpowder, Sure Shot, Trick Riding  
Trappings: Three Pistols with a ready supply of ammunition and gunpowder, one set of Fine craftsmanship clothing, one light war horse  
Career Exits: Assassin, Courtier, Noble, Spy, Targeteer

You have been awarded a bonus career for participating in The Faire!  
By winning the Archery Contest you now have access to the basic career of Carabinier.

When your main character is ready to change careers, create a new character to play for three modules. At the end of that time your main will have returned from training and ready to advance this career.

*A Carabinier is trained in the use of the short rifle called carbines with incredible deadly accuracy. Taught at the gunnery school in Nuln, Carabiniers are put through an intensive training program designed to give them an edge in combat. At home, hidden in trees or overhangs in the city, carabiniers are always looking for the best place to hide and shoot from. Should the character prove themselves worthy, they may receive an invitation to continue their training and eventually join the Emperor's army.*

### Carabinier Advance Scheme

BS	WS	S	T	Ag	Int	WP	Fel
+10%	+20%	+10%	+5%	+10%	+5%	--	+10%
A	W	SB	TB	M	Mag	IP	F
+1	+4						

Skills: Command, Concealment, Dodge Blow, Drive, Gossip, Intimidate, Scale Sheer Surface, Secret Language (Battle Tongue), Trade (Gunsmith)  
Talents: Ambidextrous, Master Gunner, Rapid Reload, Sharpshooter, SWG: Gunpowder, Strike to Injure, Sure Shot  
Trappings: Firearm with a ready supply of ammunition and gunpowder, medium armor, rope, horse with saddle and harness  
Career Exits: Assassin, Explorer, Outlaw Chief, Scout, Sergeant

**New Weapon** Carbine Rifle – **Cost:** 200 gc **Enc:** 30 **Group:** Gunpowder, **Damage:** 4 **Range:** 36/72 **Reload:** 1 Full,  
**Qualities:** Armour Piercing, Impact, Unreliable **Availability:** Unavailable, save for those who take this career.  
Each Carabinier will be gifted two of these weapons to use and maintain on their own coin once they have enrolled in the school.

You have been awarded a bonus for participating in The Faire!

By winning the Pit Fight Contest you now may move to the career of Judicial Champion without having spend xp on the advance. The professional pit fighters have decided to take you on as an apprentice and train you to become as deadly as possible.

When your main character is ready to change careers, create a new character to play for three modules. At the end of that time your main will have returned from training and ready to advance this career. See page 74 of the core book for the career advancement scheme and other details.

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You have been awarded a bonus for participating in The Faire!

By winning the Pit Fight Contest you now may move to the career of Pit Fighter without having spend xp on the advance. The professional pit fighters have decided to take you on as an apprentice and train you to become as deadly as possible.

When your main character is ready to change careers, create a new character to play for three modules. At the end of that time your main will have returned from training and ready to advance this career. See page 48 of the core book for the career advancement scheme and other details.