



Chapter 6:

OCCUPATIONS

THIS CHAPTER IS ENTIRELY OPTIONAL AND IS ONLY USED WITH THE REF-eree's permission. Occupations represent the character's education and training, and grant a certain set of **Occupational Specialties** to the character. *They do not indicate all a character might know or attempt, and the referee should never allow dice rolls to trump role-playing.* Rather, occupations offer background information about the character and inform the player's role-playing. The referee may allow players to choose any occupation, assign them himself, or may require players to roll randomly on *Table 19: Random Occupations*.

When a character attempts an Attribute Feat that involves one of his **Occupational Specialties**, the player rolls two six-sided dice and may choose either result. Aside from specialties, occupations grant equipment, and some may grant special benefits or bonuses; note these on your character sheet.

All occupations have a **"weekly income"** based upon its economic position. This is rolled once per week and allows for some variation in revenue due to productivity, hours worked, sales made, or interest received. The result represents the character's available *disposable income*, after weekly expenses have

TABLE 19: RANDOM OCCUPATIONS

<i>1d10</i>	1-2	<i>1d10</i>	3-4	<i>1d10</i>	5-6
1	Athlete	1	Architect	1	Artist
2	Criminal	2	Businessman	2	Doctor
3	Detective	3	Gentleman	3	Entertainer
4	Farmer	4	Lawyer	4	Hobo
5	Laborer	5	Librarian	5	Musician
6	Police Officer	6	Outdoorsman	6	Nurse
7	Sailor	7	Pilot	7	Occultist
8	Soldier	8	Priest	8	Photographer
9	Tradesman	9	Professor	9	Psychologist
10	Waitress	10	Secretary	10	Writer

been paid. The referee is free to adjust this based upon the campaign or role-playing and may increase a character's income due to in-game factors, such as a promotion. Similarly, characters who take extra time off should see a decrease in their income.

OCCUPATION DESCRIPTIONS

ARCHITECT

Architects design and build structures, and may work independently or for a government organization. Architects start with two contacts of their choice.

- *Specialties:* Knowledge (Architecture), Natural Science, Trade (Construction), and Research.
- *Possessions:* Drafting table and tools, typical suit, small collection of architectural books, portfolio.
- *Weekly Income:* \$20+3d6

ARTIST

The creative minds of the world, artists include painters, sculptors, photographers, and any other person who makes a living from an artistic pursuit.

- *Specialties:* Appraisal, Art, Interaction, and gain one additional Language.
- *Possessions:* Supply of art supplies for their pursuits, pocket knife.
- *Weekly Income:* \$4+3d6

ATHLETE

An athlete is just that - any individual who excels at sports and physical competition. They are in excellent physical condition. Most athletes compete at the local level, the “minor leagues,” though some make the leap to the nationals.

- *Specialties:* Athletics, Drive (Automobiles, Motorcycles), and one Knowledge skill. Athletes choose one of the following:
 - *Pugilist:* Gain a +1 to attack when fighting unarmed/wrestling.
 - *Sportsman:* Gain a +1 to attack with thrown weapons.
 - *Olympian:* Gain +1 hit point each level.
- *Possessions:* A selection of sports equipment, two uniforms required for their pursuit.
- *Weekly Income:* (1-4) Local athlete \$2d6; (5-6) National athlete \$25+3d6

BUSINESSMAN/BUSINESSWOMAN

Small business owners, corporate managers, company presidents, accountants, bankers, stock brokers, and other business professionals are businessmen. They start with either a Legal or General contact, as well as 2d6 x \$10 in additional money.

- *Specialties:* Appraisal, Interaction, Knowledge (Business), and Research.
- *Possessions:* Two fine suits, fine top coat, briefcase.
- *Weekly Income:* \$12+3d6

CRIMINAL

Criminal characters might be mobsters, petty thieves, burglars, or any other ne'er-do-well. They start with a Criminal contact.

- *Specialties:* Deception, Larceny, and choose one of the following:
 - *Burglar:* Appraisal and Sneak.
Possessions: Lock picks, 50-feet of rope, grappling hook, pocket knife, mask.
 - *Gangster:* Drive (Automobiles), Interaction, and can use submachine guns.
Possessions: Semi-auto pistol, fine suit, top coat, +1d6x10 starting money.
 - *Thug:* Athletics, Perception, and can use handguns, knives, and clubs.
Possessions: Brass knuckles, club, revolver.
- *Weekly Income:* Burglar \$3+3d6; Gangster \$15+3d6; Thug \$4+2d6

DETECTIVE

Whether a police detective, consulting detective, federal agent or private eye, detectives have a unique ability to uncover clues. All detectives, regardless of class, may use handguns, shotguns, and clubs. Detectives gain either a Law *or* a Criminal contact.

- *Specialties:* Knowledge (Law), Perception, and may choose two of the following: Deception, Interaction, Photography, *or* Sneak.
- *Possessions:* Suit, handgun of choice, handcuffs, blackjack, large flashlight.
- *Weekly Income:* \$10+2d6

DOCTOR

Medical doctors practice the burgeoning science of health and can heal an injured character one Hit Die each day. They begin with a Medical contact.

- *Specialties:* First Aid, Medicine, and may choose two of the following: Interaction, Natural Science, *or* Physical Science. Furthermore, doctors understand Latin.
- *Possessions:* First aid kit, two suits, medical bag, small collection of medical books.
- *Weekly Income:* \$24+2d6

ENTERTAINER

Entertainers work for the amusement of others and include singers, dancers, comedians, actors, and like individuals. Many are stage actors and assistants, while others are film personalities.

- *Specialties:* Deception, Perform, and may choose two of the following: Athletics, Drive (Automobiles), Interaction, Knowledge (Etiquette), *or* Photography.
- *Possessions:* Two fine outfits, portfolio, two old costumes.
- *Weekly Income:* \$6+2d6

FARMER/RANCHER

As one would expect, farmers and ranchers work close to the land and have a great amount of knowledge about the natural world. Farmers focus on the growing of crops, while ranchers (more numerous in the western States) tend great herds of livestock.

- *Specialties:* Drive (Automobiles, Heavy Machinery), First Aid, Handle Animal, Knowledge (Agriculture).
- *Possessions:* Double-barrel shotgun, large flashlight, pocket knife.
- *Weekly Income:* \$4+2d6

*"My unfortunate uncle
raves of terrible things and
I feel the doctors are hiding
the facts of the matter. I
will only learn the truth in
Exham."*

-Josephine de la Poer



GENTLEMAN/LADY

A small percentage of society retains a touch of 19th-century elegance. Their ancestry might indicate descent from a long-established, wealthy family, the aristocracy, business tycoons, or the like. Gentlemen begin the game with two Influential contacts. They can use swords and handguns.

- *Specialties:* Drive (Automobiles), Interaction, and may choose two Knowledge skills.
- *Possessions:* Three fine outfits, fine top coat, cane, x3 starting money.
- *Weekly Income:* \$90+4d6

HOBO/UNEMPLOYED

Whether simply down on his luck or a wholly uneducated wanderer, a hobo relies on sharp wits and worldly experience. They begin the game with only one-half the normal starting money, but gain 1d4 Mythos Lore due to their superstitions and experiences.

- *Specialties:* Deception, Knowledge (Folklore), Perform (Storytelling & one portable musical instrument), and Sneak.
- *Possessions:* Half a bottle of whiskey, lighter, wool blanket, walking stick, small musical instrument.
- *Weekly Income:* \$1d6

LABORER

Unskilled “street” laborers make up quite a sizeable portion of the population. They perform manual, physically demanding tasks for a living and take jobs wherever and whenever they can. Many are miners, factory workers, construction workers, and road crewman.

- *Specialties:* Athletics, Drive (Automobiles, Heavy Machinery), and Knowledge (Local History).
- *Possessions:* A small collection of unspecialized tools, lighter, work clothes, knife, hard hat.
- *Weekly Income:* \$1+1d6

LAWYER

Lawyers specialize in court proceedings and may be defense attorneys, criminal prosecutors, real estate attorneys, or another type of specialist.

- *Specialties:* Knowledge (Government, Law), Research, and may choose either Deception or Interaction.
- *Possessions:* Two typical suits, wool top coat, briefcase.
- *Weekly Income:* \$20+3d6

LIBRARIAN

A librarian may be just that, a specialist employed in a public or private library system. Alternatively, this occupation might represent something more specialized, such as an archivist, curator, or even a book dealer.

- *Specialties:* Knowledge (Literature, Local History), Research, and Writing.
- *Possessions:* Small flashlight, notepad, 1d6 favorite books.
- *Weekly Income:* \$2+1d6

MUSICIAN

Whether hobbyists or professionals, musicians are skilled in playing instruments and singing, and earn money by playing on stage, in theatres, clubs, or even on the street.

- *Specialties:* Interaction, Knowledge (Music History), Perception, and Perform.
- *Possessions:* Set of “show” clothes, three musical instruments with cases.
- *Weekly Income:* \$2d6

NURSE/ATTENDANT

Nurses assist doctors with their duties and oversee the daily care of hospitalized patients. Attendants perform similar duties, but work in asylums and are usually male, due to the occasional violent nature of the patients. By the 1920s, most states required nurses to be certified through mandatory training.

- *Specialties:* First Aid or Psychology, Interaction, and Knowledge (Pharmaceuticals).
- *Possessions:* Three work uniforms, first aid kit, small flashlight.
- *Weekly Income:* \$2+1d6

OCCULTIST

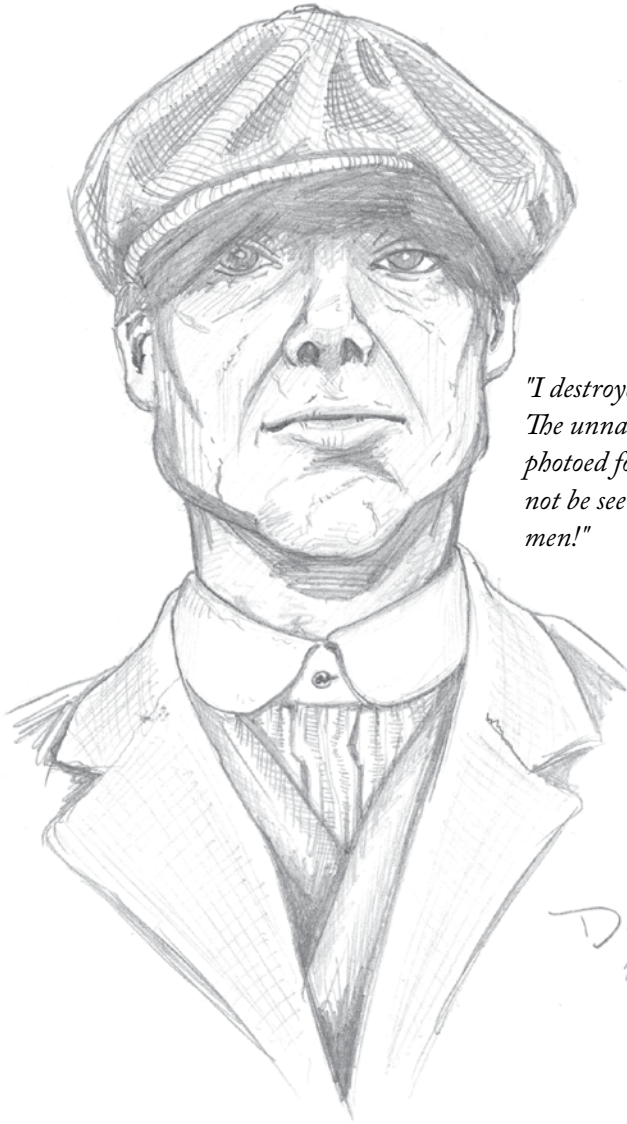
A dabbler in the ultramundane, a cultist, a medium, or a fortune-teller - any of these might be an occultist. Occultists gain a +1 bonus when learning spells and to Spell Checks, know an additional language, and start the game with 2 points of Mythos Lore.

- *Specialties:* Knowledge (Mythology, Occult), Research, and may choose either Deception or Interaction.
- *Possessions:* Typical suit, “ceremonial” dagger, tarot cards, small collection of typical occult books.
- *Weekly Income:* \$4+1d6

OUTDOORSMAN

Outdoorsmen are hunters and fishermen, trappers, and wilderness explorers. Some are hobbyists, a few are world-travelling big game hunters, mountain climbers, or adventurers, while others work as guides or wardens.

- *Specialties:* Handle Animal, Perception, Survival, and may choose either Athletics or Sneak.
- *Possessions:* Hunting rifle or shotgun, hatchet, knife, carbide light, and a backpack.
- *Weekly Income:* \$4+3d6



*"I destroyed the negatives.
The unnameable things I
photoed for Pickman should
not be seen by normal
men!"*

- Owen Harris

PHOTOGRAPHER

Photographers work for private studios or for magazine and newspapers, though some have made to leap into the motion picture industry as cameramen. They are trained in the technical operation of all sorts of cameras, as well as the aesthetic composition of photos and film.

- *Specialties:* Interaction, Perception, Photography, and may choose one Knowledge skill.
- *Possessions:* A portable camera, 10 rolls of film, a small dark room in their residence.
- *Weekly Income:* \$4+3d6

PILOT

Pilots excel at driving vehicles of all kinds and might work as aviators, taxi drivers, racers, stuntmen, military airmen, or private drivers for wealthy patrons.

- *Specialties:* Drive (All vehicles), Knowledge (Vehicles), Perception, and Trade (Mechanical).
- *Possessions:* Leather jacket, tool kit, a vehicle of \$600 value or less.
- *Weekly Income:* \$8+2d6

POLICE OFFICER

Uniformed patrolmen protect the public from criminal activity and are employed by cities, towns, and states. Due to standardized training, police officers can use clubs, handguns, and shotguns, regardless of their class. Additionally, they gain one Law contact.

- *Specialties:* Drive (Automobile), First Aid, Knowledge (Law), and may choose either Athletics *or* Perception.
- *Possessions:* Two uniforms, revolver, nightstick, large flashlight, and handcuffs.
- *Weekly Income:* \$4+2d6

PRIEST

Priests represent any religious leader of any religion. They may be Catholic deacons, Native American shamans, Buddhist monks, or any other type of religious specialist. All priests gain one additional language related to their faith and one Clergy contact.

- *Specialties:* Art, Interaction, Knowledge (Local History, Religion), and Research.
- *Possessions:* Vestments, appropriate religious volumes, holy symbol, five candles.
- *Weekly Income:* \$10+2d6

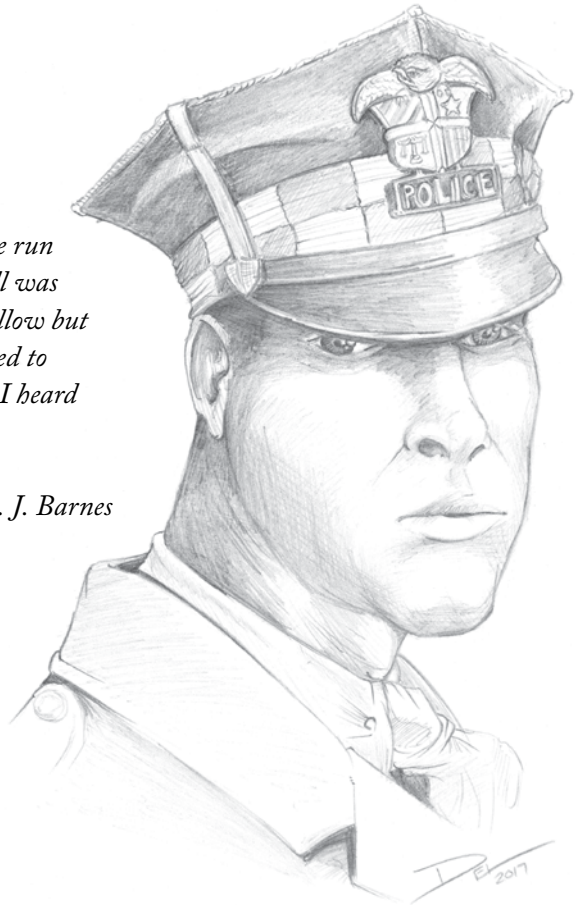
PROFESSOR

Whether a high school teacher or an eminent university doctorate, professors have a deep understanding of many different topics. All professors gain one additional language related to their field.

- *Specialties:* Research, Writing, a Knowledge skill of their choosing, and one of the following: Natural Science, Physical Science, *or* Social Science.
- *Possessions:* Two typical suits, typewriter, small library/laboratory appropriate to their field.
- *Weekly Income:* \$8+2d6

"I saw Detective Malone run through a door. The smell was awful. I was going to follow but the whole building started to collapse! But, not before I heard the chanting."

- Officer R. J. Barnes



PSYCHOLOGIST

Doctors of the human mind, psychologists can help their patients recover sanity. For each day of therapy, a patient reduces his Insanity by 1 point with a successful Saving Throw. During this time, the patient may perform only minor activities. Psychologists start the game with a Medical contact.

- *Specialties:* Interaction, Medicine, Psychology, and Research.
- *Possessions:* Two typical suits, medical bag, first aid kit, straightjacket.
- *Weekly Income:* \$10+2d6

SAILOR

Sailors ply the rivers and seas on tugs, fishing boats, barges, cargo ships, and Navy craft. Some may be part of the military or merchant marine, though most work in the shipping and fishing industries.

- *Specialties:* Athletics, Drive (Watercraft), Survival, and Trade (choose either Mechanical or Woodcraft).
- *Possessions:* Fishing kit, knife, boat valued at less than \$300.
- *Weekly Income:* \$2+2d6

SECRETARY/CLERK

Secretaries and clerks work in offices, schools, universities, courthouses, businesses, and government buildings, anywhere a person is needed to perform the lowest white collar labor. Most are underpaid, but those lucky enough to be private assistants to executives can be paid reasonably well. This occupation is also appropriate for research assistants and clipping agents.

- *Specialties:* Interaction, Knowledge (Business *or* Government), Research, and Writing.
- *Possessions:* Portable typewriter, notepad, lighter.
- *Weekly Income:* \$3+1d6

SOLDIER

Any person serving the armed forces, whether an Army trooper or Navy seaman, as well as mercenaries, veterans, and guerrillas, are soldiers. Regardless of their class, soldiers can use rifles, pistols, and machine guns.

- *Specialties:* Athletics, First Aid, Knowledge (Militaria), and may choose one of the following: Drive (Automobiles, Motorcycles), Sneak, or Survival.
- *Possessions:* Two uniforms, revolver, hunting rifle, bayonet, backpack.
- *Weekly Income:* \$5+1d6

TRADESMAN

Skilled masters of a craft who create functional objects or perform other industrious tasks, tradesmen include carpenters, steel workers, electricians, plumbers, masons, mechanics, and bricklayers. Many are organized into unions that protect their interests. Tradesmen gain two General contacts that must be other tradesmen or suppliers.

- *Specialties:* Drive (Automobiles, Heavy Machinery), Knowledge (Local History), and Tradesmen pick two Trades, such as Electrical, Masonry, Mechanical, or Woodcraft. Additionally, they are also reasonably knowledgeable about other trades, though they are not expert in those trades themselves.
- *Possessions:* Two sets of work clothes, large flashlight, a full set of tools and supplies needed to perform their trade.
- *Weekly Income:* \$4+3d6



"Oh yes, I knew that darling, Randolph Carter! Something happened between him and Harley and poor Randolph was never quite the same..."

- Sally Changretti

WAITRESS/BARTENDER

Very old professions made illegal by the institution of Prohibition, waitresses and bartenders serve food and alcohol in secretive speakeasies across the nation. Of course, those who work in legitimate, alcohol-free restaurants perform perfectly legal work. They survive on the tips received from patrons, thus their income can fluctuate wildly.

- *Specialties:* Knowledge (Local History *or* Criminal Underworld), Sneak, and may choose either Deception *or* Interaction.
- *Possessions:* Pen, notepad, lighter, derringer or brass knuckles.
- *Weekly Income:* \$2+1d6

WRITER

Typical writers of the early 20th century work for newspapers, or occasionally magazines, as journalists. Some sell creative writing to the pulps, and others spend years writing their novels. Writers gain one contact of their choice.

- *Specialties:* Knowledge (Literature, Local History), Writing, and may choose either Interaction *or* Research.
- *Possessions:* Typewriter, notepad, small flashlight.
- *Weekly Income:* \$4+3d6