- Sewer Jack -

Description

Whether an offshoot of the local Watch, or a hired sword arm, the sewer jack has the unenviable responsibility of patrolling the dark sewer tunnels under the city. The sewer jack must not only report any areas in need of repair, such as broken grates, blocked drains, and crumbling stonework, but must also keep the sewer clear of any undesirables. Given that many less than savoury sorts find the sewers a useful hiding place, or means of travelling or meeting unnoticed, sewer jacks can expect to encounter the likes of thieves, outcasts, and things far less natural.

- Sewer Jack Advance Scheme -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+5%	+5%	+5%	-	+5%	-
Secondary Profile							
A	W	SB	TH	M	Mag	IP	FP
-	+3	-	-	-	-	-	-

Skills: Concealment or Scale Sheer Surface, Dodge Blow, Perception, Search, Silent Move

Talents: Disarm or Street Fighting, Hardy or Very Resilient, Orientation or Tunnel Rat, Resistance to Disease, Strike Mighty Blow, Strike to Stun

Trappings: Light Armour (Leather Jack), Lantern, Lamp Oil

Career Entries: Gong Farmer, Mercenary, Rat Catcher, Runebearer, Shieldbreaker, Watchman

Career Exits: Gong Farmer, Rat Catcher, Shieldbreaker, Soldier, Smuggler, Thief, Watchman

Note: If you are rolling randomly for your Starting Career, you can substitute Sewer Jack for Watchman with your GM's permission.

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