

100 Professions

AN ASSORTMENT OF PC AND NPC JOBS
for use with your Role-Playing Games



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Introduction

This supplement is intended to provide you and your players with the spark(s) to get you up and going. This book could never rewrite your whole world or even completely cover the entire topic of what part time jobs would be available. It is only intended to give you a starting point that you can build on or fill a gap that you haven't had the time to handle. Use the pieces that work for you; ignore the rest! That's what cheap supplements are all about!

General Comments

First off, this is a generic supplement and therefore has to cover multiple game rules. Because it's generic, we are only talking about jobs that would be expected to be found in nearly every fantasy era campaign world. None of this should be world specific, but not everything will necessarily relate to your campaign world. With very minor modifications, we hope you can easily rectify any glitches.

We have avoided those jobs that we thought were either too much like actual adventuring (and then needed to be covered with rolling and decision making) or were the kind of jobs where they just wouldn't hire a part-time person, no matter how skilled they might be. What's left is a host of jobs that would likely be available and would likely be looking for a short-time kind of person.

The Chart

Sequence or "Seq." - completely unimportant, but if you wanted to roll for a random job this should work nicely with a d100. Jobs are sorted by how much they pay.

Name - This is what the job is most commonly known as. OK, it's really the polite term for the job, because what the job is most commonly known as isn't always nice when seen in print. You may want to change these to better fit your world.

Type - The type of job this is, typically the type of person who would be appropriate or the place where the job would be found.

- **Warrior** - This is the type of job that warriors would naturally lean towards. They typically require some manner of combat skill, though not all of them require the ability to kill.

- **Mage** - This is the type of skill that would more naturally appeal to the spell casters. It may require the ability to cast spells or simply a familiarity with magic, though the higher paying jobs will definitely require some magic to be worked.
- **Urban** - This job will only be available in an urban setting. Typically an urban setting is a city or town, but it might be available even in the villages. These jobs typically require some sort of Streetwise or Scrounging skills, maybe even some that aren't specifically mentioned here. Not for the rural or wilderness types!
- **Woods** - These jobs are going to appeal to the wilderness types. They typically require living out in the middle of nowhere, and therefore are not for those people who don't know how to camp. Then again, they seldom have bosses looking over your shoulder all day. If fresh air isn't your style, stay away from these.
- **Workhouse** - These are typically the worst of the worst. These are the jobs they give to the poor or the prisoners. They're typically easy to find, but if you have any marketable skills, you'll want to avoid doing these. Low pay and typically exhausting work.
- **Craftsman** - These are the types of jobs that require the character to have some realistic craft skills. They usually pay reasonably well because the skills are rare. These skills often put the worker in someone else's shop, because the tools of the trade are either expensive or too heavy to cart around. They might also require membership in a guild or union.
- **General** - Not surprising, this is a catch all for things that didn't fit in the other categories. Just be glad we didn't call them "Miscellaneous" or "Other".

Availability - Not every job is easy to find, and the availability column is intended to tell you how easy it might be to find these jobs.

- **Common** - These jobs would likely be available all the time. Somewhere in the city there is a sign hanging in a window that says, "Help Wanted". You may have to walk around looking for it, but it's there, probably in more than one place. There should be no special talent required to find something like this.
- **Uncommon** - These might take a little more effort, maybe some knocking on doors or some asking