

Profession required status table

Low Status:	1-2	Magician (Em/Re)	Medium
Medium Status:	3-6	Magus (varies)	Restricted*1
High Status:	7+	Maleficant (Pr/In)	Medium
		Mentalist (SD/Pr)	Low
Adept (Em/In)	Low	Monk (Em/SD)/(Pr/SD)	Low
Alchemist (Em/Re)	Medium	Montebanc (Pr/Ag)	Low
Animist (In/Me)	Low	Moon Mage (In/SD)	Low
Archmage (Pr/In/Em)	Restricted *2	Mystic (Em/Pr)	Low
Arcist (Pr/In/Em)	Restricted *1	Necromancer (Em/In)	Restricted *3
Arms Master (St/Pr)	High	Nightblade (Pr/Ag)	Restricted *4
Assassin (Qu/Ag)	Low	No Profession (varies)	Low
Astral Traveller (Em/Pr)	Medium	Noble Warrior (St/Pr)	Restricted *5
Astrologer (Pr/In)	Medium	Organic Alchemist (Em/Re)	Medium
Bard (Pr/Me)	Low	Paladin (St/In)	Restricted *5
Barbarian (Co/St)	Low	Professional (varies)	Low
Bashkar (St/Co)	Low	Ranger (In/Pr)	Low
Beastmaster (St/Em)	Low	Rogue (St/Ag)	Low
Beastmaster (St/Pr)	Low	Romantic (Ag/Em)	Medium
Bounty Hunter (Ag/Co)	Low	Royal Alchemist (Em/Re)	Medium
Burglar (Ag/In)	Low	Runemaster (Em/Re)	Medium
Cavalier (St/Co)	High	Sage (Pr/Me)	Medium
Chalatan (Pr/Qu)	Low	Sailor (St/Ag)	Low
Chaotic Lord (St/In)	Restricted *3	Scholar (In/Re)	Medium
Cleric (In/Me)	Low	Seeker (Pr/Em)	Low
Conjurer (Em/Re)	Medium	Seer (SD/Pr)	Low
Crafter (Ag/xx)	Low *7	Shadow Mage (Em/In)	Low
Craftsman (Ag/SD or Ag/Re)	Low	Shaman (In/Me)	Medium
Creator (Pr/In)	High	Shamanic Alchemist (In/Pr)	Low
Crystal Mage (Em/In)	Medium	Sleuth (In/Re)	Medium
Cultist (Ag/In)	Low	Smith (Co/Ag)	Low
Dancer (Ag/Qu)	Low	Sorcerer (Em/In)	Low
Dervish (In/Ag)	Low	Tarotmage (Em/Re)	Medium
Delver (Em/Ag)	Medium	Theocratist (In/Me)	Low
Doppelgänger (Re/Pr)	Low	Theugist (In/Me)	High
Dream Lord Illusionist (Em/Pr)	Low	Thaumaturge (Pr/SD)	Medium
Dream Lord Shaman (In/Pr)	Low	Thief (Qu/Ag)	Low
Druid (Me/In)	Low	Tinker (Pr/Ag)	Low
Duelist (St/Qu)	Medium	Trader (Ag/Pr)	Low
Dwarven Alchemist (In/Re)	Restricted *6	Warlock (In/Pr)	Restricted *3
Elementalist (Em/Co)	Medium	Warrior (St/Co)	Low
Enchanter (Pr/Em)	Low	Warrior Mage (St/Em)	Medium
Engineer (Ag/xx)	Medium *7	Warrior Monk (Qu/SD)	Low
Evil Alchemist (Em/Re)	Restricted *3	Witch (In/Em)	Low
Farmer (St/SD)	Low	Witch Hunter (In/St)	Medium
Fighter (Co/St)	Low	Wizard (Re/Em)	Low
Forcemage (Em/Re)	Medium		
Free Thinker (Me/Re)	Medium	*1	These professions are not normally used in our campaign.
Geomancer (Em/In)	Medium	*2	Requires "Arcane Ties" background.
Grand Vizer (Em/Pr)	High	*3	Requires "Ties to Darkness" or "Cultist Background" background.
Gypsy (Ag/In)	Low	*4	Requires "Monastery Upgrowth" Background.
Healer (In/Me)	Low	*5	Requires "Noble Blood", "Well Educated", "Cultist Background" or "Monastery Upgrowth" background.
High Warrior Monk (Ag/SD)	Restricted *4	*6	Requires character is dwarf.
Houri (Pr/me)	Low	*7	2nd stat may be any one of Em, In or Pr.
Illusionist (Em/Re)	Low		
Inorganic Alchemist (Em/Re)	Medium		
Lay Healer (SD/Pr)	Low		
Leader (Pr/Co)	Medium		
Macabre (Em/In)	High		