

COMING OF AGE

YEAR ONE

- **Age:** Characters start out thirteen years old.
- **Attributes:** 1 point
- **Skills:** 3 points
- **Edges:** None
- **Hindrances:** One minor Hindrance (optional). Characters may choose to use their free advance from a Hindrance or save them.
- **Adventure:** It is the annual truffle hunt. The characters must rescue their friends who get into trouble.
- **Conclusion:** Characters choose an apprenticeship. Places are limited so not everyone characters can apprentice to the same occupation or, indeed, to the one they want.

YEAR TWO

- **Age:** Characters are fourteen years old.
- **Attributes:** 1 point from Apprenticeship Table.
- **Skills:** Allocated from Apprenticeship Table.
- **Edges:** None
- **Hindrances:** None
- **Adventure:** A thief has stolen a valuable castle relic.
- **Conclusion:** Characters receive a stipend from their apprenticeship. They may change their apprenticeship.

YEAR THREE

- **Age:** Characters are fifteen years old.
- **Attributes:** 1 point
- **Skills:** Allocated from Apprenticeship Table.
- **Edges:** None
- **Hindrances:** A minor Hindrance may be chosen (optional). Characters may choose to use their free advances from Hindrances or save them.
- **Adventure:** A notable comes to the castle and a great hunt is announced. Not all is as it seems.
- **Conclusion:** Characters receive a stipend from their apprenticeship.

YEAR FOUR

- **Age:** Characters are sixteen years old.
- **Attributes:** 1 point from Apprenticeship Table
- **Skills:** Allocated from Apprenticeship Table.
- **Edges:** None
- **Hindrances:** None
- **Adventure:** The Festival of Ascension is lively this year. Some of the visitors may have less than honourable intentions.
- **Conclusion:** Characters receive a stipend from their apprenticeship. They may change their apprenticeship.

YEAR FIVE

- **Age:** Characters are seventeen years old.
- **Attributes:** 1 point
- **Skills:** Allocated from Apprenticeship Table.
- **Edges:** None
- **Hindrances:** Characters may choose a minor Hindrance if they do not already have two (optional). Characters may choose to use their free advances from Hindrances or save them.
- **Adventure:** A collapse in the cellar leads to some ancient tunnels.
- **Conclusion:** Characters receive a stipend from their apprenticeship.

YEAR SIX

- **Age:** Characters are eighteen years old.
- **Attributes:** They do not receive points to allocate to Attributes.
- **Skills:** They do not receive any further Skill points.
- **Edges:** Humans may choose their free Edge.
- **Hindrances:** Characters may choose any remaining Hindrances (up to two minor and one major). Characters must use their free advances from Hindrances at this point.
- **Status:** Characters that have completed their apprenticeship are now a Journeyman or the equivalent, and receive the appropriate gear free of charge.
- **Adventure:** Assassination! The characters must flee for their lives.
- **Conclusion:** Characters should now be fully fledged Novice characters. Characters who have completed all five years of an apprenticeship will be more specialised but have fewer skills. Characters who changed one or more times will have more skills but less expertise.

APPRENTICESHIP TABLES:

SMITH

Smiths are an important part of castle life, manufacturing everything from horseshoes and ports to swords and armour. Being an apprentice smith is demanding, physical work but there is a certain degree of prestige that comes with the position.

Limits: There can only be one apprentice smith at a time. This apprenticeship is open to all races.

Years Completed	Attribute	Skills	Stipend
1	Smarts	Crafting +2 Riding +1	50 sesterces
2	-	Lore (Smithing) +1 Choose 2 points	100 sesterces
3	Strength or Vigor	Crafting +1 Intimidate +1 Fighting +1	150 sesterces
4	-	Intimidate +1 Choose 2 points	150 sesterces
Journeyman Gear: Partial Leather Armour (Apron, +1 Toughness, -2 Coverage); Hammer (Str+d6, AP 1); Crafting Tools (Wt. 10); Backpack; 50 sesterces.			

GUARDSMAN

Guardsmen are the common men-at-arms that comprise the bulk of a castle's fighting force. They fill the roles of both police and soldier. A guardsman 'apprentice' is actually in training but will often take part in patrols and other exercises. It is seen as a good role for those who wish to join the Imperial Legions.

Limits: There can only be two apprentice guards at a time. The position is open to all races.

Years Completed	Attribute	Skills	Stipend
1	Agility	Fighting +2 Streetwise +1	75 sesterces
2	-	Lore (Law) +1 Choose 2 points	75 sesterces
3	Strength or Vigor	Fighting +1 Shooting +1 Intimidate +1	100 sesterces
4	-	Investigation +1 Choose 2 points	100 sesterces
Journeyman Gear: Partial Reinforced Leather Armour (+2 Toughness, -2 Coverage); Spear (Str+d6, Reach 1); Medium Shield (+1 Parry, +2 Armour vs. Ranged); Tabard & cloak; 150 sesterces			

OSTLER

While an ostler is often thought of as just a stable hand, they perform an important function. An apprentice ostler is responsible for the maintenance of the castle's horses – including those that belong to the Lord and his knights.

Limits: There can only be two apprentice ostlers at a time. The position is open to Men and Elves.

Years Completed	Attribute	Skills	Stipend
1	Agility	Riding +2 Crafting +1	50 sesterces
2	-	Lore (Animal Handling) +1 Choose 2 points	75 sesterces
3	Spirit or Vigor	Riding +1 Survival +1 Tracking +1	100 sesterces
4	-	Choose 3 points	100 sesterces
Journeyman Gear: Quarterstaff (Str+d4, Parry +1, Reach 1, 2H); Riding Horse; Brushes (Wt. 2); 175 sesterces			

FARMER

The lifeblood of a castle is food. Without farmers to tend crops and raise livestock the people of the castle and the township would starve. Farmers are always commoners and it is usually a position handed down though a family.

Limits: There are no limits on the farmer apprenticeship.

Years Completed	Attribute	Skills	Stipend
1	Vigor	Crafting +1 Choose 2 points	50 sesterces
2	-	Lore (Farming) +1 Survival +1 Commerce +1	50 sesterces
3	Strength or Spirit	Throwing +1 Choose 2 points	100 sesterces
4	-	Healing +1 Climbing +1 Choose 1 point	100 sesterces
Journeyman Gear: Pitchfork (Str+d6, Reach 1); Backpack; Warm clothes; 200 sesterces			

SCRIBE

Scribes are lay members of the church. They work to translate and reproduce documents, help organise religious affairs, and assist the castle's priestess in whatever role is required. There is a degree of prestige in this apprenticeship but also the expectation that the novitiate will behave in a circumspect manner.

Limits: There can be only one scribe apprentice at a time. The apprenticeship is limited to Men.

Years Completed	Attribute	Skills	Stipend
1	Smarts	Lore (Religion) +2 Notice +1	75 sesterces
2	-	Lore (Occult) +1 Channel +1 Persuasion +1	100 sesterces
3	Spirit	Lore (Choose) +1 Channel +1 Notice +1	150 sesterces
4	-	Investigation +2 Choose 1 point	150 sesterces
Journeyman Gear: Knife (Str+d4); Writing kit (Wt. 8); Robes; 25 sesterces			

PAGE

The role of a page is to attend to the needs of the castle's lord and help ensure the smooth running of the court. They act as messengers, valets, cupbearers, and body servants. There is a great deal of prestige to the role and pages are generally drawn from the wealthier families of the castle town.

Limits: There can only be two pages at a time. The apprenticeship is not open to black bloods.

Years Completed	Attribute	Skills	Stipend
1	Smarts	Lore (Law) +1 Notice +1 Riding +1	100 sesterces
2	-	Taunt +2 Performance +1	100 sesterces
3	Spirit	Notice +1 Persuasion +1 Choose 1 point	100 sesterces
4	-	Lore (Choose) +1 Choose 2 points	100 sesterces
Journeyman Gear: Tabard & fine clothes; Knife (Str+d4); 100 sesterces			

SQUIRE

A squire attends to the needs of a knight or officer of the castle. They accompany their master on matters both official and military, and are expected to be able to hold their own in combat. Squires are generally only drawn from the upper classes.

Limits: There can only be one squire at a time. The apprenticeship is open to Men.

Years Completed	Attribute	Skills	Stipend
1	Agility	Riding +1 Fighting +2	125 sesterces
2	-	Riding +1 Lore (Heraldry) +1 Choose 1 point	125 sesterces
3	Strength or Spirit	Performance +1 Fighting +1 Lore (Heraldry) +1	125 sesterces
4	-	Lore (War) +1 Choose 2 points	125 sesterces
Journeyman Gear: Longsword (Str+ d8) or Spear (Str+d6, Reach 1); Partial Leather Armour (+1 Toughness, -2 Coverage); Medium Shield (+1 Parry, +2 Armour vs. Ranged); Tabard & Cloak.			

SCULLION

Scullions serve in the castle's kitchens as one of a large staff of common servants. Scullions who pay attention to their duties may, one day, be elevated to the Master of the Larder or head cook! The work is hard and long, especially during festivals, but many of the household staff find time to explore the castle grounds – especially when they are supposed to be working.

Limits: There are no limits to being a scullion.

Years Completed	Attribute	Skills	Stipend
1	Agility or Smarts	Crafting +1 Choose 2 points	50 sesterces
2	-	Commerce +1 Choose 2 points	50 sesterces
3	Strength or Spirit	Throwing +1 or Fighting +1 Choose 2 points	75 sesterces
4	-	Climbing +1 or Swimming +1 Choose 2 points	75 sesterces
Journeyman Gear: Knife (Str+d4); Blanket; Sack of food; 250 sesterces.			

HUNTER

Like the farmer, a hunter is essential for putting food on the lord's table. They are also groundskeepers, and wardens – responsible for catching poachers and maintaining the hunting trails around the castle. Hunters are also called upon to track and capture criminals and other miscreants that might be lurking in the nearby forests.

Limits: There can only be two hunter apprentices at a time. The apprenticeship is open to any race.

Years Completed	Attribute	Skills	Stipend
1	Agility	Crafting +1 Shooting +1 Tracking +1	50 sesterces
2	-	Lore (Fauna) +1 Survival +1 Stealth +1	50 sesterces
3	Agility or Smarts	Shooting +1 Stealth +1 Survival +1	100 sesterces
4	-	Climbing +1 Choose 2 point	100 sesterces
Journeyman Gear: Bow (2d6, 12/24/48") or Sling (Str+d4, 12/24/48"); Knife (Str+d4); Ammunition; Cloak; Bedroll; 200 sesterces			

ALCHEMIST

In an old tower behind the keep is the alchemist's quarters. He advises the lord of the castle on matters of lore and magic, much to the consternation of the castle's priestess. His apprentice learns how to mix compounds, identify spirits, sweep the laboratory, and also acts as a body servant to the aging artificer.

Limits: There can only be one alchemist apprentice at a time. The position is open to Men and Elves.

Years Completed	Attribute	Skills	Stipend
1	Smarts	Artifice +1 Lore (Magic) +2	100 sesterces
2	-	Lore (Occult) +1 Lore (Choose) +1 Notice +1	100 sesterces
3	Smarts or Spirit	Artifice +1 Investigation +1 Notice +1	100 sesterces
4	-	Crafting +1 Choose 2 point	100 sesterces
Journeyman Gear: Knife (Str+d4) or Quarterstaff (Str+d4, Parry +1, Reach 1, 2H); Research Equipment (Wt. 10); 100 sesterces			

SCOUNDREL

Not all of the castle's inhabitants are honourable or honest. There are smugglers and cutpurses in the township from which a young scallywag can learn and, for the less larcenous, the lord of the castle employs a spymaster that might take on an apprentice.

Limits: There can only be two scoundrels at a time. The apprenticeship has no limits on race.

Years Completed	Attribute	Skills	Stipend
1	Agility	Stealth +1 Larceny +1 Streetwise +1	50 sesterces
2	-	Climbing +1 Stealth +1 Choose 1 point	50 sesterces
3	Agility or Smarts	Larceny +1 Notice +1 Choose 1 point	100 sesterces
4	-	Fighting +1 or Throwing +1 Notice +1 or Taunt +1 Choose 1 point	100 sesterces
Journeyman Gear: Knives x 3 (Str+d4); Lockpicks; 200 sesterces			