

Profession Packs

Skill Packs were originally put forth by William Travis on his website, The Official Bureau 13 Website. We have updated them a bit and expanded upon them. We thought some of the original skill packs were slightly unbalanced while others were lacking in a few skills. Now, we aren't saying ours are perfect, but we hope you find them slightly more balanced, realistic and easy to use. It's a good mix of professions with a decent amount of skills for the skill point price. We have found them to add more depth to our characters without sacrificing any character building points. If you have a question, comment, or smart remark, or if you or your group uses the Profession Packs, please let us know how they worked out for you, any changes you would make, etc. Just post a message on the Bureau 13 forum or send me a message. Feel free to modify these to fit your campaign. We hope you enjoy these as much as we have.

The Professions

This list is by no means all-inclusive, but it's a good start. Check our website for updates. We will be adding more as we make them or get them sent in to us. There are some packs that have more than one cost. Any packs marked with two prices means that if a player chooses two of the skills from a skill that has more than one choice, they pay the higher cost. For example, Mage has a cost of 7 or 8. Under the skills it has Lore and Fortune Telling. If the player

chooses to spend 7 skill points, they get their choice of one of those each, Circle Lore and Tarot, or Palmistry and Runes. Whatever they choose. But if they spend eight, they can choose one extra of the skills in parenthesis; Tea Leaves, Circle Lore and Runes.

List of Professions

Handyman
Security guard
Biker
Sports Star
High School
Musician
Computer Programmer
Priest
Mini-Brewer
Independent Pilot
Assassin
Spy
Thief
Parapsychologist
Sociologist
Military (Infantry, Support, Medic,
Armored Vehicle, Navy)
Police (Investigator, Swat)
Lawyer
Mage
Business Executive
Scientist
Teacher
Doctor

Any skills listed with an asterisk are new skills not in the Bureau 13 Rulebook. We include them here for completeness as well as on the website. There are other new skills on the website as well.

HANDYMAN cost-5

Engineering
Fabrication, Wood
Mechanical Diagnosis
Mathematics
*Carpentry
Electronic Diagnosis
*Mechanical Repair, Plumbing
Domestic Technology
Weapon-Hammer

A Handy Man is the guy you call when you need something fixed in your house. They generally do work other people either don't want to do or don't know how to do.

SECURITY GUARD cost-5

Weapon- Pistol (9mm)
Weapon- Nightstick
Security
Physical Surveillance
EMT
*Running
*A/V Tech
*Alertness

When you need something guarded or a place to be protected, you call a security guard. Working weird hours is natural to them.

BIKER cost-5

Pilot, Motor Vehicle- Motorcycle
Vehicle Repair, Motorcycle
Combat Driving- Motorcycle
Knife Fighting
Brawling
+1 Strength
+1 Constitution
*Vehicle Detailing- Motorcycle

These people love the freedom of the road and the freedom from bathing. Rough and rowdy, the biker is a true independent spirit, ready to do things their way. Or else.

SPORTS STAR cost-4

Sport- 1 of player's choice

Public Speaking

+1 Constitution

*Sports Medicine

+5 Standing

Running

Entertainer- (+10% to roll for natural ability)

Every one wants to be one, a famous football or baseball player, some sport where people cheer our name and root for us for our good sportsmanship. And our ability to crush our opponent like a tin can.

HIGH SCHOOL cost- 5

Art (player's choice)

*Biology, General

Chemistry, General

Computer Operations

Geography

History

Mathematics

Language (Spanish or French) at Level 5

Sport Skill (player's choice) OR Music Instrument OR Singing

Choice (Journalism, Auto Repair, Domestic Technology, Wood Fab)

We all went through the hell known as High School. But for the most part it made us better people and gave us the skills needed to tackle the world and get slapped down.

MUSICIAN cost- 4

+1 CRZ (if under 12)

Music Tech (3+d4)

Music Performance

Entertainer (+10% chance to roll for natural Ability)

Public Speaking

+1 Dex (if under 15)

+5 Standing

They say music can calm the savage beast. For you, it also pays the rent, puts food on the table, and keeps you gainfully employed. Otherwise, its just a hobby that annoys your neighbors.

COMPUTER PROGRAMMER cost-6

Computer Operations
Computer Programming
Data Manipulation
Computer Programming
Electronic Diagnosis
Electrical Repair
Higher Mathematics
Computer Crime
Cryptology

Your ability to make a computer sing and data streams bend to your will are sought after everywhere you go. You also have a kick ass sound system installed for all your downloaded, pirated music.

PRIEST cost- 5 or 6

Public Speaking
*Symbolology
*Ritual/Canon
Dogma
Religion
*Counseling
(Blessing, protection, exorcism or benediction)
Language (Greek, Gaelic, Latin, Hebrew, Aramaic)
Comparative Religion

These souls have answered the call from a higher power, giving their lives over to serve a cause bigger than themselves, non-profit status and Saturday bingo.

MINI-BREWER cost-4

Chemistry, General
Bartender
Fabrication, Metal (Still construction)
Marketing
*Mechanical Repair, Plumbing (Still Construction)
Beer Brewing

Whether it's one person making a personal stash in their basement or a group of friends making an independent label in their garage, microbreweries are popping up everywhere.

INDEPENDENT PILOT cost- 6

Pilot, Prop (6)

Pilot Jet

Air/Sea Navigation

Aeronautics

Aircraft Repair

Domestic Trade

Aerodynamics

Brawling

Atmospherics

Choice (Smuggling, Pilot Rotary wing, Fighter Pilot)

These people have a free spirit that guides them to a solitary, but happy existence where they can be alone with their planes, soaring the heavens.

ASSASSIN cost- 4

Assassination Weapon (garrote, scarf, dagger, poison)

Stealth

Disguise

Assassination

*Fast-Talk

*Use/Remove Poison

Wherever you have people in power, you have people who want to remove them from power. And wherever you have people willing to pay, you have people that are willing to kill other people.

SPY cost- 6

Espionage

Communication Technology

Computer Operations

Computer Research

Disguise

Data Manipulation

Weapon, Pistol- (choice)

Dating

Breaking and Entering

Wiretapping

Whether its corporate espionage or national security, a spy excels at finding data or information without anyone even knowing they were there.

THIEF cost- 6

Breaking and Entering
Blade Fighting
Tracking
Physical Surveillance
Computer Research
Data Manipulation
Martial Arts
Safe Cracking
Gymnastics

*Robbing from the rich to give to the poor or
robbing from their neighbor to feed themselves,
a thief is master at getting in and out of places.*

PARAPSYCHOLOGIST cost- 6

Abnormal Psychology
Paranormal Psychology
Electronic Diagnosis
Data Manipulation
Computer Research
*Crypto zoology
*Magic, General
Psionic Study
*Trivia

*These brave souls tackle the questions that no one
wants to ask, but everyone wants to know; do ghosts
exist? Is there a Loch Ness monster? What does Tammy
Faye look like under all that make-up?*

SOCIOLOGIST cost- 3

Psychology
Abnormal Psychology
Anthropology
Sociology
Bartender
Diplomacy

*The complex interplay between different people
and societies has always been fascinating, like that
ant farm you used to have.*

MILITARY, BASIC

- *Military Protocol
- Military Weapons, Light
- Commando Training
- Guerrilla Tactics
- Survival (Cold, Jungle, Desert)
- Projectile Weapons Technology
- *Military History

INFANTRY cost- 10

- Military Weapons, Heavy
- Grenade Weapons
- Blade Fighting
- Weapon, Rifle- M-16
- Stealth
- Tactics
- *Land Navigation

SUPPORT cost- 7

- Administration
- Computer Operations
- Computer Research
- Security
- *Make Coffee

MEDIC cost- 6

- EMT
- Nursing
- Life Saving

ARMORED VEHICLE CREW cost- 6

- Military Weapons, Heavy
- *Land Navigation
- Pilot Motor Vehicle, Heavy

NAVY cost- 6

- Swimming
- *Diving
- Air/Sea Navigation

We do more before 9am than most people do all day. Its not a fun or glamorous job, but everyone there is a volunteer. And they may not like their job, but they get it done.

POLICE, BASIC

Law Enforcement
Interrogation
Criminal Investigation
Weapon, Pistol- 9mm
Weapon- Nightstick
Criminal Science
First Aid
Security
Physical Surveillance
Martial Arts- Defendu

DETECTIVE cost- 12

Criminal Law
*Forensics
Military Weapons, Light
Combat Driving
Criminal Psychology
+1 CRZ

SWAT cost- 12

Weapon, Rifle- Barrett Light 50 M82A1
Military Weapons, Light
Military Weapons, Heavy
Projectile Weapons Technology
+1 STR
+1 ACC

*To serve and protect. They do a thankless job that
a lot of people take for granted. They are the ones
who allow us to sleep at night in relative comfort and peace.*

LAWYER cost-5

Area of Specialty (choice)
Administration
Computer Operations
Computer Research
*Fast-Talk
Interrogation
Public Speaking
1 Extra Legal (Fraud, Tax Evasion, Forgery or Extortion)

*Why don't sharks eat lawyers? Professional Courtesy
What do you call 100 lawyers at the bottom of the ocean?
A good start. How do you know a lawyer is lying? His lips move.*

MAGE cost- 8 or 9

Spell List (choice)

Magic, White/Grey

Magic, Black

*Ritual

*Lore (Circle, Warding, Runes)

*Astrology

*Fortune Telling (Tarot, Tea Leaves, Palmistry, Astrology, etc)

*Gem Cutting

*Appraisal

*Botany

Archeology

Language (ancient)

*Artifact Identification

Fortune Telling

The mysteries of the universe have always been fascinating to you. And you have always wanted to harness the energy you know is in you to make a physical change in the world around you. You want to make magic and be part of the universe's mysteries.

BUSINESS EXECUTIVE cost- 9

Accounting

Administration

Banking

Business Law

Corporate Structure

Finance

Computer Operations

Labor Relations

Tax Evasion

*Stairmaster

Corporate Management

Shorthand

*Make Coffee

Most people dream of reaching that glass ceiling, while a select few shatter it. They have cutthroat instincts and know how to get the job done. Their business savvy can truly be something to behold.

SCIENTIST cost- 5

Physics
Higher Mathematics
Astronomy
Chemistry, General
*Biology, General
Computer Research
Area of Study (choice)
Astrophysics

*Those who can, do, those who can't, teach.
And those who don't, want to get government
grants researching how a cow's farts destroy
the ozone.*

TEACHER cost-5

Education
Public Speaking
Child Care
Computer Operations
Math
History
Art, General
Biology, Human
*Child Psychology

*The shaping of the young minds of the future is
no easy task. Today, it can be downright dangerous.*

DOCTOR cost- 8

3 Medical Skills (Specialty)
Chemistry, General
Biochemistry
Biology, Human
Computer Research
+1 CRZ
Health Care
Life Saving
Nursing
*Use/Remove Poisons

*Wanting to help your fellow man, you became
a doctor to cure the sick, heal the wounded and
improve your golf handicap.*

NEW SKILLS

Alertness- Character has honed their powers of perception to such a degree they are on a constant level of alertness.

Appraisal- The ability to closely estimate the value of an object. Can be taken for specific things, i.e.- jewelry, vehicles, art, etc.

Artifact Identification- The knowledge of artifacts and some lore surrounding them.

Astrology- The study of how the moon and stars influence a person's life and foretell the future.

A/V Tech- Knowledge of audio/visual equipment, how to connect and set it up as well as how to use it.

Biology, General- A general knowledge and overview of biology.

Botany- The study of plants and their uses, medicinal and otherwise.

Carpentry- The knowledge of how to build and maintain small structures primarily made of wood.

Child Psychology- The study of how a child's mind develops and processes information.

Counseling- This skill of talking to someone and analyzing their behavior and body language in an attempt to guide them in the right direction. It can be specialized into a certain area such as child, school or camp to name a few examples, or can be taken as a general skill.

Cryptozoology- The study of mythical creatures. It is more general than Supernatural, Natural, and not as in-depth. Does not look at the creatures as actually existing.

Diving- Knowledge of how to swim underwater for prolonged periods of time, with or without the use of extra equipment.

Fast Talk/Bluff- The ability to talk your way out of a situation or make someone believe something just through talking to them. "Come on, everyone else is doing it..."

Forensics- The study of finding evidence at a crime scene and interpreting it as such.

Fortune Telling- The ability to possibly predict the future using an outside, non-biased medium or system, such as tarot cards, tealeaves, palm reading, runes, etc. NOT A MAGIC ABILITY!

Gem Cutting- The cutting of stones, gems and jewels using precision tools to retain or increase the stone's worth.

Hold Liquor- The ability to drink alcohol and get drunk without getting sick or blacking out.

Land Navigation- The ability to find one's location or a route using a map, compass, pace count, and landmarks.

Lore- Knowledge about forgotten subjects, or at least not-well-known subjects. An area can be specialized in, such as mythical places, mages, demons, etc. Or it can be a general knowledge skill.

Magic, General- The general study of magic and its causes and effects.

Make Coffee- Knowledge of different coffee making systems as well as the different beans. Also gives knowledge of difference between coffee and espresso.

Mechanical Repair, Plumbing- The diagnosis and repair of plumbing systems.

Military History- Knowledge of the military's past, including battles, soldiers, equipment and events.

Military Protocol- Knowledge of proper procedure concerning the military and its branches.

Reasoning- The ability to put clues together and come up with a possible solution to a puzzle.

Ritual- The study of magic and religious rituals, their purposes and their designs. Allows a player a chance to identify what a ritual is, was, or will be used for. Does not give the ability to perform a ritual for WKM, but the character can copy one they have seen.

Running- The ability to run at a sustained pace over long distances or to sprint quickly.

Sport's Medicine- The study and diagnosis of injuries resulting from sporting events.

Stairmaster- Whether it be from climbing stairs or using the Stairmaster 5000, you can handle a flight of stairs faster than most people and without getting winded.

Symbology- The study of Symbols, their uses and the different kinds of symbols. Does not give the ability to create enchanted symbols.

Trivia- The knowledge of odd facts. This skill could make you a star on Jeopardy.

Use/Remove Poison- Knowledge of how to safely handle poisons for a variety of reasons and their antidotes.

Vehicle Detailing- The art of cleaning and painting a vehicle for mostly aesthetic reasons.