

Miner

In the hills and mountains of the Old World, miners dig for gold, silver, gemstones, and valuable ores. Most deposits in the civilised lands are nearly exhausted; as a result, miners spend a good portion of their time in remote areas. Many dream of striking it rich with a large vein, but their tendency to brag dooms their hopes. Word of a strike spreads quickly, and shanty towns spring up as others arrive to exploit the find. These towns are abandoned just as quickly once the find is exhausted.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	+1		+2	-	-	+10	-	-	+10	-	-

Skills

Carpentry

Metallurgy

Mining

Orientation (underground)

25% chance of Very Strong

15% chance of Very Resilient

10% chance of Night Vision

Trappings

Pack

One-Man Tent

Pick

Shovel

Entered from

Labourer

Prospector

Career Exits

Lodefinder (Dwarfs only, see **Dwarfs: Stone and Steel**, page 84)

Prospector

Scout

Tunnel Fighter (Dwarfs only)