

Apprentice Jobs

Submitted by Matt, part time Tremere, full time Pie God

Apprentices of the 1st:

- Trainee toast or bicycle rack.
- Targets for beginners on the *Path of Flames* (stand still you b**stard! *Flamebolt...*).
- Janitorial services following intermediate target practice.
- Bringing the milk and papers in (they have to be REALLY green to fall for this one twice).
- Conveying bad news to the Regent.

Apprentices of the 2nd:

- Buttering the toast.
- Targets for intermediate *Path of Flames*.
- Feeding the Gargoyles (take it how you want).
- Fetching ritual components (Werewolf blood etc).
- Copying down various restricted texts. (quick *Bone of Lies* first to see if they can actually UNDERSTAND heiroglyphics etc).

Apprentices of the 3rd:

- Quality control on toast buttering.
- Bodyguard for 'soft' social gatherings. (***Mesmerism*** "Get in the way of any aggressive types while I get the hell out of Dodge.")
- Mass production of 'mundane' rituals (get 'chore vessels 'ere! Lurvley vessels of watsisname, only hexed this evenin'. You guvnor, you look like a man wiv a good taste in vessels, feel the quality of that...ohshit.)
- Janitorial sevices for any Apprentice of the 1st who brough the milk in twice.

Aspiring Apprentices of the 4th:

- Sneaky Machiavellian Bastard 101, in preparation for the Princes court (By this time you can be fairly sure the silly buggers won't try and *Flamebolt/Theft of Vitae* the first Brujah to ask him if he knows any card tricks)
- Learn card tricks to astound the Brujah.
- Quality control on lower level Apprentice's rituals. (Hmm. Apprentice Quinn. If you know why it is called *DEFLECTION of Wooden Doom*, please raise your hand. No, I didn't think so.)
- Conveying news that might be bad to the Regent. And knowing when to cash in on it if it isn't.

Dizzying heights of Apprentice of the 5th:

- Proofreading all restricted texts copied by Apprentices of the 2nd (You complete arse! Does that look like a falcon-headed-man-making-toast? If I read that wrong you'd be scraping me off the bloody walls! *Flamebolt*.)
- Quality control on intermediate level rituals. (Apprentice Quinn. It is called *Rutor's HAND* for a reason. What use did you have in mind for

that...monstrosity? In fact no, on second thoughts don't tell me. I believe I am about to have one of my headaches).

- Taking in the Brujah with the 'Dancing sword' routine...(All you need is some *Minor Manipulation*, a perfectly mundane rapier and a three Mental Trait Brujah. Watch the boons roll in.). If you can't work this one out, mail me. When it works it's an absolute screamer.

The Aspiring Apprentice of the 6th:

- Doing all the really bloody dangerous stuff that the Regent needs to know will actually get done.
- Pulling the puppet strings on the less sensitive plants in the court.
- Developing the ritual of *Teflon's Shoulders*. (Believe me. It exists. You would not BELIEVE some of the stuff I have seen jammy Tremere get away with.).
- Quality control on the tuition of advanced rituals. (Apprentice Quinn. I see you have finally mastered the casting of *Ward vs Kindred*. However I will offer two pieces of advice. Next time you cast it either read the subsection on excluding yourself from it's effects, or you stand OUTSIDE the circle before you conjure it. ***Flamebolt*** That's it. I'm going for a lie down.).

Finally, Apprentice of the 7th:

- Delegating all the really bloody dangerous stuff to an Apprentice of the 6th.
- Setting your sights on the Regent's shoes.
- Staying alive (Hey, once you've got this far that's a job in itself...)