

IMPRESSION WORKBOOK

TRAYNED BANDES OF LONDON

GARDINER'S COMPANY SOUTHWARK TRAYNED BANDES

INTRODUCTION

This is a workbook for the new(ish) member of Gardiner's Company to use in crafting an authentic persona impression for use during Bandes events and gatherings. A Bandes impression is unique and different from an SCA or other historical re-creation group persona. You will have to develop not only a "kit" (clothing & accessories), but a name & family history, an occupation or trade, and a working knowledge of social activities (games, sports, insults) and current events for our era. Finally, you will learn to speak an approximation of the language of Elizabethan London.

Some members have chosen to translate their real lives into an appropriate period one. You can use the names of your real siblings take a profession that is similar to what you do now. Others portray a person with little in common to what they do in the mundane world. All of this preparation will help you at events to have things to talk about with others.

You can work with other members to build an integrated background story that allows you to play off of them to get things started. Some members have even identified the house they live in on maps from the period. While a very high level impression isn't done by everyone, all members are expected to achieve a basic level impression. Unlike the SCA, an "attempt" at authenticity isn't sufficient; you are expected to reach an acceptable level of kit and persona by the end of your probation and are expected to advance your impression over time.

This workbook will assist you with organizing and keeping track of your impression development. It is not a resource, although it does provide some basic options for you to use as a starting point (i.e., occupations). Numerous sourcebooks are available and many are listed at the end of the workbook.

The workbook contains sheets for you to fill-in with your choices; you are free to change any, or all, of your selections. When fully completed, you will have the beginnings of a Bandes impression. From there, the development is up to you and wherever your interests take you.

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PERSONA

A persona can best be described as who you are, in as much detail as you can express. It includes not only your name, but where you were born, who your parents were, what occupation you have, where you live and other important facts about the Elizabethan you.

Gardiner's Company members re-create the middle- and lower-classes of 16th Century London society. The time moves between 1584 and 1603. The period year conforms to the modern year, starting in 2004 (2004 = 1584; 2010 = 1590, etc.). Once we get to 1603 (in 2023), we'll re-set and 2024 will be 1584 again. Unlike the Elizabethan era, where the year date changed on March 25th (Lady Day), we use January 1st as our year change.

Unlike the SCA, where everyone is considered nobility, we limit everyone to working class professions, with very few exceptions. There are a number of reasons for this. It is simpler to re-create the middle-class, as doing an aristocratic persona requires servants and a very high level of clothing, equipment and furniture and upper class persons were not members of the Banes. Based on years of doing this, we can say that the lower to middle class personas are also just more fun.

Further, the social interactions between upper and lower classes were limited in period and not as those between equals; they would not be conducive to comradely gatherings, which we enjoy. When crafting your persona, keep in mind the social classes the Company represents.

Start with a name. You'll want to research names in period, both family names and given names. Unlike other groups, it's possible for two to have the same first, or last name, but we avoid having two folks with the same full name. Check with the Education Officer with questions about names.

Women often have a male persona as well as their female one, usually for military activities. The secondary persona is usually less developed than the primary one, but you are free to develop both of them.

Occupation/Level: (There were no “Masterless Men”, which is to say that everyone worked for someone and had a defined place in Society.)

What do you do?

Are you in a guild?

Do you have a license?

Are you an apprentice? A journeyman? Independent? (*outside of the City of London*)

Are you a servant?

Where do you work?

Income: (*Usually given in yearly amounts, but can be a daily rate*)

Trained Bands Connection: (By law all able bodied men were part of the Banes and musters were social events as well as an opportunities to network)

Which unit are you in (*pike; counties*)?; **OR**

What sort of support job (*cook, clerk, spouse*)?

What connections to you have with other Banes members?

Do you see them outside musters?

Do you see them on a daily/weekly/monthly basis?

(*these three are about your and their personas, not your real life relationships*)

Education/Literacy: *(females did not attend school, nor were highly educated, but often were trained to help with running the business)*

FEMALES: Can you read? Write? How well?

MALES: Did you go to school? *(petty school, grammar school, home schooled)*

Can you read? Write? How well?

How many languages do you speak?

Do you have a degree?

Place of Residence:

Where do you live in Southwark?

What parish? *(St Saviour's, St. Mary Ovaries, etc.)*

What street? Do you know which house? Do you rent? Own?

Do you share living space with others?

Are you a member of a household? Which one and what relation? *(not an SCA household, but another Bandes member)*

Place of Origin: *(People from other countries were regarded with suspicion and often ostracized.*

Choose an English persona, which can be from a county or shire outside of London.)

Where were you born? *(probably in London or close)*

Which village?

Family: *(You can have imaginary children and a spouse, but real children and spouses are welcome.*

Keep young children's names the same.)

Who were/are your parents? *(names and father's occupation)*

Are they alive? Where do they live?

Are you married? Do you have children? What are their names?

PERSONA WORKSHEET

Persona - required (unless noted)

Personal

Name: (first and last) _____

Occupation/rank _____

Bandes connection: _____

Education: _____

Literacy: _____

Languages: (*optional - only list if you can actually speak/read*) _____

Residence

Parish: _____

Dwelling: (*optional*) _____

Household: (*optional*) _____

Family

Origin (village): _____

Parents (father's occupation): _____

Spouses name: (*optional*) _____

Children's names: (*optional*) _____

CLOTHING & ACCESSORIES

The most visible aspect of your persona is your clothing and your kit. "Kit" refers to all the things you have on or about you. This can include any tools of your trade, your weapons and armor, your coin and gaming items. Your kit may all fit into a belt purse/bag, or you may have a large chest (or two) that holds it all.

As you become more experienced and knowledgeable, you will want to add to, or even replace your kit. Bringing a period project or item you want to show off or discuss is a great way to get started and it does not have to be a serious matter. For starters, however, here are the required basics, along with some suggested additions. **Remove all SCA-specific items like scarves, medallions, favors, coronets, etc.**

Minimal Clothing List - required

All Personas

hat (Monmouth cap, flat cap, coif, tall hat)
stockings
shoes
garters (*not knitted*)
gloves - knitted or leather (for warmth)

Male Personas

falling band/cuffs
shirt
doublet (with sleeves)
pants

Female Personas

shift
bodice (with sleeves)
petticoat(s)
apron

Minimal Personal Gear - required

coins (*you'll get these from the clerk*)
belt purse or bag
drinking vessel (wood or ceramic)
bowl
spoon
knife (*for eating*)

Highly Recommended

haversack (leather)
lantern
plate
hand towel/napkin
bench/stool
cassock, cloak, or dutch cloak
lacing points

Some items are correct for the period, but not for Bandesmen. You are encouraged to speak to the Education Officer about any item of clothing or gear before making a purchase or construction.

ARMS & ARMOR

One of the most important activities of the Company is muster. The Trayn'd Bandes served as a militia force within a shire or county; in our case, the Southwark area outside of London. England did not have a standing Army and it was the Bandes that Elizabeth counted on to throw the Spanish back into the sea. It was deemed necessary that the various bandes units be trained, which included regular special musters for drill, examination of equipment and determination of manpower.

Martial activities are therefore often the focus of our events. Drill for pike, shot and other units, as well as rapier and archery practice and simulated combat scenarios are the order of the day. Keep in mind your persona's class level, and don't order any really fancy armor for a muster without checking with the Education Officer and Military Coordinator first. You are not expected to have military equipment to start and should feel free to borrow gear and try different roles in the Bandes to find what suits you.

Simulated combat is called **skirmishing**. Since many members and guests participate in SCA rapier combat, we use SCA heavy rapier and armor standards as our baseline. You are free to use more armor; any, if it isn't visible (extra padding), or, period-correct if it will be seen (mail, plate, a jackcoat).

You are encouraged to speak to the Military Coordinator about arms and armor before making a purchase or construction. Something to remember is that in the Bandes, the armor you wear is proof against certain weapons, like arrows or swords. Specifics are given before each skirmish.

Drill is done with armor, including a helm (without any face protection). Skirmishing requires that face protection be worn. Fencing masks, with hoods, are allowed for simulated combat only. You are encouraged to acquire a helm at least for drill as soon as possible, and a rapier helm or face protection for your drill helmet soon after. Skirmishing can be punishing to clothing. It's highly recommended that the new member acquire clothes specifically for fighting and save the nicer outfit for drinking and gambling.

Members adopting a male persona, who are physically able, are expected to take part in drill and skirmishing. While members often have equipment to lend, new members are expected to acquire the required items within the first year of membership.

Minimal Arms & Armor - required

(for all male personas)

sword w/ sheath (*for drill*)

belt hanger or baldric for sword

gorget

helm (appropriate to period)

covered fencing mask (*for skirmishing only*)

leather gloves

Highly Recommended

a 2nd suit to fight in

a 2nd shirt

jerkin/buff-coat/breast plate/other armor

helm with face protection (*for skirmishing*)

LANGUAGE

For a group that only meets several times a year, learning to speak in Elizabethan English is a daunting task. Learning Elizabethan English would be similar to learning a new foreign language. While many words and pronunciations are the same as modern American, many are not. There are also words that are no longer used and whose meanings are not known. Because of that, Trayn'd Bades members do not speak in exact Shakespearian English.

Members also do not adopt English accents; it is disconcerting, requires a great deal of effort and never sounds correct (and our actual English member will mock you, if you do). Many members speak standard American English most of the time during events. This is probably a good way to start, but pretty soon, you'll want to add some Elizabethan speech patterns and words to your vocabulary.

You can watch Shakespearian films, like *Henry V* and *Much Ado About Nothing* for excellent examples of the fancy speech of the time, but the dialog in *Shakespeare in Love* and the *Blackadder* Elizabethan series is closer to what the Bades uses. We will also sometimes go out of period and quote from *The Three Musketeers* (the '70's version, although the Disney sneaks in occasionally)

Talking to other members in period is one of the most daunting aspects of Bades events for newcomers. The concern is usually to not say anything that would harm the event. Coordinating with other members about a topic to start conversations is a good idea. We cannot stress enough that newcomers attempting to "speak Elizabethan" cannot harm an event.

The only hard and fast rule is to not discuss modern things in a modern way. Don't discuss the internet, or your new car, or a recent television program. However, you can (and should) talk about something you read in a broadside sheet, or your new horse, or a play you saw recently. We once had a long and highly entertaining discussion about the movie *King Kong*, completely in period (our conversation concerning London bridge was epic and still spoken of). If you stay away from modern terms, you can discuss almost anything (since all good Englishmen are at least openly protestants, explaining how much you love the Pope is probably not a good idea).

Sometimes, newcomers are afraid they'll sound dumb. Everyone at the event was a newcomer at some point and no one will think less of someone who tries to talk in period and doesn't quite succeed (some of our favorite stories are about things said by new - and not so new- members). People in period were not as well informed as we are, had some interesting ideas which we now know are not correct (but are fun to "believe"), and if all else fails you can always fall back on the fact that bad taste is period. So take a deep breath and talk about whatever comes to mind. We promise we won't laugh at you, just with you.

LANGUAGE WORKSHEET

There are a number of publications that give Elizabethan versions of modern words. The problem with many of them is that they give you lots of them, and newcomers often feel they must learn them all. But that isn't the way it happened in period.

If you think about it, you probably say "hello" in only one way; it might be "Hi", or "Yo", or "'Sup", but you likely use just the one phrase most of the time. You probably refer to your spouse or friend with only one term, and likely have a swearword that is your go-to curse. The same was almost certainly done in period.

To help you ease into Banded-speak, the following section gives various period terms and phrases for common expressions. Choose one, two at most, and try them out loud. If you like them, write them down in the right-hand column. Then use them at events. Feel free to change them as you learn more about Elizabethan language.

Greetings

Good day

Good morrow

Good e'en (*"even" for evening*)

God save you

Well met

MY CHOICES: _____

Farewell

Fare you well

God be with you

Godspeed

MY CHOICE: _____

Excuse me

cry your pardon

cry your mercy

pardon me

pray pardon

MY CHOICE: _____

Please

I pray you

prithee

if it please you

by your leave

pray

MY CHOICES: _____

Thank you

gramercy (*"God grant you mercy"*)

I thank you

thanks

MY CHOICE: _____

Well, damn

God-a-mercy

alas

alack

fie

MY CHOICE: _____

Cool

marry

by my faith

MY CHOICE: _____

Really?/No Way!

E'en so

In sooth?

Go to!

MY CHOICE: _____

Insult

knave
villain
sneaksby
ninny
cur
sluggard
fellow (mild)
sirrah (strong)

MY CHOICES: _____

Curse (mild)

go to
fie on/upon thee

MY CHOICE: _____

Curse (strong)

a pox on thee
hang thee

MY CHOICE: _____

Simple Adjustments to Speech

Now that you have a basic Elizabethan vocabulary, here are some adjustments you can make to your everyday speech.

Use these often

- aye & nay (instead of yes & no)
- mayhap (instead of maybe)
- avoid modern contractions (say "cannot", rather than "can't")

Use these occasionally or regularly

- place "do" before verbs ("I do fear...", "We did eat well.")
- use "more better", "most smallest", etc.
- use "'tis" rather than "it is"; "twas" rather than "it was"; "twill" rather than "it will"
- say the -ed in words like played (play-ed) and danced (dance-ed)

A Note On Titles

Many newcomers have experience in the SCA, where certain titles are used exclusively by members of high orders. Those titles do not translate to the same meaning at a Bandes event. "Sir" is a term used to address males of higher social rank and doesn't necessarily indicate knighthood. "My Lord", or "My Lady", on the other hand, denoted nobility in period and are not used at Bandes events.

The most appropriate addresses are "Master" or "Mistress", even if those spoken to are not peers in the SCA. Make an effort to refer to everyone as Master or Mistress at Bandes events. "Good" can also be used before "man", or "wife", "Master" or "Mistress" as a form of address ("Good day, my Good Mistress").

ENTERTAINMENTS

In a time of no television, radio, or smart phones, with the theaters and bearbaiting arenas almost all outdoors and only open during the day, entertainments were an extremely popular way to pass the time. After the fighting is over and the food is eaten, Bandes events become entertainment venues. Outdoor sporting-like activities are played during the day, mixed in with military activities such as drill, fencing, archery and shooting. Games of all kinds were very popular, both during the day and at night. A few of the more popular entertainments are as follows.

GAMES

Games includes both indoor and outdoor activities. Indoor games can be card games, dice games, board games or others. The rules for all games in period were subject to local variation and could change from day-to-day, or even hand-to-hand, not unlike a modern poker game. If you are unsure of the rules, ask before it begins; you may discover that the others each have different rules in mind.

A Note on Gambling

Games were not only fun to play, they indulged the extremely popular Elizabethan pastime of gambling. Elizabethans were known to gamble on any- and everything. People would bet on which way a fly would go once it took off from the table. In order to join in, you'll need either your own coin or to borrow from the money changer, who will give you coins to game with. Coins are purchased by the Company and distributed to members and guests. Periodically, members are asked to return some coins to refill the Company coffers.

Indoor Games

Goose

You are going to have to learn to play Goose, no way to avoid it. And it's going to cost you - a lot. Think of it as Monopoly, except more cutthroat and played with your own money. Goose, like Monopoly, also requires a marker, which you must provide. You should keep some small period item (button, pin, toy, etc.) in your pouch to use at the Goose board.

Putt

A trick-taking card game played with three cards to each player. Simple rules, no math involved. Whichever player takes two of three tricks, wins the pot. This is the easiest game for beginners to learn.

Primero

Similar to modern poker, this card game is fairly complicated, with period hands that do not exactly correspond to poker hands. Cheat sheets are used.

Other popular indoor games include Shovegroat and Tables (backgammon).

Outdoor Games

Shuttlecock

Similar to badminton, this game is played with wooden paddles called "battledores". There are usually some to lend, but you should plan on getting your own. This game can accommodate two to twenty (or more) players. "The more, the merrier" is our motto.

Goff

A period version of golf and similar to field hockey. This has become popular of late and is reminiscent of the Atlantian game of Cambock. The rules are still being worked out and are usually made up on the spot.

Campball

Similar to rugby or soccer, the Bandes doesn't play it as much as when we were younger (ah, youth).

Bearbaiting

One of the Elizabethan pastimes was to attend the bear garden and watch dogs try to tear the bear apart before it killed them. We pay homage to that with our own version. Once you see it, you'll understand.

Versions of croquet and bocce are also played. Many other games were played in period; should you be familiar with one, or learn about it in your research, make sure to bring it to an event and teach others to play.

MUSIC

Music was popular in period and everyone would join in singing the hit tunes, regardless of ability. The Bandes have recreated that activity, with great enthusiasm, if not talent. New members will eventually learn the standards -- *Amaryllis*, *Jolly Broom Man*, *Of All the Birds* -- so you might as well start on them now. The Company periodically puts out songbooks with lyrics, as well as compilation CD's of songs. Ask the Education Officer for a copy of either.

Instruments from the period can be used, although more often modern versions are what you find (guitars, rather than lutes, for instance). People who can play instruments are encouraged to learn the period songs and to introduce new ones as well. We do not sing or play songs written later than 1620 and therefore avoid most folksongs and 19th Century sea shanties.

DANCE

While dance was a very popular pastime in period, sadly, the Bandes doesn't allow it.

No, seriously, it is allowed, just not often done, the Company having lost its dancing master to an ague (start your research now and look it up). Should you be interested in dance, you can (try to) get everyone involved. Don't be surprised if it turns into Campball.

Entertainment Items - Highly recommended

dice

cards

battledore

musical instrument (period)

Company songbook

APPENDIX

Sources

Trayn'd Bandes of London Publications

- 1). The Englishe Breviat
- 2). The Elizabethan Trained Bands
- 3). Pious, Bibulous and Rude (song and game book)
- 4). The Tudor-Stuart Sourcebook
- 5). A Living History Guide to Elizabethan Southwark

The Elizabethan Handbook, Vox Clamantis Monograph 2

The Elizabethan Language Book, G. Zepeda, Renaissance Entertainment Corp.

Daily Life in Elizabethan England, J. Singman, Greenwood Press

Glossary of Common Occupations

Most occupations were for males only. Female members who adopt male personas can use any of the occupations, otherwise are limited to the Female Occupations listed. Many occupations would have ranks of apprentice, journeyman or assistant; some would require membership in a guild, if within the City of London. While an occupation may be too upper class for members, an apprenticeship to one might be acceptable.

MALE OCCUPATIONS

Actor - Man or boy who performs in a stage play (*also a **Player***) (*for a female member who adopts a male persona, this could lead to a female doing a male actor impression, who plays a female*)

Apothecary - Person who sells drugs and herbs

Armorer - Person who makes armor for soldiers

Astrologer - Person who predicted events by "reading" the stars, the planets, the sun, and the moon

Baker - Person who prepared bread, pastry, and other baked goods

Bard - Poet or storyteller (*see also **Playwright***)

Beadle - Minor church official who kept order during services and performed menial tasks; messenger for law courts

Bellmaker - Maker of bells

Blacksmith - Maker of horseshoes and other objects from iron heated in a forge

Boatman - Boat operator (*see also **Waterman***)

Bookbinder - Binder of published manuscripts, journals, diaries, etc.

Bowyer (or Bower, Boyer) - Maker of bows that shoot arrows

Brazier - Maker of brass objects

Brewer - Maker of beer and ale

Bricklayer - Person who sets bricks

Butcher - Person who cuts meat

Carpenter - Person who makes and repairs items of wood

Chandler - Person who makes candles from wax or tallow

Chapman - Operator of a warehouse; trader, peddler

Cheesemonger - Person who sells cheeses

Chimney Sweep (or Sweeper) - Person who cleans soot from chimneys

Clergyman - Man who serves as a parish priest

Clerk - Keeper of accounts and records

Clockmaker - Person who makes and repairs clocks
Cocker - Person who breeds, trains, and handles fighting roosters, or cocks
Constable - Officer of a court or town watch
Cook - Preparer of food in a household
Cooper - Person who makes barrels
Coppersmith - Person who makes, repairs, and repairs items of copper
Cordwainer - Shoemaker
Crier - Person who walks the streets ringing a bell as he shouted news and proclamations
Currier - Person who prepares tanned leather by soaking, scraping, coloring, or beating it
Cutler - Person who makes, sells, sharpens, and repairs knives
Draper - Dealer in woolen cloth
Drayer or Drayman - Person with a horse-drawn cart for transporting heavy loads
Dyer - Person who dyes cloth
Embroiderer - Person who uses needlework to make designs on fabric
Falconer - Person who breeds and trains hunting falcons and hawks
Farrier - Blacksmith who specializes in making horseshoes
Fletcher - Person who makes arrows
Fowler - Person who hunts and sells game birds to kitchens
Fripperer - Person who sells second-hand clothes
Fruiterer - Person who deals in fruit
Fuller - Person who cleanses, thickens, and fulls cloth. To full cloth means to take knitted items and make them thick, like felt
Furbisher - Person who polished or burnished various objects
Gamekeeper - Person who supervises the woods of a landowner and guards against trespassers.
Gardener - Person skilled at tending gardens
Grocer - Person who sold foods and general household supplies
Glazier - Person who cuts and installs glass for windows
Glover - Maker of gloves
Gravedigger - Person who digs graves
Groom - Male servant in a household; male who tends, feeds, and cleans horses in a stable
Haberdasher - Person who sells men's clothing
Hatmaker - Person who makes hats
Herbalist - Person who grows, sells, or studies herbs, mainly for use as medical remedies
Hosier - Knitter of socks and stockings (hosiery)
Husbandman - Farmer
Innkeeper - Person who owned or hosted an inn
Ironmonger - Dealer in hardware
Jeweler - Person who makes, repairs, and sells items of jewelry
Joiner - Person who makes cabinets, furniture, interior woodwork, doors, window sashes, and other wooden objects
Latten Maker - Maker of thin sheets of brass or an alloy. Latten was used to make church vessels and utensils.
Limner - Person who colors books, etc.
Linen Draper - Dealer in linen cloth
Locksmith - Person who makes keys and installs and repairs locks
Lorimer - Maker of metal parts for harnesses and other riding gear
Mason - Person who works with stone (*see also Stonecutter*)
Mattressmaker - Maker of mattresses
Monger - Merchant who sells goods from a cart or other device. Examples: *fishmonger, ironmonger*

Musician - Person who sings or recites to the accompaniment of an instrument
Ostler - Operator of an inn that rents rooms and stable space and serves food and drink
Painter - Person who paints walls, signs, etc
Peddler - Itinerant seller of merchandise (*also spelled **Pedlar***)
Pewterer - Person who makes and repairs items of pewter
Physician - Medical doctor
Pinmaker - Person who makes and sharpens pins (*a very low-class job*)
Player - (*see **Actor***)
Playwright - Person who writes plays (*also a **Bard***)
Plummer - Works in lead
Porter - Doorkeeper, gatekeeper
Potter - Person who makes items of clay
Poulterer - Dealer in poultry and other game
Printer - Person who sets type in a form for printing; owner of printing business
Puppeteer - Person who stages puppet shows
Purser - Ship officer who keeps financial accounts and secures valuables for passengers
Ratcatcher - Person who catches rats for hire
Roper - Maker of ropes
Saddler - Maker of saddles and bridles
Sailor - Works for hire about ships
Salter - Person who sells salt or salts meat, fish, and other food
Sawyer - Person who saws wood for construction
Secretary - Person who write documents, employed by a businessman or other important person
Servant - Person who carries out routine household chores (*can be a very high end job*)
Shepherd - Person who herds and watches over sheep
Shipwright - Carpenter who builds and repairs ships
Shoemaker - Person who makes and repairs shoes; cordwainer
Sieve Maker - Maker of sieves (strainers or sifters)
Skinner - Person who removes the skins of animals and prepares them for sale; seller of hides
Slater - Person who lays slate on roofs
Soapmaker - Person who makes soap
Spoonmaker - Maker of spoons (*also a **Horner***)
Spurrier - Maker of spurs
Stonecutter - Person who cuts, shapes, and carves stone (*see also **Mason***)
Street seller - Seller of goods (fruit, food, small goods) in the street, from a basket (*very low class job*)
Tailor - Person who makes clothing
Tanner - Person turns hides into leather by soaking it in tannin, a chemical that prevents decay
Tapster - Bartender
Taverner - Person who maintains a tavern
Thatcher - Person who thatches (covers roofs with straw or other plant material)
Tiler - Person who installs roof tiles
Tinker - Traveling handyman who repairs almost anything; jack-of-all trades
Tranter - Peddler who sells his wares from a horse-drawn cart
Tumbler - Entertainer who performs handsprings, somersaults, and other feats requiring physical agility
Turner - Person who shapes wooden objects, such as table legs, on a lathe
Warrener - Person who breeds or catches rabbits
Waterman - Operates a small boat for crossing the Thames (*also a **Wherryman***)
Weaver - Person who makes cloth
Wheelwright - Person who makes and repairs wagon, cart, and carriage wheels

Wiredrawer - Person who draws metal into wire

Woodcarver - Person who carves wood to make it decorative

FEMALE OCCUPATIONS

Alewife - Woman who brews ale and sells it from her home

Apothecary - Person who sells drugs and herbs

Baker - Person who prepared bread, pastry, and other baked goods

Bawd - Keeper of a brothel

Brewer - Maker of beer and ale

Cook - Preparer of food in a household

Dyer - Person who dyes cloth

Fishwife - Woman who sells fish

Herbalist - Person who grows, sells, or studies herbs, mainly for use as medical remedies

Hosier - Knitter of socks and stockings (hosiery)

Housewife - Woman who keeps a home; can assist in husband's business

Innkeeper - Person who owned or hosted an inn

Lacemaker - Woman who makes lace

Laundress - Woman who washes clothes

Maid - Female servant, such as barmaid, chambermaid, milkmaid, or housemaid

Midwife - Woman who delivers babies

Milkmaid - Woman who milks cows; dairymaid; vendor of milk

Needleworker - Woman who mends and repairs clothing

Peddler - Itinerant seller of merchandise

Pinmaker - Person who makes and sharpens pins (*a very low-class job*)

Seamstress - Woman who sews for a living (*shirts and shifts only*)

Servant - Person who carries out routine household chores

Street seller - Person who sells food or goods in the street, from a basket (*very low class job*)

Taverner - Person who maintains a tavern

Washerwoman - Woman who washes clothes

OCCUPATIONS TO AVOID

The following Occupations should be avoided, either because they are too upper-class, or they already exist within the Bandes. Check with the Education Officer to see if there are potential conflicts.

Barber-Surgeon

Barrister (Lawyer, Attorney)

Bearwarden

Gentleman Adventurer

Instrument Maker

Mapmaker

Schoolmaster

Any government official

Any merchant

Any position that requires University education