

— GUNNER —

DESCRIPTION

The thunderous roar of cannons and bombards can be heard on many battlefields in the Old World, on the decks of warships, or resounding from fortifications. Masters of these destructive devices, gunners know how to operate, maintain, deploy, and target these weapons to best effect, making them valued military specialists, captaining the gun crews of their employers. Even given as they are to being protective about their expensive, dangerous "charges", not to mention often being hard of hearing due to the operation of these deafening constructs of war, gunners seldom find it difficult to obtain lucrative employment.



— Gunner Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+20%	+10%	+10%	+15%	+15%	+15%

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+3	-	-	-	-	-	-

Skills: Academic Knowledge (Engineering), Animal Care, Command, Drive or Ride, Perception, Read/Write, Secret Language (Battle Tongue)

Talents: Master Gunner, Specialist Weapon Group (Cannon), Specialist Weapon Group (Engineer), Specialist Weapon Group (Gunpowder)

Trappings: Telescope, Gunner's Charts and Tables

Career Entries: Marine, Mercenary, Soldier

Career Exits: Engineer, Sergeant