

# — SEXTON —

## DESCRIPTION

Employed as a church caretaker and warden, the sexton has many responsibilities beyond keeping the church clean and in order, and performing constant menial repairs to the building and any surrounding grounds. Graves must be dug, burials aided, and the church bells rung, drawing locals to worship. A devoted worshipper, the sexton also serves the resident priest, acquiring goods and materials and hiring skilled craftsmen when necessary, especially those needed in the daily running and maintenance of the church and yard. More dangerous, however, are any night-time vigils, when the sexton must keep watch for any who would defile the sanctity of the graveyard.



## — Sexton Advance Scheme —

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	-	+10%	+5%	+5%	-

### Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

**Skills:** Academic Knowledge (Theology) or Speak Language (Classical), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Scale Sheer Surface, Search

**Talents:** Resistance to Disease or Strong-Minded

**Trappings:** Broom, Spade, Religious Symbol (see WFRP, Chapter 8)

**Career Entries:** Burgher, Initiate, Peasant, Servant

**Career Exits:** Grave Robber, Initiate, Scribe, Tradesman

**Note:** If you are rolling randomly for your Starting Career, you can substitute Sexton for Grave Robber with your GM's permission.