

Fan material for Warhammer Fantasy Roleplay 2nd edition

THE UNOFFICIAL TOME OF CAREERS

Version 2.0

A compilation of Fan made careers

COMPILED AND EDITED BY WOLPH42

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WOLPH42 (ROLPH SEGERS)

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It's fairly well possible that I accidentally:

- Forgot to mention your name
- Wrote your name wrong
- Thought that you agreed with me using your careers to publish in this book, but was wrong
- Forgot to put your input in entirely while you told me I could
- Dropped an anvil on your tiny toe
- Pulled you a combination of the above or something entirely different

If this is the case, then first of all my apologies and secondly: drop me a note (and not an anvil) @ wolph42@gmail.com

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INTRODUCTION

Well here it is, the second edition of the Unofficial Career Book, renamed to the Unofficial Tome of Careers, while it now contains an extra huge load of material and careers thanks to all the people mentioned on the former page. I guess that most people reading this book also have noticed that the BI forum is down and is replaced with the FFG forum. Version 1 contained quite some links to the old forum for extra material and/or discussions about a certain subject. These have been removed.

This book contains a compilation or consolidation of 'all' careers that could originally be found on the Black Industries forum. 'All' is quoted because this book can only be published online with the consent of all contributing authors. This means that not all careers that I found on that forum will be within this book. If you happen know or be in touch with one of the following authors, please ask him/her if he/she would like to send me an e-mail or reply to the topic where I've asked this permission:
<http://www.fantasyflightgames.com/ffgforums/posts/list/11729.page>

Here are the authors whom haven't reacted (positively) to my plea yet:

Colin Chapman
Dwimmerlaik

Gyldenstern
Hamir

Morgoth
Pushkin

And here's a list of careers which as a result of that aren't in this book. The more permissions I get, the bigger this book will grow.

Sexton
Snotballer
Inventor
Pardoner
Summoner

Maiden
Lady
Dowager Lady
The Purser
Nomad

Ranger
Hussar
Playwright
Blackmailer

The purpose of this book will be to maintain it and add careers as they appear on the FFG Forum website. Also new material offered by fans that can not be found on the forum will be added. Changes to careers already in this book will be made if appropriate. As for the appendices, here you will only find material that is directly related to the careers in this book (that is new talents, skills, spells, descriptions, etc.).

If you would like to submit a career or you are the author of one of the careers inside this book and would like to submit a change in the current entry. Please contact me at wolph42@gmail.com

Happy reading!

Rolph

UPDATES IN VERSION 2

NEW CAREERS:

- 4 Careers by Pendley
- Battle Mage by Capnzapp
- Full implementation of the Career Expansion v1.5 of Kavelahammer:
<http://www.freewebs.com/kalevalahammer/>
- Updated and added dwarven careers also by Kavelahammer
- The Ladies of the grail (grail witches) originally by Glorthisdel have been updated by Jadrax, these have been adapted
- 16 Foreign Careers by Leonpoi, a full coloured version of this work and a lot more can be found on his website:
<http://simon.p.sullivan.googlepages.com/home>
- 8 Dark Elf Careers by Leonpoi
- 4 general careers by Leonpoi
- 1 Career by Philip
- 1 very Dutch Career by DagobahDave
- Somewhere between 20 and 30 WFRP careers converted by Whymme out of the Liber Fanatica:
<http://www.liberfanatica.net/>
- Together with a friend I've created the career line for the Ravenknights existing out of 5 careers

NEW APPENDICES:

- Appendix VIII – Battle Wizardry including Battle Spells by Capnzapp
- Appendix X: Background material for the Foreign Careers by Leonpoi

- Appendix XI: Background material for the Grail Witches
- Appendix XII: Background material for the Tuberdour by Philip Sibbering, website:
<http://www.philipsibbering.com>
- Appendix XIII: Background material for the Dark Elves by Leonpoi and Morecai.

MORE

- A complete make-over of the content, everything is now sorted by career type (i.e Elf, Dwarf, Norse etc.).
- Andd (literally) Last but (certainly) not Least an Index of careers counting a whooping 152 careers.

NOTES ON THE UPDATES

- The new career introduced by Capnzapp set a challenge for me. The Battle Mage has some new talents among which the "Battle Magic" talent. Unfortunately, that talent already existed in the Archmage of Thor. Fortunately the meaning of the two talents were widely apart, moreover the variant of Capnzapp wasn't very logic (no offense), it is intended for casting battle spells. So I've taken the liberty to change it in Cast Battle Spell (Varies).
- I've removed all notes stating prerequisites (i.e. Dwarf only. You can find this in the top right corner of the career entry (i.e.: Basic Dwarven Career).

PART I – GENERAL CAREERS

DRUIDS

The Druid is a practicing member of the Old Faith, following a belief whose origins are lost in the mists of prehistory. The Old Faith is apart from the main religions of the Old World, yet co-exists peacefully with most of them. The Old Faith has all but died out in the Old World, its practitioners hunted down or converted by the followers of Taal, but the faith is still strong on the isle of Albion, and it is believed that the Wood Elves of Athel Loren still practice its ancient Magicks.

Druids in most part pursue a strict code of Life (though some, such as the sect that follows Ahalt the Drinker, have become vicious and bloodthirsty), and have little interest or patience for modern life. Many choose to live fully apart from civilisation, preferring a solitary existence in the wild places of the world.

CAREER PATH

- Druid
- Druid Priest
- Arch Druid
- Grand Druid

KNIGHTS OF THE RAVEN

CAREER PATH

- Soldier of the Raven
- Knight Errant of the Raven
- Knight of the Raven
- Knight Commander of the Raven
- The Grand Cross of the Raven

ASTROLOGERS

CAREER PATH

- Career Path
- Seer
- Astrologer
- Court Astrologer

DESCRIPTION

Background: Urban, Bourgeois

The only way to become an alchemist is by serving an apprenticeship with an experienced alchemist. All too frequently, however, life as an apprentice is all work and no learning. The apprentice is often treated as an unpaid servant, and spends too much time scrubbing floors and running errands to learn very much of the alchemist's art. Not surprisingly, therefore, few apprentices stick it out long enough to become proficient alchemists.

— ALCHEMIST ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–	–	–	–	+10%	+10%	–	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Charm, Secret Language (Thieves' Tongue)

Talents: Street Fighting, Suave

Trappings: Hand Weapon, Leather Jack, Dyo Gold Crowns

Career Entries: Alchemist's Apprentice, Apprentice Wizard, Noble, Physician's Student, Student

Career Exits: Bodyguard, Fence

DESCRIPTION

Alchemists study the science of matter. They are experts at preparing chemical compounds and recognising mineral ores. Alchemists can be of great assistance to any metalworker, and are able to prepare explosives for gunpowder weapons, though most consider this work beneath them.

The Alchemists art skirts the borders of the Yellow Wind of Magic, and nearly all Alchemists (whether knowingly or unknowingly) gain a little magical ability. In fact, the Gold College, practitioners of the Yellow Wind, provide a great deal of sponsorship to Alchemical institutions, often using them as recruiting grounds for new apprentices.

— ALCHEMIST ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+10%	+10%	–	+20%	+20%	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+3	–	–	–	+1	–	–

Skills: Academic Knowledge (Science or Magic), Haggle, Evaluate, Prepare Poison, Perception, Read/Write, Magical Sense, Secret Language (Guild Tongue), Trade (Apothecary), Trade (Herbalist, Brewer, or Gunsmith).

Talents: Resistant to Poison, Savvy or Very Resilient, Suave or Hardy, Specialist Weapon Group (Explosive).

Trappings: Good Quality Alchemical Laboratory, Trade Tools (Apothecary), 2 Potion Recipes (see Realm Of Sorcery).

Career Entries: Apothecary (see Sigmar's Heirs), Apprentice Wizard, Charlatan, Student, Scholar.

Career Exits: Apprentice Wizard, Journeyman Wizard (Gold only), Artisan, Physician, Scholar, Merchant, Engineer

Note: An Alchemist with access to a Lab and tools can use Trade (Gunsmith) to create ten shots of gunpowder at a quarter of the list price, or one bomb at half the list price in D10 hours.

— ARTILLERIST —

DESCRIPTION

Background: Military

The artillerist is a military specialist who deals with the construction, transportation and use of catapults. Both bolt throwers and stone throwers are covered by this career, but cannon and bombards are not – see Gunner. The artillerist will be the captain of a catapult crew, directing the crewmen (who will be ordinary soldiers or militia) as they load and fire the machine.

— ARTILLERIST ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+20%	+10%	+10%	+20%	+20%	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+3	–	–	–	–	–	–

Skills: Command, Trade (Carpentry), Trade (Engineering)

Talents: Specialist Weapon Group (Siege Engines)

Trappings: Artillerists' charts and tables

Career Entries: Engineer, Gunner, Labourer, Sergeant, Sapper

Career Exits: Captain, Gunner, Marine, Sapper, Veteran

— ABTRITTANBIETER —

DESCRIPTION

In cities without a canalisation there are no public privies. For hygienic reasons it is not desired and partly even with punishment forbidden to relieve oneself on the streets in the large cities. The Abtrittanbieter walks with large wooden buckets through the streets. The buckets are covered and hung up by chains, which are connected to a bar, so that one could carry the equipment over the shoulder. Furthermore the Anbieters wore a loose cloak. They sheltered the citizens relieving themselves with their cloak or cape from curious looks.

— ABTRITTANBIETER ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Common Knowledge (the Empire), Perception, Search

Talents: Alley Cat, Hardy, Resistance to Disease, Streetwise, Very Strong

Trappings: 2 Buckets connected by a bar, Overcoat

Career Entries: Bone Picker, Rat Catcher

Career Exits: Camp Follower, Grave Robber, Servant, Vagabond

Note: Base on a TV show about lost and forgotten occupations in history. There was no canalization in London until 1842 and in Hamburg until 1856 and before that (partially due to outbreaks of Cholera) from the 18th century onwards these people were the sanitary installations so to speak...

Capnzapp

— BATTLE WIZARD —

Advanced Career

DESCRIPTION

Full Magisters that display exceptional courage and initiative, a fondness for physical action and unwavering loyalty to the Empire may be approached by special Battle Magic recruiters from the Imperial Army (after approval from their College, of course). Joining the ranks of the Battle Wizards grant the wizard an army officer's commission for several years, but places him under the authority of the general staff. Unless your GMs campaign centers around army life, this career is very difficult to combine with normal adventuring, as the services of Battle Wizards are always in high demand.

— BATTLE WIZARD ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+5%	+15%	+20%	+30%	+35%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+6	-	-	-	+3	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Dodge, Perception, Ride, Secret Tongue (Battle Tongue)

Talents: Aethyric Attunement, Battle Aspect* (any six), Cast Spell Battle* (any two), Battle Wizardry*, Seasoned Traveller

Trappings: A scar (consider this fulfilled as soon as the character has survived any Critical Hit)

Career Entries: Master Wizard, Wizard Lord

Career Exits: Engineer, Wizard Lord

Note: You must have learned the Lesser Magic (Dispel) talent to enter this career.

**New talents can be found in Appendix III – New Talents on page 97*

***Battle Wizardry (including spells) is described in Appendix VIII – Battle Wizardry on page 112*

WFRP v1/Whymme/Jadrax

— BAWD —

Basic Career

DESCRIPTION

In virtually any Old World town, there can be found a professional guide and escort to the seedier districts, someone familiar with the full range of illegal and immoral establishments and services to be found there. The whole world over they are known as Bawds. Such men – and they are usually male humans or Halflings – know all the best drinking houses and gambling halls, as well as where to find brothels, drug dens and establishments catering to all manner of other vices. They can gain access to such places for outsiders, and can be relied upon to know which are safe, which are under official scrutiny, and which make a practice of robbing and/or murdering clients. Their services are for hire to any reveller who appears suitably wealthy, although many bawds are not above leading their new-found companions into 'sucker traps' or gangs of cut-throats, in exchange for a share of the pickings.

— BAWD ADVANCE SCHEME —

Main Profile

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

Secondary Profile

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

Skills: Common Knowledge (The Empire or The Wasteland), Secret Language (Thieves' Tongue), Gamble or Secret Signs (Thief), Gossip, Haggle or Consume Alcohol, Speak Language (Any Two)

Talents: Dealmaker or Etiquette, Street Fighting, Streetwise

Trappings: Hand Weapon, Light Armour (Leather Jack), idro gc

Career Entries: Apprentice Wizard, Burgher, Noble, Rogue, Student

Career Exits: Bodyguard, Fence, Innkeeper, Racketeer, Rogue

— **BEGGAR** —**DESCRIPTION**

Beggars are society's outcasts, desperate people with no visible means of support. They are drawn to the towns and cities of the Old World, for the only way they can keep themselves from starving is to beg in the streets. This is a hazardous business, since most Old World towns allow the town watch to beat, brand and throw vagabonds into the stocks almost as they please. The beggar accepts these risks as an occupational hazard, and often becomes highly skilled in the art of extracting money from passers-by; some play on pity, while others offer blessings or threaten curses in order to fill their begging-bowls. In some of the larger cities, the beggars have organised themselves into a semi-legitimate Beggars' Guild, which deals with the allocation of pitches, the diverting of official attention and the suppression of amateur or non-affiliated beggars. In many cases the Beggars' Guilds work in conjunction with the local Thieves' Guild, serving as information gatherers and lookouts.

— **BEGGAR ADVANCE SCHEME** —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+10%	-	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	-	-	-

Skills: Blather or Charm, Concealment, Consume Alcohol, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move

Talents: Alley Cat or Very Resilient, Hardy or Streetwise, Resistance to Disease

Trappings: Heavy Stick (Poor quality Hand Weapon), Tattered clothes, Begging bowl, Quart of poor quality rotgut

Career Entries: Anyone with no funds and Property may enter this career for 100xp

Career Exits: Bodyguard, Bone Picker, Grave Robber, Racketeer, Rat Catcher

— **BRICKBURNER** —**DESCRIPTION**

A Brickburner can be found in most of the larger villages and towns within the Empire. Since when houses were made of stone instead of wood or clay a Brickburner became an invaluable profession for most communities. They mostly attend the kiln to prepare bricks for the building of houses and other important constructions in a village.

— **BRICKBURNER ADVANCE SCHEME** —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
-	-	+5%	+5%	+5%	+5%	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Common Knowledge (the Empire), Drive, Haggle, Perception

Talents: Dealmaker

Trappings: Clay, Sack

Career Entries: Burgher, Peat-Cutter, Miner, Peasant, Tradesman

Career Exits: Artisan, Engineer, Merchant, Militiaman

Leonpoi

— BURRY MAN —

Basic Career

A joke career based on a forum post at Black Industries.

DESCRIPTION

Every year, the Burry Man is plied with whisky as he plods the streets of the towns of the Old World to help ward off evil spirits. Arms outstretched, he walks from house to house, visiting friends and local taverns and other drinking houses, exorcising the evils of the countryside by his faith in long forgotten magics and a specially crafted suit made from the seeds of the burdock plant. But all that drinking leads to one big problem

- how do you go to the toilet when you are sewn into a suit made from 11,000 spiky seed cases?

— BURRY MAN ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	-	+15%	-	-	+15%	+5%

Secondary Profile

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

Skills: Blather, Common Knowledge (Empire), Consume Alcohol, Disguise, Gossip, Outdoor Survival, Performer (Story Teller)

Talents: Resistance to Poison or Very Resilient, Seasoned Traveller

Trappings: Bottle of spirits, Suit made from burdock seeds

Career Entries: Bone Picker, Peasant

Career Exits: Camp Follower, Hedge Wizard, Thief, Zealot

Luthor

— BUTCHER —

Basic Career

DESCRIPTION

Butchery is a traditional work. A butcher prepares meat and meat products like sausages, pies and stir-fries. Only wealthy citizens can afford fresh meat regularly. Primary butchery consists of selecting carcasses, sides, or quarters from which primary cuts can be produced with the minimum of wastage. Secondary butchery involves boning and trimming primal cuts in preparation for sale.

— BURCHER ADVANCE SCHEME —

Main Profile

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

Secondary Profile

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

Skills: Animal Care, Common Knowledge (the Empire), Evaluate, Haggle, Perception

Talents: Coolheaded or Dealmaker, Hardy, Stout-Hearted

Trappings: Cleaver (Hand Weapon), Leather Apron (Light Armour)

Career Entries: Burgher, Camp Follower, Servant

Career Exits: Barber-Surgeon, Innkeeper, Merchant

SPFS

— CANAL DIPPER —

Basic Career

DESCRIPTION

The Bone Pickers of Marienburg go by a different name – Canal Dippers. Their livelihood consists of dredging the numerous canals of the great port of Marienburg for rubbish and lost items. The bravest among them dive into the foul murky waters to fumble in the deep mud at the bottom of the canals. All too often a brave Dipper goes in only never to be seen again. Perhaps they drowned because they stayed overlong... or perhaps a hungry shark came in from the sea.

If you are rolling randomly for your Starting Career, you can substitute Canal Dipper for Bone Picker with your GM's permission.

— CANAL DIPPER ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Charm or Gossip, Common Knowledge (the Wasteland), Evaluate, Haggle, Perception, Row, Search, Swim

Talents: Coolheaded or Streetwise, Resistance to Disease or Very Strong

Trappings: Coracle and Paddle, 3 Sacks, Net, Pole with Hook

Career Entries: Peasant, Rat Catcher, Vagabond

Career Exits: Boatman, Cat Burglar, Fence, Grave Robber, Smuggler

Runefang

— CHANTY WIZARD —

Advance Career

DESCRIPTION

A certain type of wizard is often attracted by the call of the sea. Fascinated by the waves and the weather their magic is inextricably tied to these elements. The wizard generally wants little more than to travel the oceans and entwine their powers with that of the sea.

Chanty Wizards are often mistaken for priests of Manann or even Celestial Wizards. This can suit them as ships' crews will often consider it good luck to have a priest of Manann aboard. However, many salty tales tell of the danger of untrained magic. At the first sign of strangeness and danger, an untried mage will be the first thing thrown overboard to appease Manann.

— CHANTY WIZARD ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+5%	+5%	+15%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	+2	–	–

Skills: Navigation, Perception, Swim, Academic Knowledge (Meteorology), Common Knowledge (the sea), Common Knowledge (any one), Dodge Blow, Heal, Speak Language (any two), Sail, Channeling, Consume Alcohol, Performer (singer +any one)

Talents: Arcane Lore (Chanties*) or Dark Lore (any one), Seasoned Traveler, Very Resilient, Lesser Magic (any two), Fast Hands, Aethyric Attunement or Dark Magic, Orientation, Lesser Magic (any two)

Trappings: Musical Instrument, Bandana, Acute Earring

Career Entries: Hedge Wizard, Apprentice Wizard

Career Exits: Master Chanty Wizard, Seaman, Mate, Explorer, Navigator

*Chanties are described in Appendix V – Chanties on page 101

— CHIMNEY SWEEP —

DESCRIPTION

Winter hits hard and nothing keeps the fingers of cold Jack Frost at bay like a good, warm, roaring fire. All winter long they burn, hurling smoke toward the sky through hard stone chimneys. Cooks burn fires year round, especially in the more well-to-do areas of the city – the masters venison has to be cooked just-so after all, don't yer know. And all that smoke and soot builds up: thick and heavy. Occasionally it'll catch a spark and before you know it, that fire's creeping all the way up the chimney and a catastrophe looms its ugly head. That's how the chimney sweep plies his trade. He can take care of that nasty flue for you and you don't even have to leave the comfort of your own home. Chimney Sweeps lead a dangerous life, but there is a great deal of job security in it, if you can stand the heights, the heat and the customers.

Note: If you roll Charcoal Burner on your starting Career you can opt for Chimney Sweep instead.

— CHIMNEY SWEEP ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Common Knowledge (the Empire), Gossip, Haggle, Perception, Performer (storyteller), Scale Sheer Surface, Silent Move, Search

Talents: Alley Cat or Luck, Contortionist or Sturdy, Hardy, Stout-hearted

Trappings: Rope, Bucket, Various scrappers, Small pick, Ladder

Career Entries: Charcoal-Burner, Miner, Peasant, Rat Catcher, Servant

Career Exits: Cat Burglar, Charcoal-Burner, Militiaman, Miner, Rat-Catcher, Rogue, Smuggler, Soldier, Spy, Storyteller, Thief, Vagabond

— COUNTERFEITER —

DESCRIPTION

Background: Mercantile, Urban
Counterfeiters are more adept criminals than the lowly clipper. Instead of merely tampering with the coinage they actually make their own, melting down coins and reminting them with a little less gold or silver and perhaps a little lead to make up the weight. Counterfeiters can make their own coin dies, either from scratch or by using original coins.

— COUNTERFEITER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+5%	–	+25%	+10%	+15%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	–	–	–

Skills: Academic knowledge (Metallurgy), Academic knowledge (Numismatics), Trade (Goldsmith)

Talents: Super Numerate

Trappings: Blank coin die, Metalworking tools, 2dro GC (genuine), 2dro GC (counterfeit)

Career Entries: Alchemist's Apprentice, Artisan (Engraver), Forger, Thief

Career Exits: Fence, Thief

Jadrax

— COURT WIZARD —

Advanced Career

DESCRIPTION

Since time immemorial it has been the practice of some important courts to hire a wizard as an advisor on matters magical and arcane. This practise still persists to day in Bretonnia, Estalia and the Border Princes, where anyone with a sufficiently impressive command of magic can gain patronage of a local count, duke or other lord.

Posts such as these attract Journeyman wizards from the Empire looking for stable and lucrative work without the rigid hierarchy and rules of there order, and in recent times there has been a constant stream of Wizards setting up Imperial practices in foreign courts. Of course such posts can also attract other applicants, from unschooled hedge Wizards to servants of the ruinous powers.

**Note for characters not educated in the Imperial Collages of Magic this simply represents an increase in there magical training.)*

— COURT WIZARD ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+5%	+15%	+30%	+30%	+25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+3	-	-

Skills: Academic Knowledge (Any Two), Academic Knowledge (Magic), Blather or Intimidate, Channelling, Charm, Common Knowledge (Any Three), Gossip or Slight of Hand, Magical Sense or Hypnotism, Perception or Search, Prepare Poison or Trade (Apothecary), Read/Write, Ride, Speak Arcane Language (Any One), Speak Language (Any Two), Speak language (Classical)

Talents: Dark Magic or Very Resilient, Dealmaker or Unsettling, Lesser Magic (Any Four), Luck or Strong Minded, Meditation or Super Numerate, Schemer

Trappings: 4 Grimoires, Impressive Robes, Trade Tools (Apothecary), Two Magic Items, Patronage of a Local Lord

Career Entries: Doomweaver, Ice Witch, Journeyman Wizard, Witch

Career Exits: Astronomer, Border Courtier, Courtier, Charlatan, Scholar, Spy, Wizard Lord*

DagobahDave

— DREDGER —

Basic Career

Most cities of the Empire have canals or other waterways passing through them, and these collect all manner of rubbish and offal. Cities often hire Dredgers to remove the largest pieces of debris, a task that requires an iron stomach and a poor sense of smell. Dredgers find all sorts of things under the water. Most of these discoveries are disgusting, but some of them may be of value to the right sort of people. Recently dumped bodies are of use to physicians, while found jewelry may be fenced. These finds make Dredgers targets for the thugs of organized crime who may want to ensure that a secret stays hidden, but lucky Dredgers may make something of themselves by capitalizing on their underworld connections.

Note: Canal Dippers perform a job very similar to Dredgers, but their outlook and career prospects are somewhat different. Whereas Dippers are usually independent opportunists, Dredgers are more likely to work in an official capacity as municipal canal scrapers, harbour draggers and port clearers who surreptitiously make a profit on the side. Marienburg and Altdorf both have organized Dredgers Guilds dedicated primarily to prevent Canal Dippers from stealing valuables out from under the Dredgers' noses.

— DREDGER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
	+5%		+5%	-	+5%	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Common Knowledge (the Empire), Evaluate, Perception, Row, Search, Swim

Talents: Dealmaker or Resistance to Disease, Specialist Weapon Group (Entangling), Streetwise

Trappings: Net, Pole (3 yards), Rowing Boat, Sack

Career Entries: Boatman, Bone Picker, Ferryman, Fisherman, Smuggler, Thief

Career Exits: Bailiff, Barber-Surgeon, Fence, Merchant

Jadrax

— DREG —

Basic Career

DESCRIPTION

Dregs are servants who specialise in looking after vampires, who often hail from the dread land of Sylvania or live within the ruins and catacombs of long forgotten cities. Typically Dregs are made up of the outcasts of society, and are often deformed and rejected individuals, including crippled hunchbacks. Because of their strange appearance they are, shunned even by the other men and women who live in Sylvania. This leads to many Dregs having an unimaginable hate for human society.

Vampires often recruit Dregs as their servants and treat them with surprising kindness. As a result, Dregs are often fanatically loyal to their Undead overlords and will do anything to protect and serve them. Other Dregs are pitiable beings, bondsmen who have somehow ended up in debt to their Undead overlords and are now trapped into servitude. Dregs are very useful to their masters as they can be sent to buy equipment, weapons and supplies from the settlements outside of Sylvania which typically do not welcome Necromancers or where Vampires would fall under the suspicion of the Witch Hunters. They can also do the bidding of their vampiric master during daylight, when most Vampires must rest in their coffins.

— DREG ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+10%	+10%	—	+10%	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Academic Knowledge (Necromancy), Concealment, Drive, Evaluate or Heal, Haggle or Read/Write, Speak Language (Classical or Strigany or Sylvanian), Torture or Trade (Any One)

Talents: Flee! or Very Resistant, Resistance to Disease

Trappings: Stout Club, Storm Lantern, Lamp Oil, Spade, Archaic Threadbare Uniform, One or more Physical Deformities.

Career Entries: Grave Robber, Peasant, Servant, Vagabond

Career Exits: Barber-Surgeon, Embalmer, Interrogator, Valet

Glorthindel

— DRUID —

Basic Career

— DRUID ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	—	—	+5%	+10%	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (History, Theology), Animal Care, Common Knowledge (Empire or Albion), Follow Trail, Outdoor Survival, Perception, Secret Signs (Ranger), Speak Language (Reikspiel or Albion).

Note: During character creation, if you take Common Knowledge (Albion) and Speak Language (Albion), you may be a native of that Isle.

Talents: Lightning Reflexes or Very Strong,, Warrior Born or Very Resilient,

Trappings: Quarterstaff, Sling

Career Entries: Hedge Wizard, Hunter (Human only)

Career Exits: Agitator, Charlatan, Hedge Wizard, Hunter, Outlaw, Scout, Vagabond

Glorthindel

— DRUIDIC PRIEST —

Advanced Career

— DRUIDIC PRIEST ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+10%	+10%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+1	-	-

Skills: Academic Knowledge (Theology), Animal Care, Channelling, Charm, Common Knowledge (Any Two), Magical Sense, Navigation, Outdoor Survival, Perception, Ride or Swim, Speak Arcane Language (Magick), Speak Language (Any Two), Trade (Herbalist) or Heal.

Talents: Petty Magic (Hedge), Strike to Stun or Strike to Injure.

Trappings: Quarterstaff

Career Entries: Druid

Career Exits: Arch Druid, Demagogue, Outlaw, Scout, Hedge Wizard

Glorthindel

— ARCH DRUID —

Advanced Career

— ARCH DRUID ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+15%	+15%	+20%	+25%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+2	-	-

Skills: Academic Knowledge (Theology), Animal Care, Animal Training, Channelling, Charm, Charm Animal, Common Knowledge (Any Two), Magical Sense, Navigation, Outdoor Survival, Ride or Swim, Speak Arcane Language (Magick), Speak Language (Any Two), Secret Language (Ranger Tongue), Trade (Herbalist) or Heal.

Talents: Aethyric Attunement or Meditation, Divine Lore (The Old Faith), Fast Hands or Dark Magic, Lesser Magic (Any Two), Strike Mighty Blow

Trappings: Bound Familiar

Career Entries: Druidic Priest

Career Exits: Demagogue, Grand Druid, Outlaw Chief, Scout, Witch

Glorthindel

— GRAND DRUID —

Advanced Career

— GRAND DRUID ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+20%	+20%	+20%	+30%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	+3	-	-

Skills: Academic Knowledge (Theology and Runes or History), Animal Care, Animal Training, Channelling, Charm or Intimidate, Charm Animal, Common Knowledge (Any Two), Magical Sense, Navigation, Ride or Swim, Speak Arcane Language (Magick), Speak Language (Any Two), Trade (Herbalist) or Heal.

Talents: Aethyric Attunement or Meditation, Fast Hands or Dark Magic, Fleet Footed or Lightning Reflexes, Lesser Magic (Any Two), Night Vision, Orientation or Seasoned Traveller, Stout Hearted

Trappings: Bound Familiar

Career Entries: Arch Druid

Career Exits: Explorer, Outlaw Chief, Warlock

Pendley

— ENTERTAINER—ACROBAT —

Basic Career

Based on WFRP v1 Rulebook

DESCRIPTION

Acrobats are entertainers who perform some sort of insanely dangerous acts while suspended or prancing on top of ropes suspended much too high above the ground. It takes a special mindset to conquer the inborn fear of heights that most people have. They normally travel extensively as part of a touring troupe. Acrobats will sometimes tire of risking their lives above the crowds and take up the life of an adventurer.

— ENTERTAINER — ACROBAT ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	-	+15%	-	+5%	+5%

Secondary Profile

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

Skills: Swim or Drive Cart, Common Knowledge(The Empire), Gossip, Performer—Acrobatics, Speak Language(Reikspiel), Scale Sheer Surface, Speak Language(Breton, Wastelander, or Kislevian), Common Knowledge(Bretonnia, Wasteland, or Kislev)

Talents: Lightning Reflexes or Coolheaded, Strong Minded or Ambidextrous, Luck or Seasoned Traveller

Trappings: Light Armour(Leather Jerkin), Costume(much too tight), 6 metres of rope

Career Entries: Rogue, Thief, Vagabond

Career Exits: Rogue, Thief, Vagabond

Pendley

— ENTERTAINER—ACTOR —

Basic Career

DESCRIPTION

Actors are skilled in the area of portraying someone else for the benefit of an audience either thru traditional plays or nouveau musical operas. Extremely succesfull actors can enjoy accolades and fabulous wealth, while the majority languish traveling in troupes scraping by hand to mouth. As many portray characters from history and myth, it is no wonder that some would try to become real heroes and find a life of adventure and riches.

— ENTERTAINER — ACTOR ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	-	+5%	-	+10%	+15%

Secondary Profile

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

Skills: Swim or Drive Cart, Charm, Common Knowledge(The Empire), Performer—Actor, Gossip or Performer—Singer, Speak Language(Reikspiel), Blather or Speak Language(Breton, Wastelander, or Kislevian), Read/Write, Disguise or Common Knowledge(Brettonnia, Wasteland, or Kislev)

Talents: Public Speaking, Mimic or Suave

Trappings: Light Armour(Leather Jerkin), Good craftsmanship clothes

Career Entries: Herald, Rogue, Thief, Vagabond, Agitator, Any other Entertainer career

Career Exits: Charlatan, Demagogue, Courtesan, Rogue, Thief, Vagabond, Any other Entertainer career

Pendley

— ENTERTAINER—KNIFE THROWER —

Basic Career

DESCRIPTION

Masters of entertaining crowds thru daring feats of knife or axe throwing. The skill they posses is highly practiced and makes them capable marksmen with their weapons. Many learn to speak to the crowds to further heighten their acts and are constantly trying to think up the next more dangerous act in order to wow the crowds.

— ENTERTAINER — KNIFE THROWER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+15%	-	-	+10%	-	+5%	+5%

Secondary Profile

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

Skills: Swim or Drive Cart, Common Knowledge(The Empire), Gossip, Speak Language(Reikspiel), Speak Language(Breton, Wastelander, or Kislevian), Common Knowledge(Breton, Wastelander, or Kislevian), Ride or Public Speaking

Talents: Specialist Weapon Group (Throwing), Sharpshooter, Quickdraw or Lightning Reflexes, Ambidextrous or Marksman

Trappings: Light Armour(Leather Jerkin), 4 Throwing Knives, 2 Throwing Axes, Garishly coloured good craftsmanship clothes

Career Entries: Herald, Rogue, Thief, Vagabond, Any other Entertainer career

Career Exits: Charlatan, Rogue, Thief, Vagabond, Targeteer. Any other Entertainer career

— EXCISEMAN —

DESCRIPTION

Background: Urban, Rural, Mercantile

Excisemen are probably the least popular citizens of the old World. No matter how benevolent the government might be, or how many great public works it may undertake, the fact remains that no-one likes paying taxes, and the tax collectors bear the brunt of this resentment. Nonetheless they are a highly necessary branch of the civil service, and no government could survive long without them. However, excisemen tend to lack job satisfaction and are seldom well paid. This means that some inevitably become corrupt, while others go to the other extreme in the faint hope of securing promotion.

— EXCISEMEN ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	–	–	–	–	+10%	+10%	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+3	–	–	–	–	–	–

Skills: Blather, Read/Write, Academic Knowledge (Law), Academic Knowledge (Numismatics)

Talents: Super numerate

Trappings: Leather Jack, Hand Weapon, Writing Kit, Abacus, Dro Gold Crowns

Career Entries: None

Career Exits: Agitator, Lawyer, Merchant, Militiaman, Outlaw, Roadwarden, Thief

— EXECUTIONER —

DESCRIPTION

An executioner is usually presented with a warrant authorizing or ordering him to execute a sentence. Common terms for executioners derived from forms of capital punishment—though they often also performed other physical punishments—include hangman (hanging) and headsman (beheading). While this task can be an occasional one, it can be carried out in the line of more general duty by an officer of the court, the watch, or even the army. Most Executioners though are professional specialists, who usually travel a whole area since executions are rarely very numerous. Still, he often also administers non-lethal physical punishments or applies torture.

— ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–	–	+10%	–	+5%	–	+10%	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+3	–	–	–	–	–	–

Skills: Common Knowledge (the Empire), Disguise, Heal, Intimidate, Torture

Talents: Menacing, Seasoned Traveller, Specialist Weapon Group (Two-handed), Strike Mighty Blow

Trappings: Hood, Great Weapon (Two-handed Axe)

Career Entries: Barber-Surgeon, Jailer, Militiaman, Soldier, Watchman

Career Exits: Bailiff, Interrogator, Thug, Zealot

— FOOTPAD —

DESCRIPTION

Background: Urban, Rural

Footpads and cut-throats are a menace in towns and on the road. They act in groups, waylaying travellers or helpless passers-by. They prefer to avoid bloodshed unless absolutely necessary, but can fight ferociously, though they generally attack from ambush with an advantage of at least two to one. Most will normally only seek to disable their victim through a stunning blow to the head, but there are those – known as cut-throats – who actually seek to kill those they rob.

— FOOTPAD ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+10%	+5%	+5%	–	–	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Concealment, Consume Alcohol or Perception, Shadowing, Silent Move, Intimidate, Secret Language (Thieves' Tongue)

Talents: Alley Cat or Menacing, Lightning Reflexes or Quick Draw, Street Fighting, Strike to Stun

Trappings: Bow or crossbow, 10 arrows or bolts, Hood or mask, Leather Jack

Career Entries: Artisan's Apprentice, Bodyguard, Bounty Hunter, Labourer, Marine, Militiaman, Pit Fighter, Protagonist, Rat Catcher, Soldier

Career Exits: Bodyguard, Fence, Highwayman, Outlaw, Racketeer, Slaver

— FOREST JAGER —

Based on a request for another career a Hunter can enter without leaving the forest:

DESCRIPTION

The defence of the Empire's dark and haunted forests falls to militia called Forestjagers or Forest Rangers. These men are at home in the wilderness; many started as hunters, gamekeepers, or even poachers. Some Forestjagers have been known to band together outside of the militia to sell their services as mercenaries, these "Free Forester Companies" may be hired to clear land of Beastman or goblin infestation or join armies in times of war when their skill with the bow is vital.

— FOREST JAGER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+25%	+10%	+15%	+20%	+10%	–	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	–	–	–	–	–	–

Skills: Animal Care, Command, Concealment, Dodge Blow, Follow Trail, Intimidate, Outdoor Survival, Perception, Search, Secret Signs (Scout), Set Trap, Silent Move

Talents: Orientation, Mighty Shot, Rover, Specialist Weapon Group (longbow)

Trappings: Light Armour (Leather Jack), Longbow with 10 Arrows

Career Entries: Kithband Warrior, Militiaman, Hunter, Roadwarden, Scout, Woodsman

Career Exits: Ghost Strider, Mercenary, Veteran, Targeteer

— FORGER —

DESCRIPTION

Forgers are essentially artists, but rather than producing works of art they turn their hands to reproducing items which can command a high price, such as documents, letters and seals. They can accurately copy handwriting, provided they are given a sample to work from, and are familiar with a wide variety of documents, inks, seals and writing materials. Besides forging documents, forgers may take on the role of counterfeiters, making their own coinage with coin dies,

— FORGER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+5%	+35%	+30%	+25%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Evaluate, Perception, Read/Write, Secret Language (Thieves Tongue), Secret Signs (Thief), Trade (Artist or Smith)

Talents: Streetwise, Super Numerate or Artistic

Trappings: Coin Die or Magnifying Glass, Trade Tools (Artisan or Engraver's Kit), Writing Equipment or 30 gc and 15 counterfeit gc

Career Entries: Scribe, Thief, Artisan, Charlatan, Fence

Career Exits: Charlatan, Crime Lord, Fence, Master Thief, Racketeer

— FREELANCE —

DESCRIPTION

Just as Warriors of lower social orders can become Mercenaries, members of the Nobility may offer their skills for hire by becoming a Free Lance. Essentially, Free Lances are either titled aristocrats with a taste for adventure, or expert cavalymen from the lower orders who offer to place themselves in the front line of battle. Financial considerations take precedence over the dictates of honour and chivalry, and some Free Lances, lacking an employer, may even take on the role of the Protagonist, setting up disputations at a convenient bridge or stretch of road, challenging any armed traveller who passes and living by stripping the vanquished.

— FREELANCE ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	-	+25%	+10%	+10%	+10%	+15%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Consume Alcohol or Gamble, Dodge Blow, Intimidate, Perception, Ride, Secret Language (Battle Tongue)

Talents: Disarm or Strike to Injure, Etiquette or Strike Mighty Blow, Lightning Parry, Specialist Weapon Group (Cavalry and Flail), Specialist Weapon Group (Two-handed) or Strike to Stun

Trappings: Horseman's Axe (Hand Weapon) or Morning star, Lance, Heavy Armour (Full Plate Armour), Shield, 100 gc, Destrier with Saddle and Harness

Career Entries: Noble Lord, Knight, Pistolier, Veteran

Career Exits: Captain, Knight of the Inner Circle, Protagonist

— GAMBLER —

DESCRIPTION

Background: Urban, Wanderer

Many Old Worlders look for easy ways to make money. Gamblers seek to use their skills to make theirs at the expense of others. Sometimes things go wrong and the gambler loses large sums of money; in these cases, a swift retreat is generally indicated, before the creditors discover that the gambler has no means of paying. Gamblers tend to be drifters by nature, always moving on to avoid old debts and bad losers.

— GAMBLER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	–	–	–	+15%	+10%	–	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+3	–	–	–	–	–	–

Skills: Gamble, Sleight of Hand

Talents: Luck, Super Numerate

Trappings: Hand Weapon, Leather Jack, Pack of cards (including spare aces), Pair of dice, Pair of loaded dice (always roll 6's)

Career Entries: Apprentice Wizard, Captain, Noble, Sergeant

Career Exits: Charlatan

— GAMEKEEPER —

DESCRIPTION

Most Old Worlder landowners employ gamekeepers to look after their estates, woodlands or hunting parks. Gamekeepers look on trespassers with deep and sometimes fatal suspicion. The arch-enemy of the gamekeeper is the poacher, who seeks to make a living by trapping or shooting animals or birds. Every gamekeeper likes to boast of his victories over these elusive opponents. Poachers and gamekeeper may be thought of as two sides of the same coin, with many an unemployed or underpaid gamekeeper turning poacher occasionally to make ends meet.

— GAMEKEEPER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
–	+15%	+5%	+5%	+5%	–	+10%	–

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Animal Trainer or Follow Trail, Concealment, Outdoor Survival, Perception or Search, Secret language (Ranger Tongue) or Secret Signs (Poacher), Set Trap, Silent Move

Talents: Marksmanship, Rover, Sharpshooter or Trapfinder

Trappings: Bow with 10 arrows pr Crossbow with 10 bolts, Hand Weapon, Light Armour (Leather Jack), Gin Trap

Career Entries: Hunter, Militiaman, Outlaw, Thief, Woodsman

Career Exits: Bailiff, Fieldwarden, Scout, Smuggler, Targeteer

DESCRIPTION

Background: Military

Gunners are military specialists skilled in the use of bombards. As a result of long periods of time spent using these noisy, unreliable and often dangerous weapons, many gunners tend to be a little hard of hearing and somewhat eccentric, but they can readily find employment in the armies of the Old World. A gunner is a captain who oversees the loading and firing of the guns by a crew of unskilled or semi-skilled soldiers.

— GUNNER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+20%	+10%	+10%	+25%	+10%	+25%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Command, Trade (Carpentry), Trade (Engineer)

Talents: Specialist Weapon Group (Siege Engines)

Trappings: Candles, Crowbar, Leather Jerkin, Pickaxe

Career Entries: Artillerist, Engineer, Mercenary, Soldier, Shieldbreaker

Career Exits: Artillerist, Engineer, Gunner, Mercenary, Shieldbreaker, Veteran

DESCRIPTION

Medicine in the Old World is primitive, unreliable and expensive, so many people rely on traditional cures and medicines handed down through the centuries. In fact, many people distrust 'scientific' medicine. Herbalists, on the other hand, are respected members of society, although their clientele is not generally so exclusive as that of the physicians. They gather and trade in herbs, and prepare herbal remedies for all manner of ills. In rare and severe cases they will treat the patient personally. Some do misuse their powers, as those who have been the subject of love or charm philtres know only too well, but the profession is steeped in the folk lore of the Old World, and most of the common people feel the herbalist is their only friend when they fall ill.

— HERBALIST ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	+5%	+5%	+10%	+10%	+5%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+1	—	—	—	—	—	—

Skills: Common Knowledge (The Empire), Evaluate or Prepare Poison, Haggle or Outdoor Survival, Heal, Read/Write, Secret Language (Guild Tongue), Speak Language (Classical), Trade (Herbalist)

Talents: Dealmaker or Rover, Resistance to Poison or Savvy

Trappings: Pestle and Mortar, Sling bag with dried herbs

Career Entries: Apprentice Wizard, Camp Follower, Hedge Wizard, Initiate, Woodsman

Career Exits: Charlatan, Barber-Surgeon, Friar, Initiate, Physician, Tradesman

DESCRIPTION

Herbalists and Pharmacists are a sub-set of the Old World Tradesman that specialize more in the making and supplying of medicines than in the running of shop fronts in busy cities. Though a herbalist or pharmacist in a busy city may be represented using the Tradesman Career, the available skills and talents do not describe well the day-to-day practices of these Old World healers.

Medicine in the Old World is primitive, unreliable and expensive, so many people rely on traditional herbal cures and medicines handed down from generation to generation. Pharmacists are the counterpart of the Herbalist, dealing with mineral and chemical preparations rather than herbal. Both Herbalists and Pharmacists are respected members of the community, trading in herbs and draughts, and providing medical aid for those that cannot find or afford the ministering of a physician.

Note: Both Herbalists and Pharmacists are provided here under the same career because their advance schemes are essentially identical. If determining Careers by the Background method, Herbalists are more likely in Rural settings, though herbalists exist in larger cities if they can find space for a garden allotment.

— HERBALIST ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	—	+10%	+10%	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Heal, Perception, Read/Write, Secret Language (Guilder). Outdoor Survival or Speak Language (Classical). Haggle or Secret Signs (Ranger), Gossip or Search, Trade (Herbalist) or Academic Knowledge (Science). Trade (Apothecary) or Prepare Poison

Talents: Three of Dealmaker, Savvy, Orientation, Resist Poison. Green Fingers or Precise Measures

Trappings: Trade Tools (Herbalist or Apothecary), Pestle and Mortar, Healing Draught or Healing Poltice. 1-10 Assorted Jars/Pouches of chemical powders or herbs

Career Entries: Burgher, Camp Follower. Corpse Handler, Peasant, Student

Career Exits: Artisan, Barber-Surgeon, Charlatan, Hedge Wizard

DESCRIPTION

Background: Rural, Elven

Herdsmen are solitary individuals who spend much of their time alone, looking after domestic animals, moving them from pasture to pasture and generally leading a fairly dull life. Nevertheless, they learn to look after themselves too, for they have to defend their animals from predators and bands of thieves and rustlers. Herdsmen have a natural affinity with animals of all kinds, even though they may have grown up tending only a few species.

— HERDSMAN ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	+20%	—	—	+10%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Animal Care, Charm Animal, Performer (musician- wind instruments), Specialist Weapon Group (Sling), Animal Training or Academic Knowledge (Herbs)

Talents: Very Resilient

Trappings: Hand Weapon, Pan Pipes, Sling, Staff

Career Entries: None

Career Exits: Militiaman, Outlaw, Rustler, Scout

Jadrax

— HOCHLAND HUNTSMASTER —

Advanced Career

Based on a Concept by Philip Greig

DESCRIPTION

Hunters in the lands of Hochland are renowned for their skills. Coupled with their deadly long rifles, they can shoot down targets at great range. Hochland Huntsmasters are experienced veterans that are often required to provide military support or are engaged in hunting down whatever strange monsters lurk in the forests of the Empire.

— HOCHLAND HUNTSMASTER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+25%	—	—	+20%	—	+15%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Animal Training or Set Trap, Common Knowledge (The Empire), Concealment, Dodge Blow, Follow Trail, Outdoor Survival, Perception, Ride or Swim, Scale Sheer Surface, Search or Secret Signs (Ranger), Silent Move

Talents: Coolheaded or Mighty Shot, Lightning Reflexes or Marksman, Master Gunner

Rapid Reload or Sharpshooter, Rover or Sure Shot, Specialist Weapon Group (Engineering and Gunpowder)

Trappings: Hochland long rifle with Ammunition for 10 shots, Hunting knife (Dagger), Light Armour (Leather Jerkin),

Career Entries: Gamekeeper, Hunter, Noble, Outlaw Chief, Soldier

Career Exits: Veteran, Engineer, Highwayman, Scout, Targeteer

WFRP v1/Whymme

— HYPNOTIST —

Basic Career

DESCRIPTION

Background: Urban, Bourgeois, Rural
In the Old World the power of hypnotism is used medicinally as well as for entertainment. Hypnotists – with the exception of a few charlatans – do not pretend to understand the mysteries of the human mind, but some do have a gift for soothing its ills. Hypnotists are called in to treat a wide range of nervous addictions, alcoholism and addiction to various other substances, and even some forms of insanity.

— HYPNOTIST ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Hypnotism, Magical Sense

Talents: None

Trappings: Silver charm on chain

Career Entries: Entertainer (Hypnotist), Physician

Career Exits: Charlatan, Entertainer (Hypnotist), Physician

Pendley

— INSPECTOR —

Advanced Career

DESCRIPTION

Inspectors are the Elite of the Cities watch, answerable to only the Watch Captain himself. Inspectors are the investigators of crimes. The job requires great perception and a resourcefulness that is hard to find. All major cities employ several Inspectors whose primary duties are investigating crimes, of course the overwhelming majority of these crimes deal with the rich and the nobles. Very rarely is the death of a commoner ever thought of as something worth an Inspector's time. Occasionally an Inspector will uncover a trail leading towards someone of considerable social or economic status. It is at these times that an Inspector must make hard decisions concerning his commitment to the Law and the common good and his connection to the prevailing power structure, and who he serves.

— INSPECTOR ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+5%	+10%	+15%	+20%	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Concealment, Disguise, Follow Trail, Pick Lock, Read/Write, Silent Move, Search, Shadowing

Trappings: Crossbow Pistol, Leather Jack, Letter of Commission, Hand Weapon

Talents: Acute Hearing, Alley Cat, Disarm, Excellent Vision, Flee!, Specialist Weapon—Crossbow Pistol, Street Fighter, Strike-To-Stun

Career Entries: Watchman, Bounty Hunter

Career Exits: Sergeant, Captain, Witch Hunter, Vampire Hunter

Leonpoi

— INVESTIGATOR —

Advanced Career

DESCRIPTION

In the Old World, safety on the streets of the major cities is enforced by local watchmen who patrol the city's districts and are empowered to make arrests and issue on-the-spot fines. These watchmen, however, have only a limited capacity and ability to pursue elusive and dangerous criminals, and while professional bounty hunters are often recruited on a case-by-case basis, in the largest cities local Investigators are employed to act as a second line of defence against the criminal underworld.

Investigators piece together criminal events by examining physical evidence and gathering information from witnesses as victims.

Trained in tracking and also professional warriors, investigators are skilled in surveillance and the finer arts of obtaining evidence by break and entering. The best investigators earn great respect by solving serial murders or unearthing local cults and criminal underworlds.

— INVESTIGATOR ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+5%	+10%	+15%	+15%	+15%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Law), Common Knowledge (any two), Dodge Blow, Follow Trail, Gossip, Intimidate, Perception, Pick Lock, Read/Write, Search, Shadowing.

Talents: Disarm, Street Fighting or Wrestling, Strike to Stun

Trappings: Leather Jack and Leather Skullcap, Manacles, Knuckle Dusters, Lock Picks

Career Entries: Bounty Hunter, Road warden, Watchman, Interrogator, Sergeant

Career Exits: Captain, Lawyer, Racketeer, Spy, Vampire Hunter

Jadrax

— KNIGHT OF THE — — GRAND ORDER OF THE REIKSGUARD —

Advanced Career

DESCRIPTION

The Reiksguard Knights form the personal army and bodyguard of the Emperor himself. The Order was first founded during the reign of Wilhelm, the first Emperor of the lineage of the Princes of Altdorf. Their Grand Master is the Reiksmarshal of the Empire Kurt Helborg, commander of all the Empire forces, second only to the Emperor himself. The Reiksguard forms an elite corp of highly trained, expensively-equipped troops who are loyal to the emperor in person. Its ranks are open to all young men of noble birth regardless of where they live within the Empire, and its ranks includes the heirs to many of the most powerful noble houses in the Empire, including the sons of Elector Counts. The Reiksguard is barracked in the comparative comfort of Altdorf, and accompanies the Emperor on campaigns and diplomatic tours of the Empire. Reiksguard are trained to fight both mounted and on foot, and traditionally wear Full Plate armour that is coated with pure silver, with red and white trim and decoration.

Exemplars of Sigmar (Adapted from WFB)

The Reiksguard embody the very ethos that forged the Empire. Any Citizen of the Empire or worshipper of Sigmar within 6 yards (3 squares) of you gains a +5% bonus to all tests to resist Fear and Terror tests. Note that this bonus does not stack with itself, so you get no additional effect from being within 6 yards of multiple characters with this talent, you do still get the bonus however if you have this talent yourself. (However note that your own talent does not give you any benefit.)

— KNIGHT OF THE GRAND ORDER OF THE REIKSGUARD ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	—	+15%	+15%	+15%	+5%	+20%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry, History, Strategy/Tactics), Charm, Common Knowledge (The Empire), Dodge Blow, Perception, Read/Write, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel)

Talents: Etiquette, Exemplar of Sigmar*, Specialist Weapon (Cavalry), Stout-hearted, Strike Mighty Blow

Trappings: Noble's Garb, Lance, Hand Weapon, Heavy Armour (Full Plate Armour), Shield, 50 gc, Destrier with Saddle and Harness, Seal confirming your Pledge of Allegiance to the Emperor

Career Entries: Knight, Noble, Noble Lord, Squire

Career Exits: Bodyguard, Captain, Courtier, Initiate, Knight of the Inner Circle, Noble Lord

Glorthindel

— KNIGHT OF THE FIERY HEART —

Advanced Career

DESCRIPTION

This order of Knights, based in Altdorf, are the foremost of Sigmar's Templar orders. It is the Order of the Fiery Heart who guard the Great Cathedral to Sigmar, and the Grand Theonist himself. The Knights have a long tradition of sending members to aid the Dwarves in times of trouble, and many a Knight has found honourable death in the depths of the Dwarf Holds. Ferocious and zealous, the Order possesses a hatred for Greenskins akin to that of the Dwarves. The commander of the Fiery Hearts is Cleric Captain Adrian Hoven.

— KNIGHT OF THE FIERY HEART ADVANCE SCHEME

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	—	+15%	+20%	+15%	+5%	+15%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	—	—	—

Skills: Academic Knowledge (History), Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire or Dwarves), Dodge Blow, Perception, Ride, Read/Write, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Language (Reikspiel or Khazalid).

Talents: Disarm, Grudge—Born Fury, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Stout Hearted, Strike to Injure or Warrior Born, Sturdy.

Trappings: Full Plate Armour, Destrier with Saddle and Harness, Lance, Claymore or Two Handed Sword, Holy Symbol of Sigmar.

Career Entries: Anointed Priest, Knight, Noble Lord, Priest, Sergeant, Squire, Witch Hunter.

Career Exits: Captain, Initiate, Knight of the Inner Circle, Shieldbreaker, Witch Hunter, Zealot.

— KNIGHT OF THE WHITE WOLF —

DESCRIPTION

One of the largest and most powerful knightly orders, formed by the Templars of Ulric. They are all sworn servants of Ulric and their duties in peace time include the provision of the Temple Guard, escorting the high priest on his rare visits to temples outside the City, and the mounting of honour guards for ceremonial occasions. The Templars have a reputation for ruthlessness and are generally feared and avoided. The members of this order are amongst the fiercest and most aggressive of the Empire's warriors. Unfortunately their tendency to attack in a frenzy, irrespective of tactical or strategic considerations, does have its drawbacks. The White Wolves were founded in the city of Middenheim during one of the many Chaos incursions which threatened to sweep the whole Empire away. The Knights are a fearsome sight, riding out on their fiery war horses, bareheaded and brandishing huge warhammers, distaining the traditional Knightly weapon, the lance. The order has a secondary chapter house, located in the northern city of Kislev.

— KNIGHT OF THE WHITE WOLF ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	—	+20%	+15%	+15%	+5%	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire or Kislev), Dodge Blow, Intimidate, Perception, Ride, Read/Write, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Language (Reikspiel or Kislev).

Talents: Disarm, Fearless, Frenzy, Menacing, Specialist Weapon (Two Handed or White Wolf Hammer), Strike Mighty Blow, Strike to Injure.

Trappings: Full Mail Armour, Breastplate, Plate Bracers, Plate Greaves, Destrier with Saddle and Harness, Two Handed Hammer or White Wolf Hammer, Holy Symbol of Ulric, Pelt from Wolf killed by self.

Career Entries: Anointed Priest, Knight, Priest, Sergeant, Squire, Zealot (Wolf Kin).

Career Exits: Captain, Champion, Initiate, Knight of the Inner Circle, Zealot (Wolf Kin).

— SOLDIER OF THE RAVEN —

DESCRIPTION

"Exceedingly efficient"

—Smarlov Treedmarc, Knight of the Inner Circle of the order of the White Wolf—

These are soldiers of the Fellowship of the shroud, their sole goal is exterminating zombie, skeleton, vampire or shade that walks the face of the earth and they are *the* best when it comes to that.

There where the reknowned Black Guard of Morr has a more defensive stand when it comes to the affairs of the undead, the Fellowship is offensive, ruthless and very pragmatic in their work. This fighting force of the Fellowship is backed with mages, lore keepers, intelligence gatherers (spies and investigators) and a huge amount of knowledge specified in the area of the Undead. All members of this fighting force are not only trained in different techniques to efficiently take out their sworn foes, they are also educated in history, theology and necromantic lore to better understand their enemies.

Note that this organisation is not sanctified by Morr, moreover, due to its very pragmatic nature (like burning bodies in stead of burrying them) some priests of Morr openly renounce them.

— SOLDIER OF THE RAVEN ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Academic Knowledge(Theology), Common Knowledge (Empire or Estalia), Ride, Perception, Dodge Blow, Read/write, Speak Language (Reikspiel or Estalian), Follow trail, Scale Sheer Surfaces, Intimidate

Talents: Specialist Weapon Group (Cavalry, Crossbows), Strike to stun, Strike to Injure or Mighty Shot, Stout-hearted

Trappings: Sword, Medium Armour (Mail shirt, Mail coif, leather Jack), Shield, Horse with Saddle and armour

Career Entries: Flagellant, Hunter, Messenger, Toll Keeper, Watchman

Career Exits: Knight Errant of the Raven, Mercenary, Outrider, Sergeant, Vagabond, Veteran, Watchman

— KNIGHT ERRANT OF THE RAVEN —

DESCRIPTION

The best of the soldiers of the raven are given the opportunity to become a part of the Knight Errants. This group is specialized in solo missions. These missions can consist out of intelligence gathering, taking out a (low to medium level) necromancer or routing out a nest of zombies.

All members of the Knight Errants have to pass a rite of initiation. For this rite they receive a bone from the right hand of a Knight of the Raven that died in the line of duty.

For the initiation they have to seek out a worthy Undead creature. When they have found it, they need to break the bone and kill the Undead without assistance. If the opponent isn't Undead or is unworthy (i.e. a Ghoul), then the Knight won't be able to break the bone. If they fail (and survive) the bone is mend again.

Note that the bone has a magical property that assists the Knight Errant in his rite of passage. I leave it at the GM's discretion what form this takes

— KNIGHT ERRANT ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
15%	10%	10%	10%	10%	10%	20%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge(Theology), Common Knowledge (Empire or Estalia), Ride, Perception, Dodge Blow, Read/write, Speak Language (Reikspiel or Estalian), Follow trail, Scale Sheer Surfaces, Intimidate

Talents: Specialist Weapon Group (Cavalry, Crossbows), Strike to stun, Strike to Injure or Mighty Shot, Stouthearted

Trappings: Heavy Armour, Flail or Morning star, Shield, Horse and Barding

Career Entries: Soldier of the Raven, Veteran, Sergeant, Mercenary

Career Exits: Black Guard, Knight, Knight of the Raven, Sergeant, Veteran, Mercenary

— KNIGHT OF THE RAVEN —

DESCRIPTION

"If the Undead would know fear, they would be it's embodiment"

— Agnus Liegfried, Knight of the Inner Circle of the Order of the Fiery Heart

These are the Elite fighting force of the Fellowship of the Shroud. They are the best of the best

Becoming a Knight does again require a rite of passage to be fulfilled by the Knight to be. This rite is similar to the one that the Knights Errant have to take.

The difference with the initiation rite is that the task to fulfil is set by a Knight Commander and usually is in the area of taking out a high level Necromancer. This time however the Knight to be is allowed to have assistance to fulfil the task. Also the bone is from the right hand of a deceased Knight Commander.

— KNIGHT OF THE RAVEN ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
20%	10%	15%	15%	15%	10%	30%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Academic Knowledge(Theology, Necromancy) Strategy/Tactics, Common Knowledge (Empire or Estalia), Ride, Perception, Dodge Blow, Read/write, Speak language (Reikspiel or Estalian), Follow Trail, Intimidate

Talents: Specialist Weapon Group (Cavalry, Flails), Fleet footed, Rapid Reload, Seasoned traveler, Sixth sense, Quick draw, Coolheaded

Trappings: Flail or Morning Star, Warhammer, Heavy Armour (Full Plate), shield, 25gc, Destrier with Saddle and Harness

Career Entries: Black Guard, Knight, Knight of the Inner Circle, Knight Errant of the Raven

Career Exits: Captain, Champion, Killer of the Dead, Knight Commander of the Raven

— KNIGHT COMMANDER OF THE RAVEN —

DESCRIPTION

The Knight Commanders are equal to the Knights of the Inner Circle of other orders. They are the commanders of the fighting force of the Fellowship of the Shroud.

There are 8 Knight Commanders each leading a battalion of 500 soldiers (10 companies) and 10 Knights.

Whenever a Knight Commander dies or (very rarely) retires, the remaining Commanders choose a new Commander from the Knights. The main prerequisite for a Knight to become a Commander is not his excellent fighting skills, but his tactical and strategic insight. The knight Commanders are not necessarily the best fighters but they are the best strategists.

— KNIGHT COMMANDER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	15%	20%	20%	20%	15%	35%	10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	-	-	-	-	-	-

Skills: Academic Knowledge (Theology and Necromancy), Strategy/Tactics, Ancient history, Ride, Perception, Dodge Blow, Read/write, Secret Language (Battle Tongue), Command, Animal training, Speak Language, Reikspiel, Estalian, Tilean

Talents: Focused strike or Sharpshooter, Specialist Weapon Group (Two-Handed or Guns), Lightning Parry, Marksman or Master Gunner, Menacing, Resistance to disease, Strong Minded

Trappings: Buckler or Main Gauche, Rapier or Foil, Heavy Armour (Best Craftmanship Full Plate Armour), 50 gc

Career Entries: Knight of the Raven

Career Exits: Captain, Champion, The Grand Cross of the Raven, Witch Hunter

— THE GRAND CROSS OF THE RAVEN —

DESCRIPTION

"If Death would have a lieutenant, he would be it"
— Ar Ulric

When the Fellowship of the Shroud is planning a War, usually to take out a very powerful Vampire, they need a General to lead them. On that occasion the Circle of the 8 Knight Commanders appoint one of their own to become the Grand Cross, the general for that War. The Grand Cross has Supreme command over all troupes.

When taking this station, the Grand Cross receives a Magical Armour and Warhammer.

Armour of the Grand Cross: magical full plate armour which gives 6 AP all over and has an aura of courage: everyone including animals in a radius of 10 meters is fearless)

Hammer of the Grand Cross : A Magical Warhammer with damage: SB+2 against Undead

— KNIGHT COMMANDER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	20%	20%	20%	20%	25%	40%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	-	-	-	-	-	-

Skills: Academic Knowledge (Theology, Necromancy, Strategy/Tactics, Ancient history and any two), Ride, Perception, Dodge Blow, Read/write, Secret Language (Battle Tongue), Command, Animal training, Speak Language (any two)

Talents: Focused strike or Sharpshooter, Specialist Weapon Group (Two-Handed or Guns), Lightning Parry, Marksman or Master Gunner, Unsettling, Resistance to disease, Strong Minded

Trappings: Armour of the Grand Cross, Hammer of the Grand Cross

Career Entries: Knight Commander of the Raven

Career Exits: Captain, Champion, Witch Hunter, Noble Lord

DESCRIPTION

In the Old World, most influential and powerful nobles and merchants keep a host of employees and servants. Some of these servants attend the daily business of their master, be it errands to be run or letters to be written, while other attends the more personal matters. Then there are the Kohortes, the well paid professionals who deal with the most important problems of their master, the predicaments that keep their master awake then the sun has set.

In the Empire, the Kohorte is not only a cohort or personal aide to a powerful lord, it is the most trusted and loyal companion there is, and might range from being a noble's right hand to a merchant's advisor and agent, to being a cult leader's love-slave or a crime lord's trusted messenger. The Kohorte is therefore a most capable and unique individual; often entrusted with secrets no one else would ever see or hear of and tasks few would dare to carry out. In many cases, the loyalty of a Kohorte extends far beyond death – sometimes even torture, and is therefore something very valuable to the keeper, thus rewarded accordingly.

Note: Due to the many faces and versatility of the Kohorte, many "or" options are available in the skill's and talent's section. The Kohorte is created this way to further enhance the feeling of it being an unpolished diamond, someone that can become an advisor to a noble living in a wealthy country manor, as well as melding with the gangs in the gutters of Aldorf. They do stay true to their nature, however. The Kohorte is called Cohort in Tilea and in the Border Princes, Kohorte in Bretonnia, Corbotto in Estalia and Kohorta in Kislev.

— KOHORTE ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+10%	–	–	+20%	+20%	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	–	–	–	–	–	–

Skills: Academic Knowledge (any two) or Disguise and Pick Lock, Blather or Charm, Concealment or Prepare Poison, Gamble or Gossip, Intimidation or Dodge Blow, Lip Reading, Perception, Ride or Silent Move, Read/Write or Torture, Scale Sheer Surface, Shadowing

Talents: Coolheaded or Stout-Hearted, Flee! or Menacing, Etiquette or Streetwise, Master Orator or Super Numerate, Resistance to Poison or Schemer, Sixth Sense or Very Resilient

Trappings: Clothes of best quality that corresponds to the Kohorte's master's career, good quality medium armor (mail jerkin) or a riding horse, three doses of poison, three blackmailed watchmen or five paid stevedores in service, a small chest containing a scribe's tools or a crime organization tattoo, a safe haven in a distant city with iDroo GCs or a gang of thugs waiting for an order, a sigil of the Kohorte's master

Career Entries: Bailiff, Captain, Courtier, Messenger, Politician, Protagonist, Sergeant, Valet

Career Exits: Diplomat, Charlatan, Interrogator, Messenger, Outlaw, Racketeer, Spy, Steward

DESCRIPTION

Background: Urban, Dwarven

The broad mass of city-dwellers enjoy a precarious living. Most hire themselves out as labourers, usually on a temporary basis. Most labourers are loud, burly, brusque individuals who like nothing better than singing or whistling, climbing around insanely dangerous scaffolding, drinking prodigious amounts of herbal tea and occasionally working extremely hard. Their lives are hardly secure and they command a fairly low wage compared to the artisan classes, but when there is plenty of work, labourers prosper. The best jobs involve the building of temples, fortifications, large houses and the like, because then work is guaranteed for a longer period. They are practical men and when they turn to adventuring, as many do in times of unemployment, they are often successful.

— LABOURER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–	–	–	+10%	+10%	–	–	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Scale Sheer Surface, Two of: Consume Alcohol, Drive Cart, Performer (sing), Trade (Carpenter)

Talents: Very Resilient or Very Strong

Trappings: Sling bag with packed lunch, Flask of herbal tea, Leather jack

Career Entries: None

Career Exits: Artillerist (only for characters with Trade (Carpenter) skill), Bodyguard, Footpad

— **LAWYER** —**DESCRIPTION**

Lawyers make a long study of the processes of law in the Old World, and of the legal system in general. They are professionals, occupy a fairly high station in life, and are generally respected. Their most prized possession is their reputation — their own reputation as lawyers, and the reputation of their home town and its legal system. Their reputation is what ensures a steady stream of customers, and many lawyers will be extremely wary of taking on a case which they are not sure they can win.

Although legal systems differ from town to town and region to region, they have many aspects in common, and a lawyer will be able to cope with an unfamiliar legal system after a little research.

In the Old World, Civil, Religious and Military cases are generally handled differently and in entirely different courts of law. For this reason, practicing Old World lawyers can originate from a variety of schools and sources.

— **LAWYER ADVANCE SCHEME** —**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	—	+10%	+10%	+35%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Law, any one), Charm, Common Knowledge (any one), Perception, Performer (Actor), Read/Write, Secret Signs (Lawyer), Speak Language (Classical, Reikspiel)

Talents: Etiquette, Public Speaking

Trappings: Lawyers Wig and Gown, Good Craftsmanship Hand Weapon, Writing Equipment, Book or Thesis of Local Law, 40 gc

Career Entries: Agitator, Diplomat, Scribe, Student, Anointed Priest, Consecrated Cleric, Journeyman Wizard, Herald, Investigator, Scholar

Career Exits: Demagogue, Merchant, Politician, Scholar, Steward

— **MAGISTRATE** —**DESCRIPTION**

Magistrates dispense the Emperor's justice. They either roam the regions making a circuit over large expanses of rural areas or they are charged with overseeing a town, or perhaps a single borough of a city. The magistrate only oversees petty cases. High crimes, and those involving nobility are put before a judge.

Magistrates also take on an investigative role. They are expected to gather enough evidence to satisfy themselves on the nature of a case. This might mean simply listening to two sides of a story, and deciding which one is the truth. Or it could mean spending many weeks checking pertinent facts and tracking down witnesses. Any judgements they make are written up in their big, black book.

Urban magistrates are known for being inundated with work and under-resourced, while rural magistrates can be greatly respected or feared among bucolic folk

— **MAGISTRATE ADVANCE SCHEME** —**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	+10%	—	+25%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Law&one other), Common Knowledge (the Empire&one other), Charm or Command, Gossip or Intimidate, Perception, Ride or Drive, Read/Write, Speak Language (Classical&Reikspiel)

Talents: Etiquette, Public Speaking, Seasoned Traveller or Streetwise, Menacing or Suave

Trappings: Big Black Book, Book of Laws, Writing Kit, Gavel

Career Entries: Student, Friar, Initiate, Noble, Politician, Fieldwarden

Career Exits: Noble, Spy, Vampire Hunter, Politician, Demagogue, Charlatan

Jackdays

— MASTER ENGINEER —

Advanced Career

DESCRIPTION

If inventing and piloting strange steam engines is rare among the Dwarves, who are the masters of engineering and invention, it is even more stranger among human nations. Dwarves have their own careers that attract time to time new young Dwarves to join and become junior members of Engineers Guild by becoming pilots. In Human lands these pilots are usually always very experienced engineers that start experimenting new devices. Some engineers specialize becoming inventors of more conventional devices, others adjust and work with different types of siege weapons, and few become eventually pilots and inventors of strange steam engines (Airships, Tanks, Watercraft and even more stranger devices). Master Engineers are truly the master of inventioners.

Tilean inventors and those who come from the Empires *Imperial College of Engineers* are probably most common human type engineers that time to time grow up to become Master Engineers. But innovative inventors are found from every nation. Most other Master Engineers are usually Dwarves or feared Chaos Dwarves. Many consider Master Engineers even more essentric and weird than average Engineers (this usually always because their strange and dangerous devices).

— MASTER ENGINEER ADVANCED SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+20%	+10%	+10%	+15%	+30%	+15%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
	+5	-	-	-	-	-	-

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Drive or Ride, Evaluate, Perception, Operate (Any two), Read/Write, Search, Speak Language (Classical), Speak Language (Any one), Trade (Any two)

Talents: Coolheaded, Mighty Shot, Rapid Reload, Specialist Group (Engineer), Super Numerate

Trappings: Light Armour (Full Leather Armour), Engineer's Kit, Strange moving Device

Career Entries: Artillerist (WC), Chaos Engineer (ToC), Dwarf Loremaster, Engineer

Career Exits: Artillerist (WC), Artisan, Dwarf Loremaster, Guild Master, Mercenary, Scholar, Sergeant

Jadrax

— MERCHANT PRINCE —

Advanced Career

Based on a Concept by Colin Taber

DESCRIPTION

Merchant Princes are the master merchants who operate as captains of trading ships. They are distinguished from the normal run of Merchants by their opulent finery, their consummate skill when dealing, and their grand worldly manner. Human Merchant princes are common in the south of the old world, in particular the stretch of small islands known as the Estalian Reaches. However the greatest of all Merchant Princes are the High Elf traders who dominate their vast fleets of trading vessels.

— MERCHANT PRINCE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+10%	+25%	+35%	+30%	+35%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (History or Law or Strategy/Tactics), Charm, Command, Common Knowledge (any Four), Dodge Blow, Evaluate, Gamble, Haggle, Perception, Read/Write, Sail, Secret Language (Guild Tongue), Speak Language (any Four), Swim, Trade (Merchant)

Talents: Disarm, Seasoned Traveller, Specialist Weapon Group (Fencing and Parrying), Strike to Injure, Dealmaker, Etiquette, Linguistics, Super Numerate

Trappings: Rapier and Main Gauche, 4,000 gc is coin and Trade Goods, Ship

Career Entries: Envoy, Mate, Merchant, Navigator, Noble Lord, Sea Captain

Career Exits: Courtier, Explorer, Fence, Guild Master, Sea Captain

Luthor

— MONEYLENDER —

Basic Career

DESCRIPTION

A moneylender offers small personal loans at high rates of interest. Moneylenders are an important source of credits for peasants as well as impoverished nobles.

— ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	-	+10%	+10%	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write

Talents: Dealmaker, Keen Senses, Savvy or Suave, Supper Numerate

Trappings: Writing Kit, Calculator, Debt List

Career Entries: Burgher, Bone Picker, Scribe, Student

Career Exits: Charlatan, Fence, Guild Master, Racketeer, Rogue, Vagabond

WFRP v1/Whymme

— MULESKINNER —

Basic Career

DESCRIPTION

Background: Rural, Wanderer

Wagon or mule trains are the most common means of transporting goods overland in the Old World, and it is the muleskinner's job to look after the animals (be they mules, oxen or anything else) and ensure that they are fit and co-operative. Since everyone working on a long-distance caravan must be able to look after themselves, muleskinners often double as guards in much the same way as coachmen

— MULESKINNER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	-	-	-	+10%	+10%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	-	-	-

Skills: Animal Care, Animal Training or Drive Cart

Talents: Specialist Weapon Group (Flail Weapons)

Trappings: Weatherproof coat, Broad-brimmed hat, Hand weapon, Whip

Career Entries: None

Career Exits: Outlaw, Scout, Smuggler

— PEDLAR —

Based on the WFRP v1 career

DESCRIPTION

Few villages have shops or regular trading-posts of their own, so all are dependent on the pedlar, a small-time tradesman. Buying easily-transportable goods at markets from craftsmen or merchants, pedlars travel from village to village, selling their wares and carrying news and gossip from the towns. A pedlar's wares can be anything that is easily carried, such as pots, pans, small items of clothing, purses, pins, knives, and so on. In more settled areas, pedlars are often licensed and they may have their own guild to protect their interests and discourage outsiders from poaching their trade. Most live a completely nomadic life and believe strongly in the fraternity of their profession, even though they can come from many different races and have no common culture, traditions or languages. They are almost universally distrusted, especially by roadwardens and watchmen.

— PEDLAR ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	–	+5%	–	–	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Animal Care, Common Knowledge (The Empire) or Navigation, Blather or Perception, Drive, Evaluate, Gossip or Outdoor Survival, Haggle, Trade (any one)

Talents: Dealmaker or Seasoned Traveller, Rover

Trappings: Mule and Cart or wheeled stall, Trade tools for Trade skill, Sacks containing appropriate wares (value 2dro GC).

Career Entries: Burgher, Bone Picker, Camp Follower, Messenger, Rogue, Vagabond

Career Exits: Burgher, Camp Follower, Fence, Merchant, Smuggler, Tradesman

— PEAT-CUTTER —

DESCRIPTION

Peat-Cutters harvest peat from the ground in wetland environments outside of villages. Peat is an accumulation of partially decayed vegetation matter and is widely used as a fuel for ovens and fireplaces. It forms in bogs, moors, mires, and peat swamps.

— ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–	–	+5%	+5%	+10%	+5%	+5%	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Common Knowledge (the Empire), Drive or Gossip, Haggle, Outdoor Survival, Perception, Row, Search

Talents: Hardy, Orientation, Rover

Trappings: Spade, Sack, Waterproof Boots

Career Entries: Bone Picker, Charcoal-Burner, Hunter, Peasant

Career Exits: Brickburner, Swamp Skimmer, Vagabond

— PHARMACIST —

DESCRIPTION

Background: Bourgeois, Mercantile

Pharmacists are specialists who prepare and supply the medicines prescribed by physicians. In many ways they are the counterpart of the herbalist, dealing in mineral and chemical preparations rather than herbal remedies. They have a working familiarity with a wide range of rare and exotic substances, and their properties for healing and otherwise. It is a profession which demands great skill and most pharmacists are kept in the employ of great houses to make sure the best treatments are readily available. Unfortunately, the pharmacist is often the scape-goat when the physician fails and many have been forced to leave town in disgrace, and have either offered their services to outlaws and bandits or have sought adventure in the wildest lands of the Old World.

— PHARMACIST ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
–	–	–	–	+10%	+10%	–	–

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Academic Knowledge (Chemistry), Heal, Trade (Pharmacist), Prepare Poison, Secret Language (Guilder)

Talents: Resistance to Poison

Trappings: Pestle and Mortar, A handful of small jars, containing various powders and solutions

Career Entries: None

Career Exits: Alchemist's Apprentice, Charlatan, Physician, Prospector

— PHYSICIAN'S STUDENT —

DESCRIPTION

Background: Bourgeois

After the military and the church, the most popular career for young, relatively wealthy Old Worlders is that of physician. Anyone with talent – or just a reputation – can earn great wealth through the patronage of the nobility. As with most academic careers, the only way to become a physician is to take tuition from an established practitioner. Physicians, however, do not take apprentices as such. Instead, renowned or retired individuals sometimes teach their skills to groups of students who pay them fees. Most hospitals and universities in large cities have teaching facilities. It takes several years and a great deal of work to become a physician and not all students last the course.

— PHYSICIAN'S STUDENT ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
–	–	–	–	+10%	+10%	+10%	–

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Heal, Read / Write, Secret Language(Classical), Trade (Pharmacist) or Prepare Poison

Talents: None

Trappings: Hand Weapon, Medical Instruments (battered) in a case, Pottery jar containing a handful of leeches

Career Entries: Grave Robber

Career Exits: Bawd, Charlatan, Grave Robber, Physician

DESCRIPTION

Background: Waterline

One of the most important men on the seaboard is the pilot. Pilots guide large boats and ships into port through dangerous coastal areas and become the most trusted associate of all mariners. Most live onshore, normally in or near a harbour area, and work in conjunction with the harbour master and the masters of any ships coming into the harbour. Pilots are essential, because no ship's crew is going to have the necessary detailed knowledge of local tides, sandbanks and hidden rocks of every port they will visit. It is the very fact that they are so trusted that makes some fall from grace, and others become the victims of fraudsters. Many a pilot has been 'set up' as a vessel has scuttled on the way into harbour, with the owner claiming it struck a sandbank. For these men, a new life as an adventurer is all that is left, and many others fall deeper into a life of crime.

— PILOT ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	—	+15%	—	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Row, Sail, Swim, Consume Alcohol

Talents: Orientation

Trappings: Leather Jerkin, Rope (10 yards), Rowing Boat (moored on nearest water), 2 lanterns

Career Entries: Fisherman, Mate, Sea Captain, Seaman, Smuggler

Career Exits: Navigator, Raconteur, Sea Captain, Smuggler

DESCRIPTION

Pirates plague the old world, in particular the south coast of Estalia, Tilea and the Border Princes. Unlike Seamen, Pirates not only must crew the ship, but each man must also act as part of its fighting component. Life on a pirate vessel is often dull, with many ships holding three times the needed crew.

You may substitute Pirate for Seaman when rolling up careers with your GM's Permission, If so you may choose to have your character originate from Estalia or Tilea.

— PIRATE ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+5%	+5%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Common Knowledge (Brettonia, Estalia, Tilea or The Border Princes), Consume Alcohol, Dodge Blow, Gamble or Trade (Artist, Brewer, Carpenter, Cartographer, Cook, Gunsmith, Merchant, Shipwright or Smith), Intimidate, Row or Sail, Scale Sheer Surface, Speak Language (Breton, Estalian or Tilean), Swim

Talents: Menacing or Swashbuckler, Specialist Weapon Group (Gunpowder or Parrying), Mighty Shot or Street Fighting

Trappings: Light Armour (Leather Jerkin), Buckler or Pistol with Powder and ammunition for 10 shots, Bottle of Poor Quality Spirits

Career Entries: Boatman, Estalian Diestro, Marine, Mercenary, Seaman, Thug

Career Exits: Duellist, Marine, Mate, Navigator, Seaman, Smuggler, Thug

Jadrax

— PIT KING —

Advanced Career

Based on an idea by Colin Chapman and Simon Sullivan

DESCRIPTION

Few pit fighters truly desire to repeatedly risk life and limb on the blood-soaked floors of the fighting pits, and fewer still possess the skill or luck required to do so successfully. These few are the Pit Kings, the renowned champions of the arena, heavily-scarred veterans grown to love the cheers of the crowds, the visceral thrill of combat, the spectacle and drama of bloody triumph. Pit Kings have invariably purchased or won their freedom, but continue to fight still, often enjoying the spoils to be gained in the gambling surrounding their heavily touted fights. Even the appearance of these warriors is remarkable, resplendent in heavy armour harkening back to great heroes of old, their brows adorned with the laurel wreath crown that is granted to all such arena champions as a mark of status.

— PIT KING ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25%	—	+10%	+10%	+15%	+5%	+15%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Charm or Intimidate, Dodge Blow, Gamble or Consume Alcohol.

Talents: Ambidextrous, Disarm or Wrestling, Menacing or Public Speaking, Specialist Weapon Group (Entangling, Flail, Two-Handed), Quick Draw or Strike to Injure, Very Resilient or Very Strong.

Trappings: Flail or Morning Star, Great Weapon, Heavy Armour (Full Plate Armour), Buckler, Laurel Wreath Crown

Career Entries: Pit Fighter, Duellist, Veteran

Career Exits: Assassin, Judicial Champion, Sergeant, Witch Hunter

WFRP v1/Whymme

— POACHER —

Basic Career

DESCRIPTION

Background: Rural

Poachers seek to make a living by trapping or shooting animals or birds on estates held by Old Worlder landowners, without their permission. As such, they are the arch-enemies of the gamekeepers who look after these estates. Poachers like to brag how they have fooled gamekeepers.

— POACHER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	+20%	+5%	—	—	—	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Concealment, Secret Signs (Poacher), Set Trap, Silent Move

Talents: Marksmanship, Rover, Trapfinder

Trappings: Bow or crossbow, 10 arrows or bolts, Hand Weapon, Leather Jack, Man Trap

Career Entries: Initiate (Taal), Outlaw

Career Exits: Initiate (Taal), Gamekeeper, Outlaw, Raconteur, Rustler, Scout

Jadrax

— PRIVATEER —

Advanced Career

Based on a Concept by Michael Andersen

DESCRIPTION

Privateers are Pirate Captains, sanctioned by a naval power to engage enemy shipping. Magritta in particular sanctions many Privateers, to engage not only other Pirate ships, but also the trading ships of Bilbali and the Tilean City States.

— PRIVATEER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+30%	+20%	+20%	+20%	+20%	+30%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Law, Strategy/Tactics), Command, Common Knowledge (Brettonia, Estalia, Tilea or The Border Princes), Consume Alcohol, Dodge Blow, Evaluate, Read/Write, Sail, Speak Language (Breton, Estalian or Tilean), Swim, Torture

Talents: Ambidextrous, Master Gunner, Mighty Shot, Quick Draw or Strike to Injure, Sharpshooter, Specialist Weapon Group (Fencing, Gunpowder, Parrying), Super Numerate, Swashbuckler

Trappings: Pair of Pistols with Powder and Ammunition for 20 shots, Rapier and Main Gauche, Ship, Seal of approval from a King or City Council

Career Entries: Master Wizard, Merchant, Noble Lord, Sea Captain

Career Exits: Duellist, Explorer, Merchant, Noble Lord, Sea Captain, Slaver* (See Tome of Corruption)

WFRP v1/Whymme

— PROSPECTOR —

Basic Career

DESCRIPTION

Background: Wilderness, Wanderer, Dwarven
Far from the normal trade routes, towns and farms, prospectors can be found sifting through the silt of river and stream beds in search of gold washed down from the mountains. Most deposits in populated areas are already exhausted, so prospectors spend most of their time in remote and dangerous mountain and badlands areas. Their one hope is to find a large vein and to claim it or to work it before others find out, but few manage to resist bragging about their find, even when they do finally strike it rich. Word spreads quickly when gold is discovered and prospectors' shanty towns spring up almost overnight, only to be abandoned just as quickly once the area is worked out. The lure of gold is one of the few things that can draw a dwarf above ground, and dwarven prospectors are not an uncommon sight in gold rush areas.

— PROSPECTOR ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Academic Knowledge (Metallurgy), Animal Care, Orientation, Outdoor Survival, Trade (Carpenter)

Talents: Luck or Keen Senses

Trappings: Mule, One-man tent, Pack, Pan, Pick, Shovel

Career Entries: Alchemist's Apprentice, Pharmacist

Career Exits: Scout, Soldier, Tomb Robber

— PROSTITUTE —

DESCRIPTION

Prostitution is commonly found in urban contexts. Although all forms of sexual activity outside of marriage are regarded as sinful by the Sigmarite Church, prostitution is tolerated because it is held to prevent the greater evils of rape, sodomy, and masturbation.

— ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–	–	–	+5%	+10%	+5%	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Blather, Charm, Common Knowledge (the Empire), Gossip, Haggle, Perception

Talents: Dealmaker, Schemer or Suave

Trappings: Good Craftsmanship Clothing

Career Entries: Camp Follower, Entertainer, Peasant

Career Exits: Camp Follower, Courtier, Racketeer, Raconteur

— RACONTEUR —

DESCRIPTION

Background: Urban, Bourgeois, Rural, Wanderer, Elven
Raconteurs love to talk. For hours on end, they pontificate, rant and hurl abuse at anyone who will listen. And, strangely though it may seem, people do stop to listen. For one thing, raconteurs are good at what they do; no matter what they say or what they are talking about, they always manage to be interesting, amusing or captivating. Like actors, they are masters of speech and can convince their listeners of just about anything. Whether standing on a box in the town square or recounting risqué anecdotes over the brandy and cigars at a society dinner, raconteurs' voices are the tools of their trade. Understandably, in a world where few can read and gossip is rife, anyone who can command the attention of others through the spoken word will make name for themselves. The only risk involved is that most raconteurs find themselves accompanying great armies or bands of adventurers, just so they can witness magnificent events as the source of their next epic tale. The smarter ones tend just to make them up.

— RACONTEUR ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	–	–	–	–	+10%	+10%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+3	–	–	–	–	–	–

Skills: Blather, Charm, Performer (Storyteller)

Talents: Etiquette or Master Orator, Public Speaking

Trappings: Clothes (often loud) of best quality, Hat (nearly always outrageous), 2d10 Gold Crowns

Career Entries: Gamekeeper, Lawyer, Pilot, Seaman

Career Exits: Charlatan, Demagogue

— RUSTLER —

DESCRIPTION

Background: Rural, Wanderer

In rural areas the rustler makes a living by stealing cattle and sheep and reselling them at distant markets. While rustling can be profitable, most convicted rustlers are punished by death or mutilation, so the risks are great. Unlike other rural criminals, rustlers are not favoured by the small farmers and villagers, since they rarely operate from the area in which they were born or in which they have family. They take from small farms in preference to the large where guards may be placed, and live away from the small communities, taking the money they earn into the cities to spend.

— RUSTLER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	—	+10%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Animal Care or Secret Language (Ranger), Drive, Silent move

Talents: Rover, Specialist Weapon Group (Entangling)

Trappings: Horse and Cart, Hand Weapon, Lantern, Rope (to yards)

Career Entries: Herdsman, Outlaw, Poacher

Career Exits: Outlaw, Slaver

— SAPPER —

DESCRIPTION

Sappers are military engineers, skilled in a number of fields, such as making explosives, assembling artillery and commanding engines of war. Their particular area of expertise is the digging of tunnels, either to undermine walls or to gain entry to fortifications. Dwarven sappers are widely sought after by the field armies of all nations and some successful dwarven mercenary units consist exclusively of sappers. Sappers who are members of a dwarven army will always be members of the Dwarven Engineers' Guild, while mercenary units operating in non-dwarven armies may or may not be guild members.

— SAPPER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+10%	+10%	+10%	+15%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science or Strategy/Tactics), Navigation, Perception, Read/Write, Scale Sheer Surface, Speak Language (Khazalid), Trade (Miner)

Talents: Orientation, Specialist Weapon Group (Engineering or Explosives), Specialist Weapon Group (Gunpowder), Trapfinder

Trappings: Blunderbuss with Powder/Ammunition enough for 10 shots, Light Armour (Leather Jerkin), 6 Candles, 4 Crowbars, Pickaxe

Career Entries: Engineer, Mercenary, Miner, Shieldbreaker, Soldier

Career Exits: Engineer, Mercenary, Sergeant, Shieldbreaker, Veteran

DESCRIPTION

The Seer is an old career of the old world. They make predictions about the future of their clients based upon information given or the clients star sign. Many Seers have the reputation of talking mumbo-jumbo and more than a few have been consigned to the fires for their crimes. Many street corners boast a resident Seer, ready to cast his bones or read the leaves in order to foretell the future. In their filthy rags and boasting an unkempt appearance, the Seer attracts revulsion and grudging respect in equal measure. To the peasants of the old world, the seeing of a Seer can shape their future actions, because those too poor to beg boons of the gods will grab at anything to give them a head start in the world.

The vocabulary that springs from the Seer gives them an arcane reputation amongst the peasants and it is for this reason that they are both sought after and avoided.

Some rare Seers begin to see more of the futures of their clients than can be explained away with strange chants and mutterings. These individuals begin the long road towards becoming an Astrologer, whom can delve into the realms of magic, like the Hedge wizard. The churches of the old world see the Seer as a potential threat and source of chaos, but generally unless they ferment unrest or exhibit signs of mutation, they are left alone, albeit watched carefully.

— SEER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–	–	–	+5%	+5%	+10%	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Charm, Divination (new skill), Gossip, Academic Knowledge (astrology), Blather, Sleight of Hand, Trade (seer), Perception.

Talents: Luck, Public Speaking or Sixth Sense, Streetwise or Super Numerate.

Trappings: Rags, Bag of bones or set of cards for readings, sandals, worrying tendency to enter trances.

Career Entries: Entertainer, Hedge Wizard, Initiate, Zealot, Charlatan.

Career Exits: Camp Follower, Initiate, Student, Vagabond, Zealot, Astrologer, Charlatan, and Flagellant.

DESCRIPTION

Astrologers are those Seers who have had a 'moment of understanding' (see Divination skill) and seek out the tools to better understand their calling. This includes the ability to read and write and the first tentative steps to understanding the winds of magic. Astrologers are better able to see the fate of their clients and are sometimes consulted by the great as well as the great unwashed. They tend to have more permanent places of business, such as small alleyways or a corner of an inn or other business establishment in which to carry out their business.

The arcane trappings of the Astrologer are more noticeable than his Seer counterparts. He may have several astralobes (see below) and have clothing of a more sweeping nature. As his magical nature becomes known, he is in danger from Witch Hunters, as the Astrologer is a type of Hedge Wizard. But some Astrologers become so well known or relied upon, that they effectively become above the law and find great patrons to fund them. These become Court Astrologers.

— ASTROLOGER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	–	+10%	+10%	+15%	+15%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	+1	–	–

Skills: Haggle, Charm or Intimidate, Channeling, Divination Gossip, Trade (seer), Magical Sense, Perception, Search.

Talents: Petty Magic (hedge)

Trappings: 1 Set good clothes, astrolobe, bag of bones or set of cards, mysterious manner.

Career Entries: Apprentice Wizard, Seer, and Priest.

Career Exits: Outlaw, Courtier, Court Astrologer, Herald, and Politician.

DESCRIPTION

These grandees have served their apprenticeships and now command the attention of the high and mighty. Their command of the fates allows them to advise their lords as to which projects they should commit to, or how and when it is best to commit troops on the field. At this stage of his career, the Court Astrologer has often made enemies and friends both and must watch out that he does not use his magic flagrantly, or risk investigation. The patronage of a lord gives him some protection, but if he abuses his power, the Court Astrologer can expect to be treated just as roughly as any other Hedge Wizard.

They often live in their own quarters attached to their lords and have a good wardrobe to choose from. The Court Astrologer often exhibits airs and graces.

— COURT ASTROLOGER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+15%	+20%	+20%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+1	-	-

Skills: Channeling, Divination*, Gossip, Magical Sense, Read & write, Intimidate.

Talents: Etiquette, Public Speaking or Strong Minded.

Trappings: 1 Set best clothes, 50 g.c, astralobe, bag of bones or set of cards, patronage of noble or merchant.

Career Entries: Astrologer.

Career Exits: Outlaw, Courtier, Demagogue, Guild Master, Politician, Scholar, Steward.

*The Divination Skill is explained in Appendix II – New Skillson page 95

DESCRIPTION

Background: Wanderer

Slavery is the lot for millions in the Old World; it goes under the guise of service, forced labour or agricultural bondage. More obvious forms of slavery are generally illegal, but slaving still goes on unchecked in some areas. The slaver generally obtains his merchandise from foreign parts or deals in those too young or too poor to assert their rights. The greatest slave markets are in Araby and the lot of those sold there is a miserable one; in the Old World, some people are enslaved by the courts, for non-payment of debts or similar offences, although until recently there was a thriving slave-trade in half-orcs. Slaves in the Old World are generally well-treated, often working alongside paid servants and sharing much the same condition.

— SLAVER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+15%	-	+20%	-	+30%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+6	-	-	-	-	-	-

Skills: Drive Cart, Ride, Speak Language (choose one)

Talents: Strike to Stun

Trappings: Hand weapon, Horse and cart, Horse with saddle and harness, 3 pairs of manacles, Rope – 10 yards

Career Entries: Bounty Hunter, Footpad, Jailer, Marine, Mercenary, Rustler, Seaman, Soldier

Career Exits: Sergeant, Outlaw Chief, Seaman

Leonpoi

— SORCERER —

Advanced Career

DESCRIPTION

Experienced Sorcerers are dangerous indeed, and not just to themselves. Such individuals have managed to evade the watchful gaze of the Collegiate Magisters and Witch Hunters alike, while also being skilled or lucky enough to survive their magical experimentations.

Sorcerers pose a very real danger to those around them as they force the Winds Of Magic to their wills; stopping at nothing in their quests for power and immortality through Daemonic or Necromantic rituals and research.

Living always on the line – hiding or on the run – these corrupted magicians often band together to enact some short term goal, though these Covens seldom last long due to treachery from within, as individuals pursue their own megalomaniacal ambitions.

Notes:

- Further explanation and spells for the Sorcerer are described in Appendix VII: Witches and Warlocks – Unsanctioned Magisters on page 109
- You must have learned at least six spells through your Witchcraft talent before you can enter this career.

— SORCERER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+15%	+20%	+20%	+25%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+3	-	-

Skills: Academic Knowledge (Daemonology or Necromancy), Academic Knowledge (any one other) or Speak Language (any one), Channelling, Charm, Common Knowledge (any three), Concealment, Disguise, Gossip, Haggle, Heal, Read/Write, Magical Sense, Perception, Ride or Swim, Search, Speak Arcane Language (Magick or Daemonic), Trade (Apothecary or Herbalist)

Talents: Fast Hands or Mighty Missile, Flee! or Public Speaking, Lesser Magic (any two), Very Resilient or Sixth Sense

Trappings: Trade Tools (Apothecary), Two Grimoires, One Magic Item

Career Entries: Warlock

Career Exits: Apprentice Wizard, Charlatan, Outlaw, Scholar, Vagabond

Cyclosius

— SPOKESPERSON —

Basic Career

DESCRIPTION

Throughout the empire, there are many nobles. Many of these nobles have power. Many of these nobles desire to keep their power. In order to keep this power and not risk a revolution from the peasants, the nobles need to know what the peasants want, often however, the nobles will not act on this information.

Spokespeople are employed by nobles to gather information from the lower classes and to act as the public face of the nobles. If a baron is to make a new law, they will send their spokesperson out to tell the people, consequently, many spokespersons are killed during riots and uprisings, alongside Bailiffs, these people are seen as the face of the nobles.

— TRADER ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+1	-	-	-	-	-	-

Skills: Common knowledge (the empire), Gossip, Blather, Charm, Perception, Read/write.

Talents: Etiquette, Public speaking, Streetwise.

Trappings: Best quality clothes, Leather jack, purse with 100 Gc.

Career entries: Agitator, Bailiff, Scribe, Servant, Student.

Career Exits: Agitator, Bailiff, Herald, Politician, Scholar, steward.

— TRADER —

DESCRIPTION

Background: Urban, Rural, Mercantile, Dwarven

In larger towns and cities there are sufficient people so that traders can set up a small shop or market stall. Thus, instead of the wandering life of the pedlar, traders wait for their customers to come to them. Some can become quite wealthy, with more than one shop and a social status approaching that of lesser merchants. By and large, however, a trader's life is a dull one, enlivened only by the occasional robbery or visit from racketeers, and it is not unknown for traders to turn to adventuring in search of excitement and quicker profits.

— TRADER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	–	–	–	+10%	–	–	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Academic Knowledge (Numismatics), Blather or Academic, Knowledge (Law), Evaluate, Haggle

Talents: Dealmaker

Trappings: Leather Jerkin, Dyo Gold Crowns

Career Entries: Fence, Fisherman, Pedlar

Career Exits: Fence, Merchant

— TRAPPER —

DESCRIPTION

Background: Wilderness

Trappers hunt furred animals for their pelts, a valuable commodity in the Old World. Their skill lies in obtaining the skin without damaging it; they do not shoot their quarry, like a hunter, but set traps instead. Even so, trappers learn to use weapons; they must live in the wild, cold mountains of the Old World, so they must be able to protect themselves from the dangerous wild creatures – not to mention goblins – with whom they share that environment. Since so much of their lives is spent in the parts of the world where adventurers look for their livelihood anyway, it doesn't take much for trappers to change the nature of their work.

— TRAPPER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	–	+15%	–	–	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+3	–	–	–	–	–	–

Skills: Concealment, Orientation, Row, Secret Language (Ranger), Secret Signs (Woodsmen's), Set Trap, Silent Move

Talents: Rover, Trapfinder

Trappings: Bow or crossbow, 10 arrows bolts, Fur hat and buckskins, Leather Jerkin, Rope (10 yards), Rowing boat or canoe – moored on nearest water, 3 animal traps

Career Entries: Initiate (Taal), Pedlar

Career Exits: Initiate (Taal), Outlaw, Scout

SPFS

— WRECKER —

Advanced Career

DESCRIPTION

In the dangerous seas surrounding the Old World, shipwrecks are unfortunately all too common. Often coastal folk have few qualms about looting the wreckage washed ashore following such a tragedy, and many deem them 'Wreckers' just for taking advantage of someone else's misfortune. There is, however, a more despicable breed of Wreckers who, not content with looting those wrecks Stromfels sees fit to provide, seek greater profits by engineering more. On stormy nights, the Wreckers go forth and mislead ships with false guiding lights. All too often a captain is deceived into believing they are nearing a safe harbour, only to be run aground on deadly rocks. The bloodiest gangs of Wreckers have been known to murder the keepers of genuine signal beacons and douse the light in order to ensure success. The nefarious practice of wrecking occurs most frequently in the Wasteland and on the Northern coast of Bretonnia, although chances are any treacherous stretch of coastline in the Old World may be used to lure ships to their doom. Many Wreckers operate as criminal gangs, and also dabble in smuggling and other criminal occupations. But some just appear to be normal folk most of the time, who take advantage of the darkest and stormiest of nights to supplement their normal income in a murderous fashion.

— WRECKER ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Concealment, Consume Alcohol or Swim, Evaluate, Haggle or Intimidate, Perception, Row, Search, Silent Move.

Talents: Coolheaded or Strike to Injure, Rover.

Trappings: Signalling lantern, heavy hooded cloak, sack.

Career Entries: Bone Picker, Fisherman, Outlaw, Peasant, Seaman, Smuggler.

Career Exits: Fence, Initiate (Stromfels only), Outlaw, Pedlar, Seaman, Smuggler, Dangling on the end of a noose!

Note: If you're not familiar with the concept of Wreckers, check out this brief Wiki entry.

http://en.wikipedia.org/wiki/Wrecking_%28shipwreck%29

Luthor

— WRECK SALVAGER —

Basic Career

DESCRIPTION

Wreck Salvagers become active either on behalf of shipowners and captains, or in case of abandoned wrecks also for one's own account. As salvage experts they strive to save and bring in sea-damaged ships completely or at least their load. The occupation is not hazardfree, but can be very lucrative. For a treasure search under water a Wreck Salvager is almost indispensable.

— ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (the Empire or Wasteland), Evaluate, Perception, Row, Search, Swim

Talents: Hardy, Coolheaded, Rover

Trappings: Leather Jerkin (Light Armour), 2 Torches, Rowing Boat

Career Entries: Bone Picker, Ferryman, Fisherman

Career Exits: Fence, Smuggler, Vagabond, Tomb Robber

As found on Philips Website;

http://www.philipsibbering.com/WHFRP/WH_Careers.shtml



DESCRIPTION

Throughout the Empire the intrepid Tuberdours hunt for the tell tail sign of Orc infestation: the straggly acidic ropes of the Blood Webbe! The dangers are great but the rewards are greater!

Dressed in bright garish clothes and sporting a massive baggy hat filled with citrus fruits and sweet flowers, known as a pot-pori (potpourri). These gentlemen (and ladies) cut quite a dash among the less savoury elements of society. Among the upper echelons they are regarded with suspicion, as there are many rumours that they have dealings with some of the Empire's most renowned universities and Professors, supplying live Orc tubers for study. A dangerous and highly illegal trade, that only the brave, foolhardy or atrociously greedy would ever consider. In all cities, carriage of an unspiked Orc tuber is punishable by death by fire, for high treason and reckless endangerment of humanity.

CAREER PROFILE

Tuberdours are alerted to the presence Orc infestation by the pungent aroma of rotting flesh and tough little red and green mushrooms which sprout up near rotting corpses. If the dainty mushrooms are lifted they reveal they're attached to the thick blood red thorny ropes of the Blood Webbe. The Tuberdours then rip up the maze of ropes and trace a meandering course back to the source: the deeply buried

Earth-Womb throbbing with malicious Orcoid life (The 'Earth-Wombs' are simply called 'Tubers' by Olde Worlders, and those who hunt them 'Tuberdours')

Tuberdours then dig up the hefty purple-red fleshy tubers and transport them back to the big cites to be weighed and collect a handsome bounty. Being a Tuberdour can yield a relatively good standard of living but it is not without it risks...

Some Tuberdours with a gambling streak have been know to try and enhance their find by carefully cultivating it, letting it grow a little more, and even pouring blood onto it to speed up the process. However, the presence of blood can cause the womb to vomit forth the Orcoids prematurely and many a green Tuberdour has had their career cut short; awoken in the middle of a cold moon lit night by a slaving Orc!!

— TUBERDOUR ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+10%	+5%	—	+20%	+5%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Dodge, Drive Cart, Evaluate (Tuber), Gossip, Perception, Search (Tuber), Strike Mighty Blow

Talents: Sharp sense, Very Strong (all that pulling up of the tendrils)

Trappings: Horse and Cart, Light Armour (Leather Jerkin), Spade*, Thick Gloves (Protects from the thorns)

Career Entries: Bounty Hunter, Charcoal Burner, Field Warden, Hunter, Outlaw, Outrider, Vagabond, Woodsman

Career Exits: Bone Picker, Field Warden, Rogue, Scout, Vagabond, Woodsman

**Optional rules: Spaxe, Anklet, Pot-Pori, Hawthorn Stakes, Casks of Oil, big bag of Salt can be found in Appendix XII – The Tuberdour – Background Materialon page: 137*

Josef

— WEAPONSMASTER —

Advanced Career

Same as the original Champion career except remove Veteran Career Entry and add Champion (revised) Career Entry.

A thread over at General Discussion about the "broken" Champion career features my own take on solving the problem. So I'm posting it as a new thread here at Rules and adding it to the Careers – Consolidated thread as well. Feel free to comment.

It seems to me that what many dislike about the Champion career is its easy availability, making it a natural third career for an awful lot of first careers, mainly the ones going through the Veteran career. The step from Veteran (which is an available exit for quite a few basic careers) to Champion is simply too steep, for example WS taking a giant leap from +20% to +40%, turning a character into an invincible combat monster very quickly.

So rename the Champion career "Weaponsmaster" and keep all the Career Entries except Veteran. (I would keep the Duellist entry because only a single basic career has it as an exit, plus it feels more appropriate.) Add a new advanced career as a middle step between Veteran and Weaponsmaster – the Champion (mkII). This prevents all those Veterans from gaining WS70+ and 3 Attacks only 500XP after exiting that career, forcing them to make that leap a bit slower. A bit artificial, I know, but deals with the problem of the ex-Vet who can outfight all the IC Knights, Judicial Champions, etc, in the party seemingly forever (meaning at least until they have completed their long and expensive career-paths and can become Champs too).

(Actually, if the ex-Vet new version Champion progresses to and completes the Weaponsmaster career, the result is still pretty much an original version Champion, but at least it has cost a few more XP and the increase in combat prowess has taken place in increments rather than as a huge leap.)

Josef

— CHAMPION (REVISED) —

Advanced Career

DESCRIPTION

You are a veteran warrior, but the rare kind who stands out from the ranks of common troopers. When a forlorn hope or a dangerous mission needs volunteers, you are the first man to step forward.

Sometimes it is because of a lust for glory, sometimes just out of a deep sense of duty. When an enemy champion steps out from the opposing ranks and mockingly calls out for anyone who dares to face him, it is you who are that man, because you, too, are a champion. Your path is set, and whether long and distinguished or glorious and short, you will be remembered by both friend and foe.

— CHAMPION (REVISED) ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	+30%	+15%	+15%	+20%	–	+20%	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+7	–	–	–	–	–	–

Skills: Dodge Blow, Ride or Intimidate, Perception

Talents: Coolheaded or Stout-hearted, Quick Draw or Wrestling, Rapid Reload or Strike to Injure, Marksman or Very Resilient, Mighty Shot or Mighty Blow

Trappings: One Best Craftsmanship Weapon, Medium Armour (Full Mail Armour). In addition, at the GM's option, you must have somehow distinguished yourself by an act of bravery before many witnesses, such as defeating an enemy in single combat

Career Entries: Veteran, Sergeant, Targeteer

Career Exits: Judicial Champion, Outlaw, Sergeant, Targeteer, Weaponsmaster

PART II – ELF CAREERS

ELF MAGE CAREER PATH OF HOETH

GENERAL DESCRIPTION

This is the result of part of my work looking at the different forms of Elven magic, this is the first part and shows the career path taught at the Tower of Hoeth.

CAREER PATH

- Apprentice Mage
- Mage
- High Mage
- Archmage
- Loremaster

LOREMASTER OF HOETH

SWORD WARDEN OF HOETH

CAREER PATH

Sword Warden of Hoeth
Sword Master of Hoeth
Bladelord of Hoeth

Thor

— APPRENTICE MAGE —

Advanced Elf Career

— APPRENTICE MAGE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	—	+5%	+10%	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	+1	—	—

Skills: Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magic), Speak Language (Any one).

Talents: Aethyric Attunement or Fast Hands, Petty Magic (Arcane), Savvy or Very Resilient.

Trappings: Quarter Staff, Printed Book.

Career Entries: Scholar, Scribe, Student.

Career Exits: Mage, Scholar, Scribe, Journeyman Wizard.

Thor

— MAGE —

Advanced Elf Career

— MAGE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	—	+5%	+10%	+20%	+25%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	+2	—	—

Skills: Academic Knowledge (Magic), Academic Knowledge (Any one), Channelling, Charm, Common Knowledge (Any one), Magical Sense, Read/Write, Ride or Swim, Speak Language (Any two), Speak Arcane Language (Magic).

Talents: Arcane Lore (Any one), Aethyric Attunement, Fast Hands or Very Resilient, Lesser Magic (Any two), Meditation, Etiquette.

Trappings: Grimoire and Writing Equipment.

Career Entries: Apprentice Mage, Apprentice Wizard

Career Exits: High Mage, Scolar, Master Wizard.

Thor

— HIGH MAGE —

Advanced Elf Career

— HIGH MAGE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	+10%	+15%	+30%	+35%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	+3	—	—

Skills: Academic Knowledge (High Magic), Academic Knowledge (Magic), Channelling, Charm, Common Knowledge (Any two), Magical Sense, Gossip or Ride, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Magic), Speak Language (Any Three), Trade (Apothecary).

Talents: Lesser Magic (Any Three), Fast Hands or Mighty Missile, Strong-minded or Coolheaded, Spellcraft, Force Multiplier.

Trapping: 2 Magic Items, Trade Tools (Apothecary).

Career Entries: Mage, Wizard Lord.

Career Exits: Archmage, Scholar, Envoy

Thor

— ARCHMAGE —

Advanced Elf Career

— ARCHMAGE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+15%	+20%	+35%	+40%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+5	—	—	—	+4	—	—

Skills: Academic Knowledge (High Magic), Academic Knowledge (Any Three), Intimidate, Command, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Daemonic), Speak Language (Any Four), Common Knowledge (Any Three), Navigation.

Talents: Battle Magic, Fast Hands or Mighty Missile, Strong-minded or Coolheaded, High Magic, Linguistics or Public Speaking.

Trappings: 3 Magic Items (One must be a Wizard's Staff), 2Dro Grimoires

Career Entries: High Mage (must have at least one spell from each Lore in their Spell List).

Career Exits: Loremaster, Scholar, Envoy, Noble

Thor

— LOREMASTER —

Advanced Elf Career

— LOREMASTER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+10%	+15%	+25%	+40%	+40%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+5	-	-

Skills: Academic Knowledge (High Magic), Academic Knowledge (Any Three), Intimidate or Charm, Command, Speak Arcane Language (Daemonic), Speak Arcane Language (Arcane Elf), Speak Language (Any Three), Common Knowledge (Any Three), Navigation.

Talents: Armoured Casting, Fearless, Linguistics or Public Speaking, Schemer, Spell-Mastery.

Trappings: 4 Magic Items

Career Entries: Archmage (must have at least three spells created by using Q haysh).

Career Exits: Envoy, Noble, High Loremaster as NPC.

Glorthindel

— LOREMASTER OF HOETH —

Advanced Elf Career

DESCRIPTION

In the High Elf kingdom of Ulthuan, on the Eastern shores of the Sea of Dreams, lies the realm of Saphery. At the heart of this land lies the White Tower Of Hoeth, the shrine to the Elven God of Wisdom bearing the same name. This is the greatest depository of arcane knowledge in the whole world, compiled down the millenia by its Loremasters. Built under the orders of the Phoenix King Bel-Korhadris, more than twenty centuries ago, the ivory white structure rises more than a mile into the air above the surrounding forests, a feat made possible only through the sheer power of Saphery's archmages.

Here the High Elves learn and study High Magic – Qhaysh – or True Magic as it is called by the Elves. High Magic is beyond the ken of Human minds and ability, and in fact the spells taught to the Colleges of Magic are merely the simplest cantrips of True Magic.

**New talents can be found in Appendix III – New Talentson page 97*

— LOREMASTER OF HOETH ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+20%	+20%	+20%	+30%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	+3	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (High Magic), Academic Knowledge (Any Four), Channelling, Command, Common Knowledge (Any Four), Heal, Hypnotism, Magic Sense, Read/Write, Speak Arcane Language (Magick, Arcane Elf, and Daemonic), Speak Language (Any Six).

Talents: Aethyric Attunement, Arcane Lore or Dark Lore (Any combination of at least five), Coolheaded, Etiquette, Fast Hands or Mighty Missile, High Lore*, Intuitive Casting*, Keen Senses or Hardy, Lesser Magic (Any Four), Meditation, Resistance to Magic, Sixth Sense or Luck, Strong Minded.

Trappings: Five Magic Items, Four Ritual Grimoires (at least one a spell of your own devising), Best Craftmanship Robes, Best Craftmanship Hand Weapon, Ithilmar Chain Shirt.

Career Entries: Loremaster

Career Exits: Explorer, Guild Master, Noble Lord, Sea Captain, Ambassador

— SWORD WARDEN OF HOETH —

DESCRIPTION

Sword Wardens are young Sword Masters in training recently sent out from the White Tower in order to better hone and refine their martial prowess. Though Sword Wardens are not as deadly as a fully fledged Sword Masters, their skills are still beyond the understanding of ordinary Elves. In battle a Sword Warden wields his trademark Greatsword with effortless grace, while in peace they act serve as the personal attendants and protectors of High Elf Mages, Scholars and Diplomats. Their strict personal regimen of privation and continuous study is only lifted when necessary for their duties, and this has led more than one to leave the order and seek a life of adventure.

— SWORD WARDEN OF HOETH ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	—	+5%	—	+5%	+5%	+10%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Any One), Dodge Blow, Perception, Read/Write

Talents: Disarm, Lightning Reflexes or Warrior Born, Quick Draw, Specialist Weapon Group (Two Handed), Strike to Injure

Trappings: Elven Greatsword, Medium Armour (Mail Shirt), Religious Symbol of Hoeth

Career Entries: None

Career Exits: Bodyguard, Scholar, Sword Master of Hoeth

— SWORD MASTER OF HOETH —

DESCRIPTION

Sword Masters are a band of ascetic warriors who by ancient tradition wield the Elven Greatsword, a tremendous weapon fully six feet in length. Every Sword Master develops his skills to a terrifying degree, and each has a style as distinctive as a signature, with a vast repertoire of parries, counters and killing strokes. Such is their skill and athletic ability that they ply their huge blades as swiftly as a lesser warrior might swing a hickory switch.

In exchange for tutelage and membership each Sword Master serves the Order not only as a soldier and guardian, but as an agent and investigator. Like the crude Witch Hunters of Human lands, they investigate the activities of magicians whose researches may be slipping towards the forbidden mysteries of the ruinous powers. In addition, they are frequently assigned to the Phoenix King to act as his operatives as well, ferreting out and eliminating Dark Elf spies and corrupt political elements.

— SWORD MASTER OF HOETH ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	—	+10%	+5%	+15%	+15%	+25%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Any Two), Common Knowledge (Any Two), Dodge Blow, Intimidate, Perception, Read/Write, Search, Speak Arcane Language (Arcane Elf), Speak Language (Any Three)

Talents: Etiquette, Ghilead* (Any One), Seasoned Traveller, Strike Mighty Blow

Trappings: Good Quality Elven Greatsword, Good Quality Medium Armour (Mail Shirt), Religious Symbol of Hoeth

Career Entries: Sword Warden of Hoeth

Career Exits: Bladelord of Hoeth, Spy, Witch Hunter

*New Talent, see page 98.

— BLADELORD OF HOETH —

DESCRIPTION

Within the Tower of Hoeth, which stands in province of Saphery, there is a library which contains the greatest collection of lore and books in the known world. The Library is protected by some of the ultimate scholar-warriors in Ulthuan: The Bladelords of Hoeth.

These Elves have mastered the art of fighting with and without weapons, but specialize in using two-handed swords, and surpass any known fighter with these weapons. They train arduously, honing their exceptional agility, and mastering every nuance and facet of sword fighting, until Such is a Bladelord's skill with the blade that he can raise his sword, sever an enemy's neck and return his sword to rest before a lesser warrior can even raise a shield to block him.

— BLADELORD OF HOETH ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+40%	—	+15%	+10%	+30%	+30%	+40%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Any Three), Charm, Command, Common Knowledge (Any Three), Dodge Blow, Intimidate, Lightning Reflexes, Perception, Ride, Search, Silent Move, Speak Language (Any Four)

Talents: Coolheaded, Ghilead* (Any Two), Lightning Parry, Linguistics, Magic Sense, Orientation, Sixth Sense, Stout-Hearted, Strong-Minded, Wrestling

Trappings: Best Quality Elven Greatsword, Best Quality Medium Armour (Mail Shirt), Religious Symbol of Hoeth

Career Entries: Sword Master of Hoeth

Career Exits: A selfless life of simple Heroism

*New Talent, see page 98

— WARDANCER —

Based on WFRPv1 Apocrypha Now

DESCRIPTION

Among the Wood Elves of the Old World, the most feared and respected warriors are the Wardancers.

They live for the glory of battle, and dedicate themselves to reaching the peak of fighting prowess. They are also masters of courtesy and dance, performing their intricate manoeuvres with consummate ease and grace.

Wardancers are to be found in many of the larger Elven settlements in the forests of the Old World. They prefer the company of their own kind, but often live a little way apart from the main settlement, practicing their warchants and feats of arms while waiting for action.

Wardancers may become adventurers for a number of reasons. An adventurer's life offers plenty of action, and almost unlimited opportunities to hone their skills against a variety of opponents. They are wilder than the majority of Elves, and some find life in the forests tame and dull. Wardancers may even take to adventuring among other races as a result of an unspoken disgrace or indiscretion, much (although it's unwise to make the comparison) as a Dwarf may become a Troll Slayer.

Wardancers are distinguished by their graceful pride, their love of fighting, their fondness for spectacularly dyed hair, often stiffened with tree-resin and their bright body Tattoos.

— WARDANCER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+10%	+20%	+20%	+10%	—	+10%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Performer – Acrobatics, Performer – Dancer, Distract*, Dodge Blow, Perception, Scale Sheer Surface, Transfix*, Warchant*

Talents: Ambidextrous, Marksman (Thrown Weapons only), Specialist Weapon Group – Great Weapon, Strike Mighty Blow, Strike to Injure, Swashbuckler

Trappings: Hand Weapon, Shield, Spear or Two Handed Sword

Career Entries: (Only Elves may enter this career), Bounty Hunter, Judicial Champion, Mercenary, Pit Fighter, Outlaw, Scout

Career Exits: Bladeweaver*, Judicial Champion, Outlaw, Sergeant (only if Mercenary is one of the previous careers)

* New Skill or Career (will be added later)

PART III – DARK ELF CAREERS

DESCRIPTION

To be a Corsair is a great honour amongst the Druchii, and it is a chance to win riches and fame and capture slaves during their raids, for one tenth of the loot captured by a Corsair belongs to him. Four tenths go to his captain and the remainder is the possession of the Witch King. These seafaring reavers excel at boarding other vessels, making them amongst the deadliest fighters in close combat. While they prefer to take ships at sea, they will occasionally sack port towns and coastal villages. Those they don't kill outright are dragged away in chains, never to be seen again.

Note: using creation, this career can be taken instead of Seaman or Marine.

— CORSAIR ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Dodge Blow, Intimidate, Outdoor Survival, Perception, Row, Sail, Scale Sheer Surface, Specialist Weapon (Crossbow), Swim, Torture

Talents: Lightning Reflexes or Strike to Stun, Sea Dragon Preparation, Strike to Injure or Swashbuckler

Trappings: Two Hand Weapons, Repeater Crossbow with 20 bolts or Sea Dragon Cloak, Full Leather Armour, Helmet

Career Entries: Bounty Hunter, Marine, Mercenary, Seaman, Smuggler

Career Exists: Interrogator, Mate, Navigator, Outlaw, Smuggler, Sergeant

DESCRIPTION

Ahead of the armies of Druchii ride the heralds of Naggaroth, the dreaded Dark Riders who serve as eyes and ears from the Druchii. They are masters of sudden attacks and daring raids, scouring the land in search of the foe, laying ambushes for their supply trains and attacking with deadly speed against their reinforcements. Dark Riders are experts in the use of repeater crossbows, long cavalry spears and wickedly curved swords. They ride fierce dark steeds taken from the stables of Ellyrion, reared and brought to heel by the Beastmasters. Note: Only Dark Elves can enter this career. During creation, this career can be taken instead of Squire.

— DARK RIDER ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Animal Care, Animal Training, Dodge Blow, Follow Trail, Outdoor Survival, Perception

Talents: Strike Mighty Blow, Specialist Weapon (Cavalry and Crossbow), Trick Riding

Trappings: Demilance, Medium Armour (Mail Shirt, Mail Coif, Leather Jack, Helmet), Repeater Crossbow with 20 bolts, Horse with Saddle and Harness

Career Entries: Noble, Soldier, Squire

Career Exists: Highwayman, Knight, Outlaw, Sergeant, Scout, Veteran

Matti

— KRYRNAA INITIATE —

Basic Male Dark Elf Career

DESCRIPTION

Those male children of the Druchii who survive the ordeals of the Death Night after being thrown into the cauldron of boiling blood become the property of the Kryrnaa brotherhood. The children are bred and raised to the tenets of Bloody- Handed Khaine, pitted against each other in death-matches and similar tests of cunning and ruthlessness to weed out the weak. Those who survive their ordeals, move on to become apprentices to the higher-ranking assassins in the brotherhood.

— KRYRNAA INITIATE ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Religion), Concealment, Dodge Blow, Intimidate

Talents: Disarm or Wrestling, Lightning Reflexes or Very Strong, Quick Draw or Strike to Injure, Specialist Weapon (Parrying and Throwing), Strike Mighty Blow, Very Strong or Strong-Minded

Trappings: Hand Weapon and Dagger, Buckler or Main Gauche, 4 Throwing Knives, Leather Jack

Career Entries: Initiate, Zealot

Career Exists: Kryrnaa Adept, Spy

Note: During creation, this career can be taken instead of Initiate (or Kitband Warrior).

Matti

— KRYRNAA ADEPT —

Advanced Male Dark Elf Career

DESCRIPTION

All Kryrnaa follow one of the aspects of the Thousand-Faced god of murder, and under His patronage their powers grow unrivalled among mere mortals. They become masters of martial arts and learn the power of poisons. They are one of the most powerful tools in the armory of Naggaroth, and those lords who are foolish enough to question their loyalty to the throne of Naggarond tend to disappear quickly. Each assassin strives to become more like their god and the rivalry among assassins is fierce and all of them are constantly developing new killing techniques. The legend has it there are no greater warriors among elvenkind than the Adepts of Khaine.

— KRYRNAA ADEPT ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Concealment, Disguise, Dodge Blow, Intimidate, Perception, Prepare Poison, Scale Sheer Surface, Secret Signs (Thief), Shadowing, Silent move

Talents: Cry of War or Dance of Doom or Hand of Khaine or Touch of Death, Mighty Shot or Strike to Stun, Specialist Weapon (any two), Street Fighting or Rapid Reload, Strike to Injure, Very Resilient or Very Strong

Trappings: 2 Different Weapons of Best Craftsmanship, Grappling Hook, 10 yds of Rope, Dose of Poison (any)

Career Entries: Kryrnaa Initiate

Career Exists: Kryrnaa Assassin, Spy, Veteran

Matti

— MAIBD INITIATE —

Basic Female Dark Elf Career

DESCRIPTION

The religion of Bloody-Handed Khaine is deeply entrenched in the Druchii being, and there are many young Druchii women who aspire to become one of the Brides of Khaine, devoting their lives to the Lord of Murder. It takes great dedication and training to become a priestess. They undergo series of gruesome initiations into the cult, harsh instruction under strict and sadistic teachers, and until they are deemed ready they are not allowed to preach or conduct services. Their training includes literacy and calligraphy, the study of scriptures and the arts of torture, sermons and poison. They also learn the basics of weapon use so they are ready when the temple takes to the field of battle.

— MAIBD INITIATE ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Theology), Charm, Heal, Performer (Dancer or Singer or Musician), Prepare Poison, Read/Write, Speak Language (Eltharin), Torture

Talents: Lightning Reflexes or Warrior Born

Trappings: Religious Symbol, Plain Robes, Two Hand Weapons

Career Entries: Initiate, Zealot

Career Exists: Barber-Surgeon, Bride of Khaine, Demagogue, Priest (Cleric), Scribe,

Note: During creation, this career can be taken instead of Initiate (or Kithband Warrior).

Matti

— BRIDES OF KHAINE —

Advanced Female Dark Elf Career

DESCRIPTION

Of all the legends and myths about the Dark Elves, the tales of the Witch Elves are probably some of the most well known; they are also known as the Brides of Khaine or Khaine's Handmaidens. Of all the Druchii, the Maibd are probably most beautiful and certainly most insane. The Brides of Khaine form the bulk of the temples, acting both as the junior clergy and the temple's fighting force in times of battle. To them the way of Khaela Mensha Khaine is the only way and before a battle they drink blood laced with poisonous herbs which sends them into a crazed bloodlust. Note: Only Female Dark Elves can enter this career. You must have at least one Insanity to enter this Career. — Bride of Khaine — Skills: Academic Knowledge (Theology), Academic Knowledge (any two), Charm, Dodge Blow, Heal, Intimidate, Performer (Dancer or Singer or Musician), Prepare Poison, Read/Write, Speak Language (Eltharin), Torture, Trade (Apothecary or Herbalist)

— BRIDES OF KHAINE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+10%	+5%	+10%	+15%	+10%	+15%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Talents: Ambidextrous, Fearless or Frenzy, Lightning Reflexes or Menacing, Specialist Weapon (Parrying), Strike Mighty Blow or Strike to Injure, Swashbuckler or Warrior Born

Trappings: Religious Symbol, Fleshhooks, Spirit Bells, Light Armour (leather jack), Pair of Dark Elf Vambraces (Plate Bracers)

Career Entries: Maibd Initiate

Career Exists: Captain, Courtier, Priest (Cleric), Veteran

Matti

— KRYRNAA ASSASSIN — Advanced Male Dark Elf Career

DESCRIPTION

Those who excel in the art of murder become full Kyrnaa. Few mortals ever gain the proficiency in the killing arts at the level of a fully trained Kyrnaa assassin. Their services are much sought after by the lords of Naggaroth, and although technically a part of the Temple of Khaine, few assassins do take assignments outside of the Temple, turning their killing proficiency into profit. The best assassins dispatch their opponents in a matter of seconds, leaving behind no evidence of their presence. Most Kyrnaa of this level are reclusive loners, fully paranoid and in some cases incapable of social interaction.

— KRYRNAA ASSASSIN ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	+25%	+10%	+15%	+30%	+10%	+20%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Concealment, Disguise, Dodge Blow, Gossip, Intimidate, Perception, Prepare Poison, Scale Sheer Surface, Secret Language (Battle Tongue), Secret Signs (Kyrnaa), Shadowing, Silent move

Talents: Ambidextrous, Cry of War or Dance of Doom or Hand of Khaine or Touch of Death, Lightning Parry, Lightning Reflexes, Specialist Weapon (any two), Street Fighting or Sharpshooter, Streetwise

Trappings: 4 Different Weapons of Best Craftsmanship, Dose of Poison (any four), Disguise Kit

Career Entries: Kyrnaa Adept

Career Exists: Assassin, Champion

Matti

— HAG OF KHAINE — Advanced Female Dark Elf Career

DESCRIPTION

The most ancient Witch Elves are the High Priestesses of Khaine, called Hag Queens. There are six Hag Queens in Naggaroth, one for each temple of Khaine, and each one is millennia old (the oldest being Hellebron the Hag Queen of Ghrond and the first Witch Elf) thanks to the Cauldron of Blood. The Cauldron of Blood was said to be a wedding gift from Khaine to his brides the Witch Elves and its origins have been lost in the mists of time. To the Maibd the Cauldron of Blood is quite literally the fountain of youth. When it is time for the rites of Khaine the Hag Queens, and some of their most favoured retainers, bathe in the blood of the Cauldron and become young and rejuvenated again, sealing and renewing their dark pact with Khaine who it is said gives them eternal life.

— HAG KHAINE ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	+1	—	—

Skills: Academic Knowledge (Theology), Academic Knowledge (any three), Charm, Dodge Blow, Intimidate, Magic Sense, Perception, Prepare Poison, Read/Write, Speak Language (Eltharin), Speak Language (Magic), Strike Mighty Blow or Strike to Injure, Torture, Trade (Apothecary or Herbalist)

Talents: , Aethyric Attunement or Meditation, Armoured Caster or Fast Hands, Divine Lore (Khaine), Fearless or Frenzy, Lesser Magic (any two), Petty Magic (Divine)

Trappings: Religious symbol, Noble's Garb

Career Entries: Bride of Khaine

Career Exists: Anointed Priest (Consecrated Cleric), Scholar, Witch Hunter

PART IV – DWARVEN CAREERS

DWARF NOBILITY

By Jackdays

Of all the Dwarf clans, the Nobles can claim the most direct descent from the Ancestor Gods. In fact, their bloodline makes the Noble clans among the most long-lived of Dwarfs and some of the most determined in temperament. These ancient clans are unlike any other. From their number come the rulers of the Dwarf-holds, their emissaries and ambassadors, and most of the Kings' and Queens' advisors. Members of the noble clans may even apprentice themselves to the elders of other clans to learn a specific craft (with the

sole exception of rune-smithing). Due to their role in society, no noble can have emigrated to the human realms. Unlike nobles in human lands, dwarven nobles must learn to guide their people through peace and also wartimes. That why they have good military training unless they pursue some craft. Also they are very well taught the ancestor lines which they come from.

Note: Most text taken from *Dwarfs – Stone and Steel* (WFRP1 sourcebook).

DWARF PRIESTHOOD

By Jackdays

The dwarfs venerate their Ancestors instead of worshipping otherworldly gods. They believe that the spirits of Ancestors watch over them, guide their actions, judge their achievements and determine if they have led worthy lives.

Members of the priesthood are held in high esteem, both for their wisdom and because they represent the Ancestor Gods. Many disputes between clans and holds have been settled through the mediating effort of priests. But Dwarfen priests are not very common and usually only the largest holds have few of them. This is also why other races may think that there actually isn't any Dwarfen priests. Another reason might be that Dwarfen priests do very much other kind of work also that priest usually don't do.

Dwarfen priests take care of the temples and shires. They perform some rituals, songs and prayers for the gods, marriage ceremonies and conduct burial rites. But most important task they have is to act as healers and physicians to their kind. Also Dwarfen priests may take roles of judges and

advisors to Dwarfen rulers, be historians, and may even become ambassadors to other lands.

Most widely revered Ancestor gods are *Grungni* (God of mining, metalwork and stonework), *Grimnir* (God of warriors) and *Valaya* (Goddess of home, healing, heart and brewing). It is known that some Dwarf have actually started to worship other gods also (this happens sometimes especially among the Expatriate Dwarfs). In these cases use these careers, but take extra skills/talents from that gods fate.

Note: Some of the text is taken from *Dwarfs: Stone and Steel* (WFRP1 sourcebook). More info about religion from *Core Rulebook* (WFRP2) and *Tome of Salvation* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute Initiate.

Note: Check for more info about Dwarfen religion from *Tome of Salvation* (WFRP2 sourcebook).

DWARF KNIGHTHOOD

By Jackdays

Dwarfen knights are similar as humans. They are professional soldiers generally trained to fight in heavy armour while using heavy weaponry. Also their training is a lot more than just the military training. Knights learn about academic values and etiquette. There is only couple knightly/templar orders among the Dwarves and members of these orders follow *Dwarf Knight*, *Dwarf Knight-Elder* and *Dwarf Knight-Grandmaster* careers.

ORDER OF THE AXE (TEMPLARS):

Order serves the political needs of the High King and the clerics of Grungni as a distinct military wing of the church. Templars are known as Axes of Grungni, or simply as an Axe. The Order is distinct from the Cult of Grungni, and demands no religious obligations.

HAMMERERS (KNIGHTS):

Hammerers are the King's personal guard and so are accorded a high status within the stronghold. They are very skilled warriors and are personally selected by the King

himself. If a Dwarf should prove himself courageous enough over the course of many battles he may be selected to join the Hammerers. Skill, strength and courage alone, however, are not enough. A Hammerer must be willing to give his complete loyalty to his liege and dedicate himself totally to protecting him from harm. Amongst a folk known throughout the world for their stubbornness, Hammerers are regarded as being stubborn by other Dwarfs.

Duty to King and hold is a sacred thing to Dwarfs. A Dwarf bound by oath to serve a King will give his life rather than face the dishonor of failure. A King surrounded by his Hammerers is the keep in the center of the throng: grim-faced, unyielding and immovable, the living personification of the Dwarf spirit.

The symbol of the bond between a Lord and his Hammerers is the weapon they carry. Each bears a heavy, but perfectly balanced, great hammer. It is the gift of the hammer to the warrior that seals the oath between him and his Lord. In battle, the sight of the great hammers rising and falling around the King's banner is an inspiration to the rest of the

throng who will typically redouble their own efforts to keep up.

ORDER OF THE STONE WALL (TEMPLARS):

Order is associated with the cult of Grungni, and its members see themselves as the ultimate guardians of the Dwarf race. Founded during the first coming of Chaos (-4500 I.C.), the order embodies the virtues of steadfastness and determination, regardless of the odds.

ORDER OF STONE AND THE ORDER OF GRANITE (TEMPLARS):

Both Orders were created in order to provide a unified defence during the Age of Darkness. They serve the High King of Karaz-Ancor. The Order of Granite is based in Karaz-A-Karak and Order of Stone moved to Zhufbar around the time of Sigmar, and pledged itself to that city's permanent defence.

Note: Text is taken from *Games Workshop site: Dwarfs* (Warhammer Fantasy Battle), *Corrupting Influence – The Best of Warpstone Volume 1* (WFRP1 sourcebook) and *Dwarfs: Stone and Steel* (WFRP1 sourcebook).

Jackdays

— DWARF NOBLE —

Basic Dwarf Career

— DWARF NOBLE ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (History), Academic Knowledge (Genealogy/Heraldry), Charm, Command, Common Knowledge (Dwarfs), Read/Write, Speak Language (Khazalid), Speak Language (Any one)

Talents: Etiquette, Public Speaking, Savvy *or* Suave, Specialist Weapon (Two-handed)

Trappings: Good craftsmanship weapon of choice, Noble's Garp, *sdro gc*, Jewelry worth *sdro gc*

Career Entries: Dwarf Elder Knight

Career Exits: Dwarf Thane, Explorer, Herald, Sergeant, Student, Tradesman

Jackdays

— DWARF THANE —

Advanced Dwarf Career

— DWARF THANE ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	—	—	—

Skills: Academic Knowledge (History), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (Any two), Dodge Blow, Evaluate, Gossip, Perception, Read/Write, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any two)

Talents: Disarm, Master Orator, Schemer, Specialist Weapon (Flail *or* Parrying), Strike Mighty Blow

Trappings: Best craftsmanship weapon of choice, Best craftsmanship Noble's Garp, *500 gc*, Jewelry worth *1000 gc*

Career Entries: Dwarf Noble

Career Exits: Ambassadors (RotIQ), Captain, Dwarf Knight, Dwarf Lord, Explorer, Scholar

Jackdays

— DWARF LORD —

Advanced Dwarf Career

— DWARF LORD ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+10%	+25%	+20%	+15%	+20%	+20%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+7	-	-	-	-	-	-

Skills: Academic Knowledge (History), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Blather, Charm, Command, Common Knowledge (Any three), Dodge Blow, Gossip, Perception, Read/Write, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any three)

Talents: Quick Draw, Menacing, Strike to Stun

Trappings: Two best craftsmanship weapons of choice, Best craftsmanship Noble's Garp, 1000 gc, Jewelry worth 2000 gc

Career Entries: Dwarf Thane

Career Exits: Ambassadors (RotIQ), Captain, Explorer, Engineer, Scholar

Jackdays

— DWARF INITIATE —

Basic Dwarf Career

Choose of your fate (Dwarven Ancestor God) that gives you another skill or Talent as detailed in entry of your God below:

Grungni: Initiates of Grungni start with one of the Trade (Armourer, Gem Cutter, Gunsmithing, Miner, Smith, Stoneworker or Weaponsmith) skills. Priests of Grungni can, at their option, learn the following skills and talents as part of their careers: Evaluate, Secret Language (Guild Tongue), Very Resilient

Grimnir: Initiates of Grimnir start with Warrior Born talent. Priests of Grimnir can, at their option, learn the following skills and talents as part of their careers: Specialist Weapon Group (Any one), Street Fighting, Very Strong

Valaya: Initiates of Valaya start with Trade (Herbalism) skill. Priests of Valaya can, at their option, learn the following skills and talents as part of their careers: Academic Knowledge (Any one), Hypnotism, Intimidate, Trade (Brewer)

— DWARF INITIATE ADVANCE SCHEME —

Main Profile

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

Secondary Profile

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

Skills: Academic Knowledge (History), Academic Knowledge (Theology), Charm, Common Knowledge (Dwarfs), Heal, Read/Write, Speak Language (Khazalid), Speak Language (Any one)

Talents: Public Speaking, Surgery

Trappings: Religious Symbol, Robes

Career Entries: Dwarf Runemaster, Miner, Scribe, Student, Tradesman

Career Exits: Apprentice Runemaster, Dwarf Priest, Miner, Scribe, Tradesman

Jackdays

— DWARF PRIEST —

Advanced Dwarf Career

— DWARF PRIEST ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+5%	+10%	+10%	+5%	+15%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	-	-	-

Skills: Academic Knowledge (History), Academic Knowledge (Law) or Academic Knowledge (Runes), Academic Knowledge (Theology), Charm, Command, Common Knowledge (Any two), Gossip, Heal, Perception, Performer (Singer), Read/Write, Search, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any two), Trade (Apothecary)

Talents: Master Orator, Resistance to Disease, Savvy or Suave, Specialist Weapon Group (Two-handed), Strike to Injure

Trappings: Prayer Book, Writing Kit, Good craftsmanship weapon

Career Entries: Dwarf Initiate

Career Exits: Apprentice Runemaster, Dwarf High Priest, Explorer, Scholar, Tradesman

Jackdays

— DWARF HIGH PRIEST —

Advanced Dwarf Career

— DWARF HIGH PRIEST ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	+10%	+20%	+20%	+10%	+25%	+30%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+7	-	-	-	-	-	-

Skills: Academic Knowledge (Any three), Academic Knowledge (Theology), Charm, Command, Common Knowledge (Any three), Gossip, Heal, Read/Write, Search, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any three), Trade (Apothecary)

Talents: Disarm, Etiquette, Fearless, Quick Draw

Trappings: Prayer Book, Writing Kit, Good craftsmanship weapon

Career Entries: Dwarf Priest

Career Exits: Ambassador (RotIQ), Apprentice Runemaster, Artisan, Dwarf Loremaster, Explorer, Dwarf Noble

— DRAGON SLAYER —

DESCRIPTION

Based on *Dwarfs: Stone and Steel* (WFRP1 sourcebook)

Those dwarfs who survive their careers as Giant Slayers can become convinced that their disgrace is so terrible that the Ancestor Gods have denied them an honourable death. They engage in a ritual that involves self-inflicted scarring (symbolises the Slayer's dedication to following the mythical exploits of Grimnir). Through this ritual, they become Dragon Slayers.

Dragonslayers retain the spiked orange hair, outrageous jewellery and tattoos of their previous careers. To this they add ritual scarring, usually resembling claw marks, across the chest, face, and arms.

Dragonslayers single-mindedly search for their prey, following the wildest of rumours in the hope of finding a dragon's lair. Dragon Slayers frequent mountains, swamps, and other remote wilderness areas – Anywhere that Dragons and more dangerous creatures might be found.

- DRAGON SLAYER ADVANCED SCHEME -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	-	+25%	+25%	+15%	-	+25%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+7	-	-	-	-	-	-

Skills: Follow Trail, Outdoor Survival, Perception, Scale Sheer Surfaces, Speak Language (any two)

Talents: Ambidextrous, Coolheaded, Disarm *or* Quick Draw, Lighting Reflexis *or* Very Resilient, Menacing, Resistance to Disease, Wrestling

Trappings: Great Weapon

Career Entries: Giant Slayer

Career Exits: Daemon Slayer

— DWARF LOREMASTER —

Based on *Dwarfs: Stone and Steel* (WFRP1 sourcebook).

DESCRIPTION

Loremasters represent the highest level of Dwarf scholarly achievement. Dedicated to the pursuit and preservation of knowledge, loremasters are greatly respected by their people, and valued for their advice, wisdom, and knowledge.

Every Dwarf settlement of any size will have at least one loremaster. To the confusion of other races, however, the title "loremaster" is often conferred on the most able scholar of the community, being responsible for maintaining chronicles and traditions as well as using their profound knowledge to advise Dwarf leaders (nobles).

Not all loremasters shut themselves away with their books and scrolls. In larger Dwarf communities, loremasters are able to put aside their day-to-day duties in favour of their own research projects. These loremasters often travel far and wide in search of lost chronicles or forgotten Dwarfholds, trying to recover records or knowledge lost during the carnage of the Elf and Goblin wars.

- DWARF LOREMASTER ADVANCED SCHEME -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+10%	+15%	+40%	+35%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+6	-	-	-	-	-	-

Skills: Academic Knowledge (Daemonic, Engineering, Genealogy/heraldry, History, Law, Runes, Science, Theology, Magic), Charm, Command, Common Knowledge (Any five), Evaluate, Gossip, Perception, Prepare Poison, Read/Write, Search, Speak Arcane Language (Daemonic, Magick, Arcane Dwarf), Speak Language (Classical, any five), Trade (Cartographer), Trade (Herbalist)

Talents: Etiquette, Linguistics, Master Orator, Public Speaking

Trappings: Writing Kit.

Career Entries: Dwarf High Priest, Engineer, Guild Master, Master Engineer, Master Runesmith (RoS), Scholar

Career Exits: Ambassador (RotIQ), Apprentice Runemaster, Dwarf High Priest, Guild Master, Explorer, Master Engineer

Jackdays

— DWARF KNIGHT —

Advanced Dwarf Career

- DWARF KNIGHT ADVANCED SCHEME -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25%	-	+20%	+20%	+15%	+10%	+20%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+5	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry) or Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Dodge Blow, Intimidate, Perception, Read/Write, Secret Language (Battle Tongue), Speak Language (Any two)

Talents: Coolheaded, Etiquette, Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Strike Mighty Blow

Trappings: Good craftsmanship Great Weapon, Medium Armour (Full Mail Armour), Shield

Career Entries: Dwarf Thane, Judicial Champion, Sergeant, Shieldbreaker, Soldier, Veteran

Career Exits: Captain, Dwarf Knight-Elder, Judicial Champion

Jackdays

— DWARF KNIGHT ELDER —

Advanced Dwarf Career

- KNIGHT ELDER ADVANCED SCHEME -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+35%	+10%	+25%	+25%	+20%	+15%	+25%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+8	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry) or Academic Knowledge (Theology), Academic Knowledge (History) or Academic Knowledge (Law), Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (Any two), Dodge Blow, Intimidate, Perception, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Arcane Language (Arcane Dwarf), Speak Language (Any two)

Talents: Lighting Parry, Seasoned Traveller, Strike to Injure, Strike to Stun

Trappings: Good craftsmanship Great Weapon, Heavy Armour (Good craftsmanship Full Plate Armour), Shield

Career Entries: Dwarf Knight

Career Exits: Champion, Dwarf Noble

— DWARF KNIGHT GRANDMASTER — Advanced Dwarf Career

- DWARF GRANDMASTER ADVANCED SCHEME -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+40%	+15%	+30%	+25%	+20%	+15%	+30%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+9	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry) or Academic Knowledge (Theology), Academic Knowledge (History) or Academic Knowledge (Law), Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (Any three), Dodge Blow, Intimidate, Perception, Read/Write, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Arcane Language (Arcane Dwarf), Speak Language (Any three)

Talents: Fearless, Fleet Footed, Menacing, Seasoned Traveller, Specialist Weapon Group (Any two), Strong-minded

Trappings: Magical Great Weapon, Heavy Armour (Magical Full Plate Armour), Shield

Career Entries: Dwarf Knight-Elder

Career Exits: Champion, Dwarf Noble

PART V – NORSE CAREERS

By Ogrhead

These careers are linked to the Mysticism part in Appendix VI – Mysticism on page 102

— NORSE THRALL —

DESCRIPTION

The thralls of the Norse people are a very unfortunate lot. By birth a thrall is deprived of all rights as a man, and put under the whims of a Norse freeholder or chieftain, and most thralls never see another place in life. If defeated in battle, a Norse warrior can sometimes be spared by his enemy and used as a slave instead. If so, the thrall is often treated worse than if he would be born into thralldom. As the Norse societies are very harsh and trying, the thrall's every day life inflict pains beyond a normal Old Worlder's comprehension. Some thralls are used as dogs in the front of battles, whipped to submission, begging for the sweet release of death. Others are used as house maidens or servants by the rich chieftain families and given more important and less suffering work. A lucky few are close to the families that claim them, seeing them almost as a sibling or child.

— NORSE THRALL ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	+15%	+5%	—	+5%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (The Norsca), Concealment, Consume Alcohol, Dodge Blow, Outdoor Survival, Search, Silent Move

Talents: Flee!, Resistance to Disease

Trappings: One set of poor quality clothing, 10 yards of rope

Career Entries: Norse Freeholder, Norse Berserker, Norse Raider

Career Exits: Camp Follower, Norse Berserker, Pit Fighter, Servant

— NORSE FREEHOLDER —

DESCRIPTION

A Freeholder, or *Friholder* as they sometimes call themselves, is by title a free man that is entitled to hold land, family and state his own free will. In return the freeholder is expected to raise his arms against any foe of his chieftain and master. Aside from these quite militaristic requirements, they do not live by the sword as mercenaries. Instead, they cultivate their land, go fishing or trade with neighbors, rather than leave home and families for war loot. When they must, the freeholders of the Norse provide their masters with the most loyal of warriors, determined of ridding their land of any intruders or other hostiles. Some freeholders travel extensively in service to their master instead of holding land, as messengers, traders, explorers and envoys. A few travel even though they might have a Norse longhouse with family, women and gold waiting for them, bitten by the travel bug at some point. The freeholders see themselves as free, good men that work hard for food and gold — not as the furious berserker the Imperial stereotype gladly portrays them as, even if they originates from the same snowy place. In fact, freeholders see the raiders as scum, nothing more than rabid dogs.

— NORSE FREEHOLDER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+10%	+15%	—	+5%	+5%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Common Knowledge (Any one), Consume Alcohol, Dodge Blow, Intimidate, Haggle or Gossip, Outdoor Survival, Perception, Ride or Sail

Talents: Dealmaker or Coolheaded, Hardy, Specialist Weapon Group (Two-handed) or Sharpshooter, Strike Mighty Blow

Trappings: One set of good quality clothing, a horse and cart or a long Norse trading boat, medium armor (chain hauberk), longbow or great weapon, a fur cloak made from bear or wolf, Norse jewelry worth of 2Dro GCs

Career Entries: Norse Berserker, Norse Raider, Servant

Career Exits: Explorer, Mercenary, Messenger, Norse Raider, Norse Samhold Spraakeldste, Norse Thrall, Norse Warlord, Scout, Tradesman

Note: If you are rolling randomly for your Starting Career, you can substitute Norse Freeholder for Norse Berserker with your GM's permission.

— NORSE RAIDER —

DESCRIPTION

A Norse raider is a feared wolf of the sea. The raiders are often the source of the tales of frenzied Norse pirates scourging the northern coast of the empire, even though they don't represent even small part of the pirates in the Sea of Claws. Raiders are in reality nothing more than pirates, originating from the less civilized parts of the Norse peninsula, where violent traditions are more common and raiding is more of a lifestyle than elsewhere. Raiders are not evil per se, even though there are numerous of blood cults dotted along the Norse coasts, formed by Chaos infiltrators from the Chaos Wastes. The Norse raiders live by the sword, and often die by it too, even though their aim is neither to expand any borders nor put themselves on the top of any hill. Their legacy is violent, so are their songs and tales of heroism, which during the ages has just formed their way of life. Gold attracts them, as do stories of successful trade routes and rich unguarded lands. The Norse raiders are truly the image of a Norse warrior.

— NORSE RAIDER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+5%	+10%	—	+5%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Consume Alcohol, Dodge Blow, Evaluate, Intimidate, Row, Sail

Talents: Seasoned Traveller, Strike Mighty Blow, Strike to Injure, Very Strong

Trappings: One set of medium quality clothing, a shield, medium armor (chain vest and leather cap), 10 yards of rope and a grappling hook, a bottle of poor quality spirits

Career Entries: Norse Berserker, Norse Thrall

Career Exits: Marine, Mercenary, Norse Thrall, Norse Warlord

Note: If you are rolling randomly for your Starting Career, you can substitute Norse Raider for Norse Berserker with your GM's permission.

— NORSE WARLORD —

DESCRIPTION

After long years of extensive travel or seemingly endless marches from battlefields never heard of, a grizzled and hardened Norse warrior sometimes rise to lead his blood-kin against a hated enemy. Most often, this is done when the need of a unifying and strong leader is dire, and a threat to the people is imminent, and the result is seldom without bloodshed and suffering. As often, a warlord is just something far less honorable; a brigand or outcast with nothing more than a taste for gold, women and an enemy's head on a silver plate.

In the Empire, warlords from Norsca sometimes travel as generals over the personal guard of mighty clan overlords on journeys far from home, or as mercenary captains with their own sell-swords and thralls. In Kislev, the old saying "Don't retreat until the Norse falls", basically means that one should not give up hope, and originates from the time when Norse mercenary warlords formed up a backbone defense towards the relentless Chaos assailants. Today the Norse warlords are seen everywhere – even as far south as Tilea and Araby, but due to their violent and uncivilized background, they are almost never welcome unless the need for strong, merciless warriors is imminent.

— NORSE WARLORD ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25%	+20%	+15%	+20%	+10%	+10%	+15%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Advanced Knowledge (Strategy), Command, Common Knowledge (Norsca), Common Knowledge (Kislev or The Empire), Consume Alcohol, Dodge Blow, Evaluate, Haggle, Intimidate or Navigation, Read/Write, Search, Speak Language (Riekspiel or Kislevian)

Talents: , Dealmaker, Menacing, Public Speaking, Seasoned Traveller, Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Strike to Injure, Very Resilient

Trappings: Three sets of medium quality clothing, a shield, medium armor (full chain and leather vest, helmet with leggings and greaves) of good quality, great weapon of good quality, light warhorse, 100 thralls, a band of Norse warriors, longship suitable for 30 men or 30 horses with accompanying cart and driver, chest filled with 500 GCs.

Career Entries: Norse Raider, Norse Friholder

Career Exits: Explorer, Norse Clan Sprakeldste

DESCRIPTION

The Spraakeldste is the spokesman of a Norse family or clan in a *Samhold* – a Norse equivalent to an Imperial county or barony, and whose word carries influence a long way. He or she (whom is called *Spraakfrú*) is normally one of the older, more experienced persons in the Samhold, and have by birth or actions or both, gained the respect and trust from their fellow kin. The Spraakeldste is the person in a clan dealing with foreign powers and distant traders, as well as being the one making hard decisions that will affect generations to come.

As families extend far beyond of what is normal by Imperial standards, whole communities and Samholds can be comprised by the Spraakeldste's influence. This also means that when an unfortunate village is overrun by hostile forces, be it greenskins or Chaos marauders, the Spraakeldste is the first to be beheaded. Aside from all responsibilities and decision-making, the Spraakeldste enjoys a free life without taxation or duties that normal freeholders or thralls suffer from.

— SAMHOLD SPRAAKELDSTE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+10%	+15%	+10%	+25%	+25%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	–	–	–	–	–	–

Skills: Advanced knowledge (Any two), Command, Common Knowledge (Norsca, Kislev or The Empire), Evaluate, Gamble, Haggle, Intimidate, Read/Write, Search, Speak Language (Riekspiel or Kislevian), Swim, Sail, Trade (Any one)

Talents: Dealmaker, Public Speaking, Savvy, Schemer, Suave

Trappings: Five sets of exceptionally good quality clothing, medium armor (chain vest and helmet) of good quality, longbow or spear of good quality, light warhorse, 2Dro thralls, two freeholder bodyguards, a personal and trusted messenger, three longhouses with an etched throne in a meeting hall complete with a storehouse, several chests filled with at least 1000 GCs.

Career Entries: Norse Champion of the Ancestors, Norse Friholder, Norse Warlord

Career Exits: Diplomat, Explorer, Norse Warlord, Initiate, Norse Murkr

DESCRIPTION

As most people in Norsca do not understand the powers of the Murkr, most people just avoids them. Their innate power to see and speak to spirits, in combination of being a secluded order of mystics wielding the powers of the ancient spirits and heroes, have made them legendary, and few Norse men or women dares to stand against them. They are tightly connected to the spirit world and the beliefs of the Norse society, which have given them a position as Hargirs and often as undertakers and healers. In distant Norsca, they can be seen everywhere, even though they seldom make official visits to leaders, Jarls and Spraakeldstes of the land.

Next to being a mystic, the Murkr also enters the battlefields from time to time. If seen in battle, their mere presence raises the morale of their fellow warriors, who never stands back when realizing they are among them. Some Murkr and Urns rather use weaponry than magic, and can even surpass the most ferocious of Norse warriors. When the battle is done, they are called upon to give the dying a last hymn in Urntunga, and to heal the wounds of the bravest of the brave. As they grow powerful, they in many cases become incarnations of their mighty Ancestor heroes, which most people both fear and admire.

— NORSE MURKR ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	+1	–	–

Skills: Advanced Knowledge (Any one), Heal, Hearth Wisdom (Murkr), Intimidate, Read/Write, Speak Arcane Language (Urntunga), Swim or Ride

Talents: Murkrsyn, Petty Magic (Murkr), Public Speaking, Rover, Unsettling

Trappings: A dark and travel-worn cloak with a hood, a set of ragged but good quality traveling cloths, a wolf fur coif, a set of Murkr gold bracers, a sling bag with three doses of healing herbs, a riding horse with saddle and harness

Career Entries: None

Career Exits: Norse Spraakeldste, Norse Urn Dreamwanderer

DESCRIPTION

The Dreamwanderers of the Urn, are Murkr mystics that have distinguished themselves by deed or wit, and have impressed their Urn Foreseers with skill and resolution. When a young Murkr is appointed the title of Dreamwanderer by the Elder Urns, they become responsible of traveling their land finding new Murkr and saving them from ignorance and madness. It is a tough job, and lonely too, as life as a Murkr is never forgiving.

With a deeper mystical knowledge of the Otherworld, and further developed magical abilities, they travel all over Norsca, even as far as into Kislev and the northern parts of the Empire, to visit the Norse settlements in search of Murkr prodigies. Often not alone, but in company of younger less experienced Murkr, and sometimes with servants and thralls in a master's company, they prefer to stay outdoors instead of accept the hospitality of inn-keepers and the like. With time the Dreamwanderers become rugged, weather-bitten survivors with little over for either comfort or luxuries.

After serving the Urn Inner Circle for a few years, they might be promoted to a more stationary role, the Hargír. Only the most disciplined Dreamwanderer gets that position and for many of them the wait is long and daring, and for the ambitious that is overlooked might turn Skuggr – a renegade from Murkr society. The path of becoming a Foreseers is long and narrow, just like the path of the Imperial Magicians, and often bestows its followers with a reward both darker and more painful than death.

— NORSE URN DREAMWANDERER ADVANCE SCHEME**Main Profile**

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	+2	–	–

Skills: Advanced Knowledge (Any two), Heal, Hearth Wisdom (Murkr), Outdoor Survival, Perception, Speak Language (Norse), Speak Arcane Language (Urmtunga), Swim or Ride

Talents: Hardy, Lore (Lore of the Ancestors or Lore of the Otherworld), Lesser magic (Any two for Murkr), Seasoned Traveller, Strong-Minded, Very Resilient

Trappings: A grey set of robes showing their status within Murkr society, a heavy hooded traveling cloak, a set of embroidered good quality traveling cloths, medium armor (mail shirt), a wolf fur coif, a Dreamwanderer's quarterstaff with bone parts dangling from the head, a sling bag with three doses of healing herbs, a riding horse with saddle and harness

Career Entries: Norse Murkr

Career Exits: Norse Spraakeldste, Norse Urn Hargír, Norse Urn Skuggr

DESCRIPTION

The Hargír is the highest title within the Murkr brotherhood for members who still deals with the duties and daily problems the Murkr attend. When becoming a Hargír, the mystic gets the responsibilities of performing the ceremonies for different Samholds and cities, their *Blot* duties (which is the blood sacrifices of the Norse traditions) and any counselling Spraakeldstes or Jarls require. Among the Norse, the Hargír are considered to stand above all except their enigmatic Foreseers, even above most Jarls and their kin which often creates schisms between Norse noble families and the mystic Murkr.

With the everlasting incursions of Chaos in the north of Norsca in mind, the people and leaders of the lands have been hardened and battle-ready during the ages. Hargírs have become the ones organizing defenses of cities when the Darkness of Chaos has fallen over them, especially when great leaders have fallen side to side with their most renown of heroes, and have as a result become the leaders in many places, not only secularly, but also over worldly duties and everyday life.

Until the Hargír becomes a member of the Inner Circle of the Murkr, he or she will continue perform their duties out in the vast lands of Norsca and in that way serve and help defend their people against Chaos. When the time comes and a place opens up in the Inner Circle, the Hargír may apply for the available *Tromu* as the seat is called. If accepted into the Inner Circle, and only accepted if very difficult tasks have been accomplished, the Hargír now takes the title of a *Father of the Inner Circle* and is given a full voice in times of *Raadslag*, the Murkr council where major issues are discussed. With time and talent, a Hargír within the Inner Circle can aim for becoming a Foreseer.

— NORSE URN HARGIR ADVANCE SCHEME —**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
+20%	–	+15%	+15%	+15%	+20%	+25%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+5	–	–	–	+3	–	–

Skills: Advanced Knowledge (Norse Ceremonies&one more), Concealment, Heal, Hearth Wisdom (Murkr), Search, Silent Move, Speak Language (Kislev or Reikspiel), Speak Arcane Language (Urmtunga), Trade (Any two)

Talents: Armoured Casting or Dark Magic, Fast Hands, Lesser magic (Any two for Murkr), Magic Sense, Master Orator, Suave

Trappings: Black robes of good quality trimmed with silver thread, an old tattered heavy hooded travelling cloak, medium armour (mail shirt), a wolf fur coif, a coffin of ceremonial utilities and robes, a riding horse with saddle and harness

Career Entries: Norse Dreamwanderer

Career Exits: Norse Spraakeldste, Norse Urn Foreseer, Norse Urn Skuggr

DESCRIPTION

After an ancient ritual, as old as the earth itself it says, a Champion of the Ancestors rise. Normally, the Champion was found or chosen a long time before he or she went through the ritual by the Murkr, and at that time a normal person with a just a good heart and just soul. How and why he or she was chosen varies, but one thing connects them all — the ritual was created and performed as a result of dire times under the threat of Chaos. After the ritual is done the Champion is taken to the stronghold Kringingla for further training in the arts of Murksyn and Murkr mysticism. This period is known to have lasted for months, even years, but there are a few occasions when the Champion has been released into battle straight afterwards into a second baptising in blood.

As they are created for a cause of the enemies of Chaos, and their very existence is forced upon them by high magic and the spirits of their ancestors, their mind easily becomes a tattered and twisted. The ritual that created them protects them to some extents from the Chaotic influences, but that doesn't mean they can't get killed. They do put themselves in the frontline where good and evil clash, and many fall under a Chaos Warrior's black blade far too early, which have made them appreciate the simple things in life even if they the next day fight epic battles. This has made many of them long for a normal simple life, even more so than among the normal Freeholders in the Samholds or the in the dark halls of the Spraakeldste, and can therefore be seen anywhere. There are stories of peasants finding a completely tattooed man sleeping in the haystack in their barn, as well as rumours describing them as friendly but scarred men asking for roof over the head when on the road. They are still good men of pure hearts, but their future hold nothing but blood and onslaught, and they know it — when the battle against Chaos is calling, they leave everything behind to join the Murkr forces.

— NORSE CHAMPION OF THE ANCESTORS ADVANCE
SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+35%	+25%	+20%	+30%	+15%	+20%	+35%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+8	—	—	—	+1	—	—

Skills: Animal Care, Dodge Blow, Intimidate, Hearth Wisdom (Murkr), Magic Sense, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Norse), Speak Arcane Language (Urntunga), Swim or Ride

Talents: Murksyn*, Lesser Murkr Magic (Any three), Specialist Weapon Group (Longbow), Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Very Resilient*, Very Strong*, Warrior Born, *Taken immediately when the ritual is done, without spending any XP's.

Trappings: Tattoos that cover almost the whole body of intricate Murkr designs (works as charm — protects the bearer from being influenced by Chaos, +20% to all resisted tests, and protects the bearer from being mutated), a great weapon of best quality, a Norse longbow of best quality with a quiver containing 12 grey-feathered arrows, a thick belt with scabbards and three pouches, tattered travelling clothes of normal quality, a travelling cloak of wolf fur, high fur boots, a sling bag, a chain mail vest, a riding horse with saddle and harness

Career Entries: Any Norse career, but has to be pure of heart (no IP's ever, no disorders, nor any mutations or curses) and be chosen or found to be the subject for the Murkr ritual The Cleansing of a Pure Heart and Rebirth of a Champion.

Career Exits: None. Becoming a Champion of the Ancestors is a life-changing experience, and ones destiny will never be anything else afterwards.

PART VI – FOREIGN CAREERS

KNIGHT OF THE GRAIL

GENERAL DESCRIPTION

Here's a quick effort at the WFB style knights. Comments welcome, coz I expect they'll need a bit of changing. I also include Le Squire which had a few changes from the traditional Imperial Squire. I may have gone a bit 'high' with some of the stuff, but I was trying to do it from the point of view that The Lady of the Lake is real and does grant boons and the knights are her chosen paladins.

CAREER PATH:

Squire
knight errant
knight of the realm
knight of the quest
knight of the grail

GRAIL WITCHES

CAREER PATH

Grail Maiden
Grail Damsel
Prophetess of the Lady
Enchantress of the Lady

Jadrax

— ESTALIAN CABALLERO —

Advanced Career

DESCRIPTION

Caballero are not only as the officer class of Estalian armies, but are far more active than their counterparts in many other lands, taking an active part as scouts and outriders. In times of peace Caballero often spend time hunting down bandits and wandering through the villages of Estalia acting as impromptu Judges and Lawmen.

Typically armed with spear, rapier and a brace of pistols, these are heroic individuals of noble birth, although some are tempted to join the Banditos out of poverty or sheer boredom.

— ESTALIAN CABALLERO ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25%	+25%	+5%	+5%	+25%	+15%	+15%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Animal Care, Animal Training, Command, Common Knowledge (Estalia), Dodge Blow, Follow Trail, Navigation, Outdoor Survival, Perception, Read/Write, Ride, Search, Secret Signs (Scout), Speak language (Estalian)

Talents: Coolheaded, Orientation, Quick Draw, Sharpshooter, Specialist Weapon Group (Cavalry), Specialist Weapon Group (Fencing), Specialist Weapon Group (Gunpowder)

Trappings: Pair of pistols with Powder and Ammunition for 20 shots, one set of Best Craftsmanship Clothes, Rapier, Demilance, Light Warhorse with saddle and harness

Career Entries: Courtier, Estalian Diestro, Noble, Squire

Career Exits: Bounty Hunter, Captain, Explorer, Highwayman, Judicial Champion, Mercenary, Outlaw Chief, Scout

Jadrax

— ESTALIAN CONQUISTADOR —

Advanced Career

DESCRIPTION

Estalian merchant ships rely upon mercenary companies to protect their assets. These are particularly required now that many shipping opportunities have opened in inhospitable places such as Araby, Lustria and the South Lands. Although the danger of serving upon these ships considerable and the pay is relatively poor, the position does attract a certain kind of mercenary brotherhood, who realise that the meagre pay offered can easily be supplemented by a healthy sideline in raiding and looting these far off lands.

Conquistador Brotherhoods as they are called are elite mercenary troops, equipped with some of the finest equipment money can buy. They have to excel at both defensive combat, where they use muskets to defend these ships, and also form raiding parties, where they operate as medium cavalry. They serve the Ship's captain following an official Charter that gives them the rights of ownership of anything they loot from the natives, as long as they fulfil there task of guarding the ship. So impressive are the Conquistadors that some other Navies have experimented with training similar troops, like the Imperial Dragoons who serve on some Imperial Greatships.

— ESTALIAN CONQUISTADOR ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+10%	+5%	+10%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Animal Care, Common Knowledge (Estalia or The Empire), Consume Alcohol, Gamble or Haggle, Perception or Swim, Ride, Secret Language (Battle Tongue), Speak Language (Any Two)

Talents: Disarm or Master Gunner, Quick Draw, Rapid Reload or Strike Mighty Blow, Seasoned Traveller, Specialist Weapon Group (Cavalry), Specialist Weapon Group (Gunpowder), Sure Shot or Specialist Weapon Group (Two-handed)

Trappings: Demilance or Halberd, Firearm with Ammunition and Gunpowder for 10 shots, Light Warhorse with Saddle and Harness, Heavy Armour (Helmet, Breastplate and Plate Leggings), Impressive Uniform, Healing Draught

Career Entries: Marine, Mercenary, Pistolier, Squire, Veteran

Career Exits: Explorer, Knight, Mate, Merchant, Pistolier, Sergeant

— ESTALIAN INQUISITOR —

DESCRIPTION

The Inquisition is a secret brotherhood that exists within the Estalian kingdoms, set up to monitor and maintain the spiritual purity of all Estalians. Shrouded in secrecy, the organisation is little known within Estalia. The organisation works independently of all the temples, but has government backing from several kingdoms.

The Inquisition is involved in the torture and elimination of those judged as serving the Ruinous Powers, be they witches, cultists or simple agitators. It claims to have been given official authority to question, investigate and judge all Estalian citizens, although in practice it works in secret so that matters of proof, jurisdiction and appeal never occur. Inquisitors usually work in small groups, often supported by a specialists trained as Templars or Witch and Vampire hunters. All Inquisitors are experts in the extraction of information from non-willing suspects.

— ESTALIAN INQUISITOR ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+15%	+15%	+15%	+20%	+30%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Law), Academic Knowledge (Daemonology or Necromancy or Magic), Command, Common Knowledge (Estalia), Hypnotism, Intimidate, Perception, Read/Write, Ride, Search, Secret Signs (Inquisition), Speak Language (Classical), Speak language (Estalian), Torture

Talents: Fearless or Schemer, Menacing, Public Speaking, Specialist Weapon Group (Entangling) or Specialist Weapon Group (Flail), Strong-Minded

Trappings: Black or Red Robes and Hood, Black or Red Leather gloves, Holy Symbol

Riding Horse with saddle and harness, Inquisitorial rosette, Elaborate set of torture tools including flail, whip and manacles

Career Entries: Anointed Priest, Interrogator, Vampire Hunter, Witch Hunter

Career Exits: Charlatan, Initiate, Knight, Witch-Hunter, Zealot

— ESTALIAN MYRMIDION —

DESCRIPTION

Myrmidions are a secular order of warriors dedicated to martial excellence in the praise of Myrmydia, typically dwelling in large towers situated near temples to Myrmydia. Myrmidions traditionally fight in little to no armour, and eschew the use of common weapons, preferring to take on their opposition using the arts of wrestling or weapons that require specialist training. Gunpowder weapons are never used, nor are Crossbows or bows. However skill with thrown weapons such as javelins and slings are held in high regard.

Myrmidions are often used by the Church of Myrmydia, serving as Guards to important priests, alters or even the memorial of important saints. Myrmidians pride themselves upon their loyalty, and it is said they are impossible to bribe. Not all Myrmidions are engaged in such lofty pursuits. Many of them number work as enforcers for the Caballaro, while others often perform in the pits, showing of their skills as Gladiators. Among the peasantry of Estalia, Myrmidions are often seen as little more than hired ruffians.

— ESTALIAN MYRMIDION ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+35%	+35%	+20%	+20%	+25%	—	+25%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Theology), Common Knowledge (Estalia), Dodge Blow, Perception, Secret Language (Battle Tongue), Speak Language (Estalian)

Talents: Coolheaded, Disarm or Strike Mighty Blow, Mighty Shot or Quick Draw, Specialist Weapon Group (Flail), Specialist Weapon Group (Parrying or Two-handed), Specialist Weapon Group (Throwing or Sling), Strike to Injure, Warrior Born, Wrestling

Trappings: A Treatise on Sparring and Wrestling, Best Quality Flail, Religious Symbol of Myrmydia

Career Entries: Duellist, Judicial Champion, Veteran

— ESTALIAN SWORDMASTER —

DESCRIPTION

True Swordmasters devote a part of their lives to studying at the great fencing academies in Estalia. There, students are exposed to the most sophisticated sword fighting techniques known in the Old World. Many of these fencers go on to study at several different schools, learning the strengths and weaknesses of various disciplines. Through this comprehensive regime, Estalian Swordmasters develop astonishing speed and precision. They employ every trick imaginable -- and some that often take enemies by surprise!

Always impeccably dressed and groomed, these cunning warriors flaunt their skills by refusing to wear armour and by spouting outrageous insults at their opponents. Swordmasters tend to think of themselves as legends in their own time. This sometimes moves them to choose a noble (or simply lucrative) cause in the hopes of making a greater name for themselves. Inevitably they move on to command positions with professional armies, or become captains of whatever industry they choose to pursue.

**New talents can be found in Appendix III – New Talents on page 97*

— ESTALIAN SWORDMASTER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+10%	+10%	+10%	+35%	+20%	+15%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+4	–	–	–	–	–	–

Skills: Charm, Common Knowledge (Estalia), Dodge Blow, Intimidate, Perception, Read/Write, Scale Sheer Surface, Speak Language (Estalian)

Talents: Ambidextrous, Disarm, Etiquette, Lightning Parry, Masterful Feint*, Masterful Manoeuvre*, Quick Draw, Savvy Or Suave, Specialist Weapon Group (Fencing), Specialist Weapon Group (Parrying), Swashbuckler

Trappings: Best Craftsmanship Clothes, Fencing Weapon Or Sword, Main Gauche

Career Entries And Exits: Assassin, Captain, Champion, Duellist, Explorer, Highwayman, Judicial Champion, Knight, Outlaw Chief, Sea Captain, Sergeant, Veteran, Witch Hunter

— ESTALIAN TORERO —

(Based on a concept by Leif U. Schrader)

DESCRIPTION

The Estalian sport of Bloodfighting or Corrida, is a popular form of entertainment, taking place in the same Pits that often host Pit Fights or games of Snotball. The sport is a simple, an unarmoured man armed with just a rapier and cloak, is placed in a ring with an angry charging bull, which he must defeat with his speed and cunning. Sometimes variations are made in this theme, typically the Torero being on horse back or the Bull being substituted with a more exotic beast, such as a South Lands rhinoceros, Lustrian buffalo or some strange thing dragged back from the Chaos wastes.

Professional Torero, regardless of background, need for almost nothing. Taverns fight for there patronage and women flock to their arms. It is this affluent lifestyle which leads to so many trying their luck in the Bullring.

— ESTALIAN TORERO ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	–	+10%	+10%	+20%	–	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	–	–	–	–	–	–

Skills: Animal Care, Dodge Blow, Performer (Corrida) Ride, Speak language (Estalian)

NB: Performer (Corrida) Covers enacting the specific dances and acrobatics manoeuvres of the Bullfight, that is to say it allows you make it look good.

Talents: Etiquette, Swashbuckler, Trick Riding, Specialist Weapon Group (Fencing) Strike to Injure

Trappings: Rapier, One set of Best Craftsmanship Clothes, Lance, Riding Horse with saddle and harness, Extravagant Red Cloak

Career Entries: Duellist, Entertainer, Estalian Diestro, Noble, Pit Fighter

Career Exits: Bodyguard, Courtier, Duellist, Judicial Champion

Adapted from Mordhiem

DESCRIPTION

Kislev is a wild and untamed land; a place of endless horizons, rocky steppes and icy tundra, its plains stretch as far as the eye can see. It is here that the rangers are in their element. Capable of great endurance, travelling on foot for days at a time, they negotiate this hostile land, patrolling its borders, ever watchful for dark forces.

Kislev lies deep in the heart of the icy north and many of its towns and cities are not far from the dreaded Chaos Wastes. Many times have rangers been the first to encounter such abominations as they wander mindlessly across the lands, savagely attacking any they find.

Kislev Rangers have much experience fighting such creatures and are adept at felling large monsters from distance with their preferred weapon - the bow. With hawk-like vision and blade keen instincts, many foul beasts have been slain by a ranger's arrow, the sleeping civilians unaware of the danger at their very doorstep. They are also good swordsmen, like most Kislevites, taught to fight and ride at a young age. It is the way of the ranger to travel light, and they seldom wear much armour or carry weighty packs or provisions. They must be at one with their environment and live off what the land provides. A bow, sword and a cloak to ward off the worst of the weather is oft all a ranger carries on their travels.

Although they are capable warriors, the true strength of a ranger lies in the ability to track. Having travelled the length and breadth of Kislev and beyond, these rangers are excellent scouts and guides, and many warbands and generals hire them for just this purpose. Many times, has it been, when a ranger's warning has averted an ambush or found a clear route through perilous conditions.

Such skill is in great demand, and many rangers have travelled further afield than their native lands, some journeying down into the Empire in search of fortune and glory there. In these dark times of the aftermath of the Storm of Chaos, there is much danger within the Empire and deadly plots and ambushes are rife. With a ranger to guide you, ambushes can be avoided, and safe paths forged. Such a guide can ask a high price indeed. Some rangers have also been known to tout their skills to Lords and Barons for hunting down the wolves and Beastmen that plague the many forests, succeeding alone, where scores of armed men failed.

Perhaps most peculiar of all, is that many of the rangers are women. Most of the men folk of the northern lands are committed to its protection from the ravaging armies of the Kurgan marauder hordes and the other servants of Chaos. It is the women then, often those shunned by their families or banished for some misdeed, that range out from their homes, perhaps hoping to redeem themselves or even make their own fortunes in the perilous lands beyond.

Whether man or woman though, all rangers are possessed of the same demeanour. Living alone for such long periods, with self-sufficiency as their creed, rangers are reclusive and saturnine. At heart they are loners, particularly so with Kislevites, whose strong culture makes them feel alien despite their wanderlust.

— KISLEV RANGER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+25%	+10%	+15%	+15%	-	+15%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Common Knowledge (Kislev), Concealment, Consume Alcohol or Set Trap, Dodge Blow or Search, Follow Trail, Heal or Navigation, Outdoor Survival, Perception, Secret Language (Battle or Ranger), Secret Signs (Ranger), Shadowing or Swim, Silent Move, Speak Language (Kislevian), Trade (Herbalist)

Talents: Hardy, Marksman or Trapfinder, Mighty Shot or Rover, Orientation or Sure Shot, Rapid Reload, Sharpshooter, Specialist Weapon Group (Longbow), Stout-Hearted, Strike to Injure

Trappings: Longbow with 10 arrows, Hand Weapon, Light Armour (Leather Jack), Fur Mantle, Antitoxin Kit

Career Entries: Drover, Hunter, Outlaw, Scout, Steppes Nomad

Career Exits: Bounty Hunter, Outlaw Chief, Scout, Targeteer, Vampire Hunter

Runefang

— LE SQUIRE —

Basic Bretonnian Career

— LE SQUIRE ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	+5%	+5%	+5%	—	—	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry) or Common Knowledge (Bretonnia), Animal Care, Animal Training, Charm or Gossip, Dodge Blow, Ride, Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical)

Talents: Etiquette, SWG (Cavalry), Strike Mighty Blow

Trappings: Demi Lance (Boar Spear), Medium Armour, Shield, Horse

Career Entries: Herald, Noble, Valet

Career Exits: Knight Errant

Runefang

— KNIGHT ERRANT —

Advanced Bretonnian Career

— KNIGHT ERRANT ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	—	+10%	+10%	+10%	—	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry or The Lady) or Common Knowledge (Bretonnia), Animal Care, Animal Training, Charm or Gossip, Dodge Blow, Ride, Secret Language (Battle), Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical)

Talents: Etiquette, SWG (Cavalry), Strike Mighty Blow, Virtue (any one), Strike to Injure

Trappings: Lance, Heavy Armour, Shield, Horse and Barding

Career Entries: Le Squire, Noble

Career Exits: Knight of the Realm

Runefang

— KNIGHT OF THE REALM — Advanced Bretonnian Career

— KNIGHT OF THE REALM ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	—	+15%	+15%	+15%	+5%	+15%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry or The Lady) or Common Knowledge (Bretonnia or The Lays), Animal Care, Animal Training, Command, Dodge Blow, Perception, Read/Write, Ride, Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical)

Talents: Etiquette, Quick Draw, SWG (Cavalry), SWG (Flail or Two-handed), Strike Mighty Blow, Virtue (any one)

Trappings: Lance, Heavy Armour, Shield, Horse and Barding, Coat of Arms, Estate

Career Entries: Knight Errant

Runefang

— KNIGHT OF THE QUEST — Advanced Bretonnian Career

— KNIGHT OF THE QUEST ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+35%	—	+20%	+20%	+20%	+15%	+25%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	—	—	—	—	—	—

Skills: Academic Knowledge (The Lady), Common Knowledge (The Lays), Animal Care, Animal Training, Command, Charm or Gossip, Dodge Blow, Follow Trail, Heal, Navigation, Outdoor Survival, Perception, Read/Write, Ride, Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical), Swim

Talents: Etiquette, Orientation, Rover, Quick Draw, Seasoned Traveller, SWG (Cavalry), SWG (Flail or Two-handed), Strike Mighty Blow, Strike to Stun, Virtue (any one)

Trappings: Lance, Heavy Armour, Shield, Horse and Barding, Coat of Arms, (The knight must give up his Estate to take the Quest)

Career Entries: Knight of the Realm

Career Exits: Knight of the Grail

— KNIGHT OF THE GRAIL — Advanced Bretonnian Career

— KNIGHT OF THE GRAIL ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+40%	—	+25%	+25%	+25%	+25%	+25%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+10	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry, Law, The Lady, Strategy/Tactics) or Common Knowledge (Bretonnia, The Lays), Blather, Command, Heal, Intimidate, Magical Sense, Perception, Read/Write, Ride, Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical)

Talents: Etiquette, Public Speaking, SWG (Cavalry), SWG (Flail or Two-handed), Strike Mighty Blow, Strike to Stun, Virtue (any one)

Trappings: Lance, Heavy Armour, Shield, Horse and Barding, Coat of Arms, Estate (again), Retainers

Career Entries: Knight of the Quest

Career Exits: Noble Lord, Champion, Politician

— GRAIL MAIDEN —

DESCRIPTION

Grail Maidens are the youngest and most untested of the Grail Witches; newly emerged from the mysterious Otherworld of the Fay. They act as the most junior clergy of the cult of the lady of the Lake, although until they have completed their training they are not allowed to preach or conduct services.

Despite the fact that due to their Fay training they have more in common with Arcane Spell casters, such as the dangerous Hedge Wizards and even the Magisters of the Empire, Bretonnians typically do not regard the Grail maidens with any suspicion or distrust. This is due to the fact that the Fay are known to teach all Grail Maidens how to handle magic safely and that no Grail Maiden can emerge out of the Otherworld until she has mastered how to channel the powers of the True Lake.

Like all Grail Witches, Grail Maidens are instantly recognisable from other Bretonnian Noblewomen as they grow their hair long and display it openly rather than always cropping it or concealing it under elaborate hats.

— GRAIL MAIDEN ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	+1	—	—

Skills: Academic Knowledge (Magic or Theology), Channelling, Charm, Common Knowledge (Bretonnia), Magical Sense, Read/Write, Ride, Speak Arcane Language (Arcane Elf), Speak Language (Breton)

Talents: Aethyric Attunement or Lesser Magic (Any One), Petty Magic (Hedge)

Trappings: Robes, Holy Symbol of the Lady of the Lake, Writing Kit

Special: You must be a Female Bretonnian to enter this career. If you roll up Apprentice Wizard as your starting career, then you may chose to play a Grail Maiden instead with your GMs permission, in which case you are from Bretonnia. Typically, this career may not be entered during play.

Career Entries: None

Career Exits: Cult Attendant, Grail Damsel, Witch

— GRAIL DAMSEL —

DESCRIPTION

A Grail Maiden who completes her apprenticeship graduates into the ranks of the Grail Damsels. Given access to the powers of the True Lake and expected by the Cult to undertake tasks appropriate to their newfound power.

As fully ordained priestesses of the Lady of the Lake, they maintain her shrines and lead devotions and prayers. Some Damsels permanently dwell within a specific Church or Cathedral, while others wander the land in a manner similar to Friars.

The Grail Damsels operate outside of the norms of Bretonnian Laws and Culture, with many of them known for their risqué and amoral behaviour.

— GRAIL DAMSEL ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	-	+15%	+15%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Genealogy/Heraldry) or Common Knowledge (Elves), Academic Knowledge (Magic), Academic Knowledge (Theology), Channelling, Charm Animal or Heal, Command or Intimidate, Magical Sense, Perception or Search, Read/Write, Ride, Speak Arcane Language (Arcane Elf), Trade (Apothecary or Herbalist)

Talents: Aethyric Attunement or Luck, Coolheaded or Suave, Etiquette or Meditation, Lesser Magic (Any Three), Witch Lore (Grail)

Trappings: Good Q quality Nobles Garb, Holy Symbol of the Lady of the Lake, Riding Horse with Saddle and Harness, Trade Tools (Apothecary or Herbalist)

Career Entries: Grail Maiden

Career Exits: Prophetess of the Lady, Courtier, Scholar

— PROPHETESS OF THE LADY —

DESCRIPTION

Accomplished Grail Damsels often move on to join the Prophetesses, among the most favoured devotees of the Lady of the Lake. These potent spell casters have long served their divine mistress faithfully and many serve as senior priests within one of Bretonnia's cathedrals. Other Prophetesses attend the courts of important Bretonnian Barons and Dukes, where they not only act as advisors and seers but also ensure that the nobility devoutly follow the edicts of the Lady of the Lake.

As well as powerful spells of battle, the Prophetesses specialise in the arts of astrology and divination, using their magical abilities and visions to attempt to scry into the future and advise the Bretonnian Lords. The Fay also task the Prophetesses with guarding the sacred glades favoured by the Lady, with keeping the hearts of the Bretonnian Knights pure and true and with dispensing the healing power of the Lady of the Lake's healing wherever it is needed.

— PROPHETESS OF THE LADY ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	+5%	+20%	+25%	+30%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+3	-	-

Skills: Academic Knowledge (Astronomy), Academic Knowledge (Genealogy/Heraldry or Strategy/Tactics), Academic Knowledge (Magic), Academic Knowledge (Theology), Channelling, Charm or Command, Magical Sense, Performer (Palm Reader) or Secret Signs (Astrologer), Read/Write, Ride, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Magick), Speak Language (Breton), Speak Language (Classical or Eltharin), Trade (Apothecary or Herbalist)

Talents: Aethyric Attunement or Meditation, Fast Hands or Schemer, Lesser Magic (Any Three), Public Speaking

Trappings: Best Q quality Nobles Garb, Silver Holy Symbol of the Lady of the Lake, 2 Magic Items, Golden Chalice

Career Entries: Grail Damsel

Career Exits: Astrologer, Enchantress of the Lady, Politician, Spy

DESCRIPTION

The Enchantresses are the living embodiment of the Lady of the Lake, comprising of the Fay Enchantress herself and her most trusted handmaidens. Many Enchantresses no longer see the world as mortals do and are not only exempt from the usual customs of the Bretonnian Nobility, but also exempt from the customs of the cult as a whole, being able to come and go as she pleases, exclusively guided by her visions of the will of the Lady of the Lake.

Grail Pilgrims constantly seek the advice of these near mystical figures and Questing Knights seek the Enchantresses' aid in guiding them in the final steps of their journey to the True Grail. The Lady of the Lake has also tasked the Enchantresses with the duty of organising the defence of the Realm of Bretonnia, and should the realm be in grave danger the Enchantresses rally the Dukes or even the King himself to wage war. Finally, the Enchantresses of the Lady are responsible for gathering up all young children with latent magical powers and whisking them away to the mysterious Otherworld of the Fay.

— PROPHETESS OF THE LADY ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	+10%	+25%	+35%	+35%	+40%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+5	—	—	—	+4	—	—

Skills: Academic Knowledge (Magic), Academic Knowledge (Theology), Academic Knowledge (Any Three), Channelling, Charm, Charm Animal, Command, Magical Sense, Perception or Search, Read/Write, Ride, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Magick), Speak Language (Breton), Trade (Apothecary or Herbalist)

Talents: Aethyric Attunement or Night Vision, Dealmaker or Public Speaking, Lesser Magic (Any Three)

Trappings: Silver Holy Symbol of the Lady of the Lake, 3 Magic Items, Bejewelled Golden Chalice, Bretonnian Warhorse with Saddle and Harness

Career Entries: Prophetess of the Lady

Career Exits: Explorer, Noble Lord

DESCRIPTION

The criminal gangs of the cities of Tilea have bred a very particular type of criminal: the Bravosi. Violent and cruel but with a twisted sense of honour, the swaggering Bravosi are a cut above the average Old World thug. They dress in distinctive, brightly coloured clothing, usually garbed in the chosen colours of their particular gang. Some Tileans have been heard to jokingly compare the knife-fighting Bravosi with the educated Diestros of Estalia. Of course, such a comparison is best made out of the earshot of either group, unless you're wishing to test your own swordsmanship against them...

If you are rolling randomly for your Starting Career, you can substitute Tilean Bravo for Estalian Diestro with your GM's permission.

— TILEAN BRAVO ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Charm or Consume Alcohol, Common Knowledge (Tilea), Dodge Blow, Gamble or Secret Signs (Thief), Intimidate, Speak Language (Tilean), Speak Language (Thieves' Tongue)

Talents: Ambidextrous or Lightning Reflexes, Quick Draw, Street Fighting, Suave or Streetwise

Trappings: Pair of fighting daggers, Light Armour (Leather Jack), One set of Good Craftsmanship Brightly Coloured Clothes

Career Entries: None

Career Exits: Bodyguard, Gambler, Protagonist, Rogue, Racketeer, Thief,

– PART VII – FOREIGN CAREERS FROM FAR

By Leonpoi (Simon P. Sullivan)

Note of editor: I've left this article entirely intact (did not move the talents to its appropriate section) due to its 'foreign' nature. Background info has been moved to Appendix X – Careers of the Foreign Lands

Many careers that I wanted to have are successfully explained with existing WFRP careers if one substitutes common knowledge and speak language skills for Nipponese, Cathayan or Arabyan. Careers like imperial bureaucrat are suitably described by Politian or Noble Lord, and Arabyan corsairs and caravan guards can be described by seaman, or outrider or muleskinner etc. Also, the soldier career is encapsulates the general foot infantry of any nation rather well. Some good existing non-official careers are the Diplomat and Ambassador, if you can find them on the web or forums anywhere.

CAREERS

Additional basic careers that I have included in this document include:

Desert Nomad – an Arabyan career

Litter Bearer – primarily a Cathay and Nippon career, but can be used anywhere in the Old World where nobles need to be carried by their lesser

Military Aristocrat – the ruling class of Nippon and an entry into the Samurai career.

Skirmisher – a mounted career for the nomads or raiders of Araby and Cathay

Theatre Performer – a career for Cathayan or Nipponese non-combat types

Additional advanced careers that I have included in this document include:

Blackmailer – a career for any location, and modified from a career detailed at the BI forums

Geisha – an advanced entertainer from Nippon

Interpreter – a career to aid the many traders and merchants in Araby, though it may be used anywhere

Master – master martial artist of Cathay and Nippon

Money Lender – a career to aid the many traders and merchants in Araby, though it may be used anywhere. Note that this career highlights the removal of Araby from the Islamic descriptions of earlier versions (since interest is counter to Islamic beliefs)

Ninja – expert Assassin of Nippon

Philosopher – a modified scholar, mainly of Cathay, but may be used anywhere

Samurai – military aristocracy of Nippon

Samurai Officer – high ranking Nippon noble

Ungol Raider – Cathayan mounted raider

Warrior Monk – martial artist of Cathay and Nippon

TALENTS

A few new talents have been introduced with these new careers. These new talents include: Armoured Swimming, Evade, Specialist Weapon (Martial Art), and Unarmed Parry. The Art Of Silent Death and Birth Sword talents have been introduced in official BI supplements, but are clarified here.

Armoured Swimming

The deadly samurai warriors are trained in the art of swimming and fighting in light armour. A character with this talent halves the penalty for swimming while wearing armour.

Art Of Silent Death

A character with Art Of Silent Death is skilled in the art of unarmed fighting, inflicting +1 Damage with unarmed attacks and ignoring the doubling of armour that normally

penalises unarmed strikes. Art Of Silent Death is cumulative with Street Fighting. A summary of unarmed penalties is:

Unarmed:	-4 SB	AP×2	
Street Fighting:	-3 SB	AP×2	+10 WS
Art Of Silent Death:	-3 SB		
Art Of Silent Death +			
Street Fighting:	-2 SB		+10 WS
+ Fist Weapon	+1 SB		

Birth Sword

The character is born with a Birth Sword, passed down from generation to generation. Normally a Katana wielded by the fearsome Samurai, the character gains +5% to Weapon Skill and deals SB+1 with his Birth Sword only. The character does not gain these bonuses with any other weapon, nor does anyone else gain these bonuses from the Birth Sword. In addition, the character gains a +10% bonus to Fear and Terror Tests while carrying the sword.

Evade

A character with evade is skilled in avoiding and deflecting missile weapons and may parry and dodge missile weapons as if they were melee attacks. Otherwise normal rules for parrying and dodging apply.

Specialist Weapon (Martial Art)

The character is skilled and practiced with the obscure weapons of the Far East. Martial art weapons are complex but versatile weapons to use. They require high degrees of skill, and are generally multipurpose weapons that combine the disciplines of the flail, two-handed weapons, and entangling weapons. The Specialist Weapon (Martial Art) Talent is unique in that to purchase it a character must already have one of Specialist Weapon Flail or Two-Handed or Entangling. Martial Art Weapons are also unique in that they can be often used in WS or BS based attacks, and no -20% penalty is imposed for using them in hand-to-hand combat (WFRP 130).

REFERENCES

Besides the above mentioned references that contain information on the lands of Araby, Cathay and Nippon, several other sources have been used to gather information for all three documents that I have created on these subjects. These references include, but are not limited to: Warhammer Fantasy Role-Play V1 & 2, the original Warhammer Armies by Nigel Stillman & Friends, Secrets of the Samurai by Oscar Ratti & Adele Westbrook, Arms & Armour of the Samurai by I. Bottomley & A.P. Hopson, and A Glossary of the Construction, Decoration and Use of Arms & Armour in All Countries & in All Times – Together With Some Closely Related Subjects by George Cameron Stone.

Websites and other online material I have used include: The closed down Black Industries forums.

Note

The following careers often reference other careers in this document or other careers that are available at the BI forums, etc.

+ - A career from this document

* - A career available elsewhere

Leonpoi

— DESERT NOMAD —

Basic Arabyan Career

DESCRIPTION

Not all inhabitants of Araby dwell in the great merchant cities, and many Arabyans still pursue a nomadic lifestyle – herding camels, living in colourful tents, and trading occasionally with settlements and other tribes for goods not easily come by. Nomadic tribes roam the trackless sands of the desert in large caravans, and are experienced at locating food and water in the harsh environment. However, in times of hardship, desert nomads turn to raiding merchant caravans, rival clans, and even smaller settlements for food, livestock and slaves.

— DESERT NOMAD ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+10%	–	+10%	+5%	+5%	–	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Animal Care or Secret Signs (Ranger), Common Knowledge (Araby), Drive or Ride, Gossip or Performer (Story Teller), Haggle or Trade (any one but Shipwright), Navigation, Outdoor Survival, Perception

Talents: Orientation, Seasoned Traveller

Trappings: Bow and 10 Arrows or Spear and Shield, Scarf or Hood, Small Tent, Water Skin

Career Entries: Bone Picker, Peasant, Vagabond

Career Exits: Miner, Outlaw, Skirmisher*, Smuggler, Tomb Robber, Tradesman

Notes: If rolling randomly for career, Desert Nomad can be selected instead of Camp Follower.

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— LITTER BEARER —

Basic Career

DESCRIPTION

In Nippon and Cathay, palanquins and sedan chairs are often used to transport the nobility between venues in the larger cities. These human powered vehicles are carried by the litter bearers, freelance or permanent servants who are charged with carrying of important or rich persons from place to place. Although litter bearers can be found throughout the Old World, they are much more prevalent in the Far East. In Cathay, the elite travel in light bamboo seats (sedan chairs) supported on a carrier's back like a backpack, while palanquins are more often used in Nippon to transport the warrior class and nobility with two or four litter bearers carrying a single palanquin.

— LITTER BEARER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	–	+10%	+10%	+10%	–	+5%	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Blather, Common Knowledge (Home Nation), Consume Alcohol or Haggle, Navigation

Talents: Etiquette or Fleet Footed, Hardy, Orientation, Sturdy, Very Strong

Trappings: Sedan Chair or Uniform

Career Entries: Beggar*, Camp Follower, Peasant

Career Exits: Bodyguard, Herald, Labourer*, Rogue, Servant, Thug, Valet

Notes: If rolling randomly, Litter Bearer can be taken instead of Valet.

DESCRIPTION

Nippon is characterised by its class of aristocratic warriors, the privileged combination of upper class vassals and ruling landowners that are the top of the social hierarchy. This military aristocracy effectively represent both the noble and warrior class in Nippon. Nipponese aristocratic warriors often act as diplomats, and administrators during prolonged times of peace and as elite soldiers and officers during times of war. Similarly as in the Old World, lower ranked aristocrats are nothing more than slightly privileged retainers to their masters, with one of these privileges being the permission to train with and wear weapons – in particular the noble skills of archery and swordplay are emphasised. With luck, perseverance, and the favour of their ruling lord, a lowly aristocrat may advance as a political retainer or as a samurai or officer.

Notes: If rolling randomly, this starting career can be taken instead of Noble.

— **MILITARY ARISTOCRAT ADVANCE SCHEME** —**Main Profile**

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Academic Knowledge (one of Genealogy/Heraldry, History, or Theology) or Perception, Command or Gossip, Common Knowledge (Nippon), Dodge Blow or Ride, Gamble or Performer (Musician), Read/Write, Speak Language (Nipponese)

Talents: Etiquette, Public Speaking or Special Weapon Group (Two-Handed), Schemer or Warrior Born, Strike Mighty Blow or Special Weapon Group (Long Bow)

Trappings: Great Weapon (Halberd) or Daikyu with 10 Willow Leaf arrows, Good Craftsmanship Clothes, 1d10 gc, Light Armour (Leather Jerkin)

Career Entries: Sergeant, Steward

Career Exits: Courtier, Diplomat*, Politician, Protagonist, Samurai, Student

DESCRIPTION

Skirmishers are nomadic raiders that plague the trade routes and border settlements of Araby and Cathay. They are a tough and enduring people, skilled in battle against their foes, but also experienced in battling their hostile environments. In Araby, and in times of hardship, small bands of skirmishers mounted on horses or camels raid from their desert camps in search of food and riches, while in Cathay, the tribal Ungols of the steppes of the Far East form bands of mounted archers that raid settlements and caravans along major trade routes.

Skirmishers are mounted archers that prefer to wear down their enemy by quick volleys of skilfully placed arrows, while adeptly avoiding getting pinned down in melee combat. Many merchants, caravan masters, and local rulers have been forced to acknowledge the threat that these nomad tribes represent, and many skirmishers are themselves employed to guard the very caravans that they once raided.

Notes: If rolling randomly for career, Skirmisher can be selected instead of Outrider.

— **SKIRMISHER ADVANCE SCHEME** —**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
–	+15%	–	+10%	+10%	+5%	+5%	–

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–

Skills: Animal Care, Common Knowledge (Araby or Cathay) or Secret Signs (Ranger), Concealment or Perception, Follow Trail or Navigation, Outdoor Survival, Ride

Talents: Orientation, Marksman or Rover, Rapid Reload

Trappings: Camel or Horse with Saddle and Harness, Crossbow or Short Bow with 10 Arrows or Bolts, Leather Jerkin, Small Tent

Career Entries: Desert Nomad*, Hunter, Outlaw

Career Exits: Horse Archer*, Mercenary, Scout, Veteran

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— THEATRE PERFORMER —

Basic Cathayan /Nipponese Career

DESCRIPTION

Opera, theatre, and other dramatic performances are a popular form of entertainment in Cathay and Nippon, and both privately owned theatre troupes, and travelling bands of performers are relatively common throughout the empires. Performances are generally exaggerated, involving grand gestures, dancing, and other body movements to express such actions as riding a horse or opening a door, and elaborate makeup designs are frequently used. Actors are well versed in dance and storytelling, and traditional string and percussion instruments provide a strong rhythmic accompaniment to the performance. Plays have a strong emphasis on flowing and graceful motion, and often martial styles and weapons are incorporated into performances; an operatic fight scene is a masterpiece in mime, timing, synchronised movement, martial arts, acting and acrobatics. Due to a great demand for their talents, and unlike entertainers of the Old World, the theatre performers of Nippon and Cathay seldom have to scratch out a living in travelling shows from town to town.

— THEATRE PERFORMER ADVANCE SCHEME —

Main Profile

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

Secondary Profile

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

Skills: Charm, Common Knowledge (Cathay or Nippon), any one of Gossip, Perception, or Ventriloquism, Performer (any three of Actor, Acrobat, Comedian, Dancer, Mime, Musician, Singer or Story Teller), Speak Language (Cathayan or Nipponese)

Talents: Etiquette or Lightning Reflexes, Mime or Special Weapon Group (any 1 melee), Public Speaking

Trappings: Brightly coloured good craftsmanship costume, Makeup, any one musical instrument or a poor craftsmanship (theatrical) specialist melee weapon

Career Entries: Agitator, Entertainer, Valet

Career Exits: Charlatan, Geisha, Minstrel, Playwright*, Vagabond

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— BLACKMAILER —

Advanced Career

DESCRIPTION

Blackmailers are spies who specialise in obtaining information about others, usually wealthy nobles or merchants, that is potentially embarrassing and politically or financial devastating. A blackmailer threatens his victim and forces them to pay in exchange for silence. They will do almost anything to get at the evidence they need, from paying thieves to steal letters from wealthy homes, or doing it themselves, to bribing servants to betray their masters. Sometimes a blackmailer will even hire prostitutes to seduce people whom they then have in their iron grip. Blackmailing requires a lot of skill and patience; with a steady balance being struck to extract the maximum amount of money out of clients without forcing a desperate outcome or being caught themselves.

— BLACKMAILER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	-	+10%	+15%	+15%	25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Concealment or Disguise, Gossip, Intimidate or Haggle, Lip Reading, Perception, Read/Write, Search, Shadowing

Talents: Acute Hearing or Cool Headed, Etiquette or Schemer, Dealmaker

Trappings: At least one piece of valuable evidence, 100gc, Writing Kit

Career Entries: Money Lender*, Servant, Spy, Thief, Valet

Career Exits: Crime Lord, Master Thief, Racketeer, Spy

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— GEISHA —

Advanced Nipponese Career

DESCRIPTION

Geisha are skilled professional entertainers, whose talents include music, dancing, and communication. Both male and female, Geisha work either freelance at parties outside the various pleasure quarters, or entertain at parties on behalf of a house or guild. Geisha do give public concerts, but the majority of their business is in private engagement; their clientele are most often rich merchants or nobility, or others who possess both an appreciation for the classical arts, and money enough to pay their expensive fees.

— GEISHA ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	–	–	+15%	+20%	+20%	25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	–	–	–

Skills: Academic Knowledge (any 2 of the Arts, Genealogy/Heraldry, or History), Charm, Common Knowledge (Nippon), Gossip, Perception, Performer (Dancer, Musician, and Singer), Read/Write, Speak Language (Nipponese), Trade (Calligraphy)

Talents: Etiquette, Suave

Trappings: 3 sets of Best Quality clothes, Makeup, any two musical instruments

Career Entries: Theatre Performer, Courtier

Career Exits: Guild Master, Minstrel, Spy

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— INTERPRETER —

Advanced Career

DESCRIPTION

Trade has become the lifeblood for many nations throughout the Old World and beyond, and in particular the desert nation of Araby is famous for fine tapestries, rugs, and fabrics, which are traded along with spices to the rest of the world. As such, Arabyan merchants can be found in many of the ports of Tilea and Marienburg, as well as in Cathay and as far north as the Empire and Kislev; however, a barrier in language results in a loss of profits. Interpreters are individuals fluent in the languages, as well as the customs and legislation, of many countries, and are highly sought after by merchants, nobles and diplomats, and the military. Interpreters play decisive rolls in negotiating trade agreements whenever a merchant's fluency has been exhausted, as well as translating during diplomatic and military meetings involving numerous nations. Though interpreters are most common in the great trading nation of Araby, many courts of the Old World, and docks and ports of Cathay and Marienburg employ the services of these skilled individuals.

— INTERPRETER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+10%	+20%	+15%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	–	–	–

Skills: Academic Knowledge (History or Law), Blather or Charm, Common Knowledge (any three), Gossip, Perception or Speak Language (any one), Read/Write, Speak Language (any three)

Talents: Etiquette, Linguistics, Seasoned Traveller

Trappings: Best Craftsmanship Clothing, Writing Kit

Career Entries: Diplomat*, Envoy, Scholar

Career Exits: Ambassador*, Explorer, Merchant, Lawyer*, Noble, Scholar

DESCRIPTION

After a prolonged and rigorous training, warrior monks of the monasteries may rise to some level of rank within their order. To gain a mastery, the applicant must return to their temple or monastery, and be judged by their superiors. Only through this may they attain the instruction necessary, and become blessed with the responsibility of the training of others, or the responsibility of coordinating defences or attacks against enemies of the monasteries. Chief enemies of the warrior monks' are the samurai of the feudal lords who are eager to recruit them for their armies, and who are also resentful of the autonomy that the monasteries show against the feudal rule of law.

— MASTER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	+20%	+15%	+25%	+35%	+15%	+25%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Academic Knowledge (any two), Common Knowledge (any two), Dodge Blow, Heal, Intimidate or Ride, Perception or Speak Language (Classical), Read/Write, Speak Language (any one)

Talents: Ambidextrous or Fearless, Art of Silent Death, Evade or Unarmed Parry, Contortionist or Strike to Stun, Disarm, Lightning Parry or Quick Draw, Rapid Reload or Sixth Sense, Special Weapon Group (any three of Entangling, Fencing, Flail, Martial Arts, Parrying, Throwing Two-Handed)

Trappings: Any Three Specialist Weapons, Healing Draught or Poultice, Quarter Staff or Short Staff, Robes

Career Entries: Warrior Monk

Career Exits: Grand Master (Champion), Philosopher, Priest, Scholar

DESCRIPTION

The old adage, "one must spend money to make money", is all well and good only if one has money to start off with. For the rest of the world would be entrepreneurs, money must be borrowed from rich friends, or otherwise from money lenders. Even richer merchants and tradesman must borrow money from time to time if they find themselves strapped for cash or favours when a juicy deal comes by. Money lenders make their money by imposing a fixed fee or interest based fee based on the money lent. Other times, the lender may expect a favour to be carried out by the borrower, or even a percentage of the future earnings of the invested money. Sometimes the interest payment may be relatively light, but at other times it can be not only heavy but also increasing every time the borrower fails to make a payment. A continual failure to pay often results in payment being extracted by confiscation of the borrower's house or possessions, or perhaps solved by violence.

— MONEY LENDER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+10%	+15%	+15%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Evaluate, Gamble, Gossip, Haggle, Perception, Secret Language (Thieves' Tongue) or Secret Signs (Thief)

Talents: Deal Maker or Street Wise, Super Numerate

Trappings: Leather Jerkin, Two Body Guards, 500 gc in coin

Career Entries: Charlatan, Forger*, Thief, Toll Keeper

Career Exits: Black Mailer*, Outlaw Chief, Fence, Merchant, Racketeer

DESCRIPTION

Ninja are assassins, arsonists, saboteurs and spies rolled into one. Clad in black so that only their eyes are seen, and with their ability to despatch targets ruthlessly and silently, a ninja is both feared and despised – but a necessary evil in the island land of Nippon. Ninja are hired by feudal lords to carry out tasks which their noble samurai would not do either through code of behaviour or because they were simply unable to, such as secretly gaining access to another lord's castle for assassination, committing acts of arson, or intelligence gathering. The skills and training of a ninja go beyond any warrior of the Old World. They are masters of armed and unarmed combat, concealment and disguise, and psychology and science. Unlike the solitary assassins of the Old World, the Ninja operate in guilds in major cities, and a request of services made to the guild will result in one or more Ninja being dispatched to complete the task. Besides the administrative units of the city guilds, ninja generally live in training villages that are built to provide defence for the key inhabitants including the head ninja, the executive officers and hiring agents, as well as the various rank of ninja.

— NINJA ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+30%	+15%	+20%	+35%	+25%	+20%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	–	–	–	–	–	–

Skills: Concealment, Disguise, Dodge Blow, Follow Trail or Sleight of Hand, Heal or Pick Locks, Hypnotism or Intimidate, Perception, Prepare Poison, Row or Swim, Scale Sheer Surface, Silent Move, Shadowing

Talents: Ambidextrous or Flee!, Art of Silent Death or Unarmed Parry, Contortionist, Disarm, Rapid Reload or Strike Mighty Blow, Resistance to Poison or Trade (Apothecary), Strike to Injure, Strike to Stun or Wrestling, Special Weapon Group (Blowpipe or Explosives or Martial Arts), Specialist Weapon Group (any one)

Trappings: Blowpipe or Martial Art Weapon (any) or Flash Pot, Black Hooded Cloak, Grappling Hook, Hand Claws (Fist Weapon), 10 yards of Rope, 2 doses of Poison (any), Short Bow & 10 Arrows, 6 Throwing Stars, Wakizashi or Ninjato

Career Exits: Champion, Crime Lord, Guild Master, Outlaw Chief

DESCRIPTION

Many citizens of the Old World and beyond, after having successful careers in business, politics, or religion, find time in their leisure to ask esoteric questions about the nature of things: life, nature, knowledge, will, science, reality, the gods, humanity – why are we here. While anyone can contemplate the intricacies of life, few but philosophers have the time and insight required to develop their ideas. Philosophers typically can be found gathered in cosmopolitan cities to discuss their ideas, which are oftentimes controversial and in contravention of typical political, military, and religious views. As such, the authorities are often threatened into action by these quite revolutionaries. The Imperial lands of Cathay are famous for their philosophers, and there are obvious distinctions between the philosophical focuses of Old World and Cathayan philosophy. In fact, in many ways, the Old World and Cathayan philosophies are the antithesis of each other. Old philosophy emphasises ambition, individualism, rationality, power, and liberty, while Cathayan philosophy emphasises benevolence, harmony, wisdom, family, and the honouring of one's ancestors.

— PHILOSOPHER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+5%	+10%	+25%	+20%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	–	–	–

Skills: Academic Knowledge (any two of Astronomy, History, Science, Theology), Academic Knowledge (Philosophy), Blather, Common Knowledge (any one), Charm or Consume Alcohol, Gossip, Perception, Performer (Story Teller), Read/Write, Speak Language (Classical), Speak Language (Home Nation)

Talents: Savvy or Super Numerate

Trappings: Three textbooks corresponding to Knowledge Skills, Writing Kit

Career Entries: Agitator, Charlatan, Friar, Priest, Student, Warrior Monk

Career Exits: Demagogue, Friar, Initiate, Inventor*, Scholar

DESCRIPTION

Of the military aristocracy of Nippon are the samurai, famous for their codes of honour, loyalty to their feudal warlords, and skill in battle. Samurai are the backbone of the Nippon armies, forming local ranks of troops skilled in both close combat and archery. Unlike Old World nobles, samurai tend to live frugal lives with little interest in riches and material things, but rather in honour and pride, though as privileged persons in society much of their needs are supplied, and respect and honour fearfully enforced. A samurai's loyalty to the emperor and his local feudal lord is unsurpassed, and a samurai that becomes masterless either from the ruin or fall of his master, after the loss of his master's favour or privilege, or otherwise through his own will becomes a Ronin, an outcast mercenary for hire. Samurai are expected to not only be great warriors but to be well versed in more classical arts such as calligraphy, mathematics, and song and dance. However, it is often the case that these pursuits are overlooked.

— SAMURAI ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+15%	+10%	+10%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	—	—	—

Skills: Academic Knowledge (one of Astronomy, Genealogy/Heraldry, History, Science, or Theology), Heal or Perception, Command or Ride, Common Knowledge (any two), Dodge Blow, Gossip or Speak Language (Classical), Intimidate, Perception, Performer (Musician) or Read/Write, Secret Language (Battle Tongue), Swim or Trade (Calligrapher)

Talents: Armoured Swimming or Menacing, Birth Sword, Quick Draw or Sharp Shooter, Special Weapon Group (Longbow or Two-Handed), Street Fighting or Wrestling, Strike Mighty Blow

Trappings: Katana and Wakizashi, Two-Handed Weapon (any kind) or Daikyu with 20 arrows, Full Leather Lamellar Armour (without mask), 10 gc, sponsorship from feudal lord

Career Entries: Military Aristocrat

Career Exits: Courtier, Initiate, Samurai Officer, Ronin (Sergeant or Veteran), Warrior Monk

DESCRIPTION

The riding of horses into battle is reserved for the highest ranking officers and aristocracy. Although capable of leading troops, samurai officers are more commonly banded into small groups of mounted shock troops that demoralise, harass, and cut down the enemy ahead of the foot soldiers. Units of specially trained mounted samurai are also famous for running daring night time raids on enemy camps and fortifications, using their lightly armoured horses to cross rivers and move quickly through woods and mountains, before striking at the flanks of an unprepared enemy. High ranking samurai commanders and lords are often able to gain following from bands of loyal troops, and can petition more powerful lords for a better offer of service if their current lord is cramping their style, or otherwise embark on a military conquest of their own into neighbouring provinces or lands.

— SAMURAI OFFICER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	+25%	+20%	+20%	+25%	+15%	+20%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+7	—	—	—	—	—	—

Skills: Academic Knowledge (one of Astronomy, Genealogy/Heraldry, History, Science, or Theology), Academic Knowledge (Strategy/Tactics), Animal Care, Command, Common Knowledge (any three), Dodge Blow, Gossip, Read/Write, Ride, Secret Language (Battle Tongue)

Talents: Disarm or Sharp Shooter, Lighting Parry, Special Weapon Group (Cavalry or Longbow or Two-Handed), Special Weapon Group (any one) or Stout Hearted, Strike to Injure or Sure Shot, Trick Riding

Trappings: Katana and Wakizashi, Any two of Two-Handed Weapon (any kind) or Daikyu with 10 arrows or Cavalry Spear, Full Metal Lamellar Armour (with mask), Light Warhorse with Saddle and Harness, 25 gc, sponsorship from feudal lord

Career Entries: Samurai

Career Exits: Noble Lord, Ronin (Captain or Outlaw Chief)

— UNGOL RAIDER —

DESCRIPTION

The Ungols are the nomadic people of the displaced Ungol Empire of the steppes of Cathay. They are unparalleled horseman, and masters of the bow. When not trading goods made in their portable settlements, the nomadic Ungols reserve the right to inflict a choke hold on all trade moving across the steppes. The Ungols are masters at moving quickly around their enemies, surrounding them, and cutting them down with withering fire from crossbows or bows. As such, these highly manoeuvrable and resilient warriors are much sought after as mercenaries in the standing armies of Cathay.

— UNGOL RAIDER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+25%	+5%	+15%	+20%	+10%	+10%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Animal Care, Animal Training or Navigation, Dodge Blow, Outdoor Survival, Perception, Ride

Talents: Mighty Shot, Sharp Shooter or Specialist Weapon Group (Crossbow), Sure Shot, Trick Riding

Trappings: Horse with Saddle and Harness, Crossbow, Chu-ko-nu or Short Bow with 10 Arrows or Bolts, Leather Jacket

Career Entries: Skirmisher*

Career Exits: Highwayman, Outlaw Chief, Scout, Targeteer, Veteran

— WARRIOR MONK —

DESCRIPTION

Deep in the inaccessible areas of Nippon and Cathay lie the many mountain retreats of religious warrior monks. In these martial monasteries, monks not only study religious and academic texts, but also a variety of martial arts. The studying of martial arts is seen as a means to improve oneself mentally and spiritually, not just physically, and these monks show a skill and dedication that surpasses even the samurai of the military aristocracy – and indeed many Samurai abandon their feudal lord to learn from these master monks. Warrior monks are the de facto private armies of the secluded monasteries, and are fundamentally similar in many respects to the religious templars of the Old World.

— WARRIOR MONK ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+10%	+5%	+15%	+20%	+10%	+20%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Academic Knowledge (any one of Astronomy, History, Theology), Common Knowledge (any one), Dodge Blow, Heal, Perception, Performer (Acrobat or Juggler) or Speak Language (Classical), Read/Write, Ride or Swim

Talents: Disarm or Stout Hearted, Lightning Reflexes or Warrior Born, Street Fighting, Strike to Stun or Swashbuckler, Special Weapon Group (any one of Entangling, Fencing, Flail, Martial Arts, Parrying, Throwing Two-Handed), Strike Mighty Blow, Strike to Injure or Unarmed Parry, Wrestling

Trappings: Any One Specialist Weapon, Healing Draught or Poulitice, Quarter Staff or Short Staff, Robes, Writing Kit

Career Entries: Friar, Initiate, Priest, Samurai

Career Exits: Flagellant, Master, Philosopher, Priest, Scholar

APPENDIX I – GUIDELINES FOR NEW CAREER CREATION

by
Hippy Gibbon, Jackdays, Whymme, MDMann and Wolph42

BASIC CAREERS

- Have 9-11 Characteristic advances
- Characteristic advances should be +5% or +10%. Few special careers have one characteristic (the most important) +15%.
- Hit Points advances are usually +2 (could be +1 or +3).
- If magical career, then may have +1 to Magic.
- Attacks and Movement: Both of these characteristic rarely have bonuses, but may have +1.
- Total amount/combination of Skills & Talents should be from 9-11 (I think good rule here is, if character has more Characteristic advances, then little lesser Skills/Talents).
- Number of career entries around 4
- Number of career exits around 6
- Career exits go to other careers in the same level, or to level 2 careers (first level of advanced careers). There are about five career exits, one or two from second level.

ADVANCED CAREERS (SECOND CAREER LEVEL)

- These should have Characteristic range about +5% to +20%
- Hit Points advances are usually +4 (could be +3 or +5).
- If magical career, then +1 or +2 to Magic.
- Attacks: Usually only +1
- No other rules really. Some Talents (like Lighting Parry) are available mostly to third level careers only.
- number of career entries around 6
- number of career exits around 4
- Career exits go to all three levels. Most career Exits are to second or third level careers.

ADVANCED CAREERS (THIRD OR MORE CAREERS LEVEL)

- Characteristic advances are about +10% to +40% (but range +30% to +40% is rare).
- Hit Points advances are usually +6 (could be from +5 or +7).
- If magical career, then +2 to +4 to Magic.
- Attacks: Max attacks +2
- number of career entries around 6
- number of career exits around 4
- Career exits go to second level and third level careers.
- Career entries are implicit in the career exit rules.

FOURTH LEVEL CAREERS

- Some highly specialized careers can only be entered after two previous advanced careers. These are mainly magical in nature (Magister Lord/ High Priest etc.) or contain special requirements and difficult to acquire trappings (unavailable on the open market).
- And any fourth level career is a clear continuation of a specific third level career, which itself is a continuation of a specific second level career, and so on. This is made explicit in the fact that each of those careers usually has only one specific entry career. Think of the priest careers, the magical careers and slayer careers. When designing a fourth level career, it's best to create the whole bunch of them. Or at least indicate clearly what career the fourth level career is a continuation of.

APPENDIX II – NEW SKILLS

COMMON KNOWLEDGE (THE LAYS)(INT)

The Lays are the many and varied troubadour told songs and tales of chivalry in Bretonnia. Hints given in the stories may hold the key to proper conduct while on Quest and clues to the location of the Grail.

DIVINATION (INT)

This is the skill in interpreting the forms of a set of divining tools in predicting the future or possible ramifications of a given action. The most common forms of divination tools are bones or cards, but tealeaves, animal entrails, fire and a host of other methods are also used.

Most of this skill is a sham, but the Seer believes that the knowledge of the forms handed down to him over the years is correct, but in reality, any divination is normally useless. However, sometimes the ruinous powers interfere with divination attempts. Ant time a Seer rolls his skill exactly in a divination attempt; he has a 'moment of understanding' as the layers of mystery shrouding the old world are briefly lifted from his eyes. From this point on the Seer often becomes driven in his attempts to find out more and normally follows the career path of Astrologer and if he is lucky Court Astrologer. These Lucky Seers must also roll a WP test or gain one IP each time they roll their Divination skill chance exactly.

The standard form of divination uses the clients star sign as a base. Given below are a few examples of readings for each star sign. Making up your own to complement them could be fun. The banding together of two or three can make a suitably bizarre reading.

Wymund the Anchorite: if at first you don't succeed.../ I see a flood of tears.../ to suffer is to learn.../ giving up is not an option...

The Big Cross: your future is clear to me, you must remove your blinkers.../ keep your head when all around are losing theirs.../ you will see your future in a dream.../ your motives are transparent...

The Limners Line: you must judge your actions carefully.../ each stroke of the brush has a purpose, a beautiful majesty that hasty action betrays.../ to be careless is human, to be precise, divine.../ look for the chink in the armour, place your strike precisely and you shall prevail...

Gnuthers The Ox: fetch my sandals would you? / Consider the mule, is he not happy in his work? / you must be strong in the days ahead, temptation awaits.../ stand fast and you shall receive...

Dragomas the Drake: fear is the mind killer.../ run at your peril, for fear is faster than you think.../ don't fear the reaper.../ I hear the dragons roar!

The Gloaming: ah, but what is truth? / Trust not the mirrors image.../ three times the gong shall sound, then the mystery will be solved.../ victim of illusion...

Grungni's Baldric: shining steel calls you home! / Run not with the horses, your path lies with the panther.../ pistols at dawn! / I see the pennants in the breeze, ah, seven brides for seven brothers!

Mammit the Wise: trust the wise, for they never lie.../ plow your course carefully and you shall gather the pearls.../

wisdom lost is life's end.../ beware the praise of old men, for they may require a service from you...

Mummit the Fool: the animals know.../ the trembling in your gut will show you the way.../ pity poor Thomas.../ the first thought is often the wisest...

The Two Bullocks: swim little fishes.../ the ruinous powers make work for idle hands.../ she loves you, yeah, yeah, yeah.../ build your house with your own hands and you shall never want...

The Dancer: guilty feet have got no rhythm.../ a furtive glance will tell you all.../ like a moth to the flame, she will come.../ love conquers all, hate conquers sense...

The Drummer: there's no such thing as too much of a good thing.../ drink, drink to life everlasting! / When there's nothing to run up the flagpole, despair.../ a great invitation is coming your way...

The Piper: guard your belongings well! / Trust not honeyed words.../ a mask is often just a mask, whilst a smiling face is often a trick.../ the quiet footfall in the night bespeaks trouble!

Vobist the Faint: Black! Black! Everything's black! / Too many choices are no choices at all.../ the night speaks a name beware! / When at the fork in the road, choose the darkest path, for the light is unforgiving...

The Broken Cart: I see a fall coming.../ world, shut your mouth.../ lions don't travel in packs.../ a regal bearing crows the world...

The Greased Goat: deny yourself nothing and death will not be far behind.../ the deepest pools are the coldest.../ self-control leads to a stiff neck.../ gorge on the bounty of the world!

Rhya's Cauldron: death's dark shadow reaches from the void.../ a life saved is a life gained.../ the stars! I see them! / Nothing lives forever except wishful thinking...

Cacklefax the Cockerel: the scales are false! / spend your riches carefully for I see a storm coming.../ nothing is harder to gain than a hoarders purse.../ a business opportunity is coming your way!

The Bonesaw: dedications what you need.../ parchment cuts deeper than steel.../ to be the best you must beat the best.../ skills learnt now will save you time when you need it most...

The Witchling Star: a fell star follows your course.../ it's a kind of magic.../ to delve too deep is to find darkness.../ best to live in ignorance than to have attention from below...

HEARTH WISDOM (SPECIALTY) (NORSE)(INT)

Type: Advanced

Related Talents: Seasoned Traveller

Description: Hearth Wisdom is the skill for wise old women, witches, storytellers and charlatans – it consists of folklore, hearsay and legends, which all makes up a huge part of the simple folk's life, outside the protecting stone walls of Nuln, Altdorf and Kislev. It is important to remember that Hearth Wisdom is not a science or hard facts; it is just what most people think of certain, less clear phenomena. Another

important thing to mention is that the Witch Hunters of the Empire seldom differs between people who know about witches and people that actually are witches.

Just as Academic Knowledge or Common Knowledge, Hearth Wisdom is not one but many skills. First and foremost, it is divided into different cultural groups; Hearth Wisdom (The Empire) is not the same skill as Hearth Wisdom (The Moot). Within the cultural groups, there are several subgroups, such as specific professions, creatures and myths, but also hedge magic and Chaos. In this category the Hearth Wisdom (Murkr) can be found.

OPERATE (VARIOUS) (INT)

Various: Flight ships, Special, Steamboats, Submersible, Tanks

Skill Type: Advanced

Related Talents: None

Description: use this skill to operate and maintain more technical inventions - The steam powered machines. Most are huge devices designed to travel by land, water or air. Others are smaller. Then there is simply the "Special" group where all kind of strange devices fall. The most common Operate skills are the Flight ships (Gyrocopter, War balloon...), Special (Mechanical Steeds...), Steamboats (Gunboat, Warships: Dreadnought, Ironclad, Monitor...), Submersible (Nautilus submersible...) and Tanks (Steam Tanks).

APPENDIX III – NEW TALENTS

ARMoured SWIMMING

The deadly samurai warriors are trained in the art of swimming and fighting in light armour. A character with this talent halves the penalty for swimming while wearing armour.

ART OF SILENT DEATH

A character with Art Of Silent Death is skilled in the art of unarmed fighting, inflicting +1 Damage with unarmed attacks and ignoring the doubling of armour that normally penalises unarmed strikes. Art Of Silent Death is cumulative with Street Fighting. A summary of unarmed penalties is:

Unarmed:	-4 SB	AP×2	
Street Fighting:	-3 SB	AP×2	+10 WS
Art Of Silent Death:	-3 SB		
Art Of Silent Death +			
Street Fighting:	-2 SB	+10 WS	
+ Fist Weapon	+1 SB		

BATTLE ASPECT

You have perfected one method of customizing your normal spells, turning them into battle spells. Battle Aspect is unusual in that it is not one talent, but many, and each must be acquired separately. Each Battle Aspect talent is a separate magical proficiency, with the speciality noted in parenthesis. You must have the Battle Wizardry talent before you can learn a Battle Aspect talent. You can take each speciality up to three times - this still counts as one Aspect, improving upon that Aspect each time.

BATTLE MAGIC

The Magister/Mage is able to amplify the effects of his spellcasting much as a lens focuses light. When a spell is cast in this way the Magister may choose to double certain effects in the spell (may change a number of effects up to the number of your Magical Characteristic). However in doing this the spell's Casting Number is increased by +1 for each effect doubled, the Casting Time is raised by a Half Action for each effect doubled and due to the unpredictable nature of magic an extra die is rolled in the Casting Roll, this does not count towards the total rolled, but instead towards Tzeentch's Curse (see Magic Focus RoS page 191 for details). If Tzeentch's Curse does come into effect then the Wizard also receives 1d10 of Wound Damage and +1 Wound of Damage for each effect doubled, both regardless of Armour or Toughness. Also the result for Tzeentch's Curse is moved up one result, per each effect doubled.

BATTLE WIZARDRY

By reshaping your mind and unlearning certain techniques, you have mastered the difficult art of Battle Wizardry. You now have two sets of spells, one normal set and one battle set, and whenever you cast a spell, you must choose to cast one version or the other. The channelling action forevermore becomes a Full Action to you. You may add your Magic Score to the Damage caused by any battle spell (only damage-causing spells are enhanced this way).

BIRTH SWORD

The character is born with a Birth Sword, passed down from generation to generation. Normally a Katana wielded by the fearsome Samurai, the character gains +5% to Weapon Skill and deals SB+1 with his Birth Sword only. The character does not gain these bonuses with any other weapon, nor does anyone else gain these bonuses from the Birth Sword. In addition, the character gains a +10% bonus to Fear and Terror Tests while carrying the sword.

CAST SPELL BATTLE (VARIES)

You know a battle spell common to all arcane types of magic. Cast Spell Battle is unusual in that it is not one talent, but many, and each must be acquired separately. Each Cast Spell Battle talent is a separate battle spell, with the spell name noted in parenthesis. You must have the Battle Wizardry talent before you can learn a Cast Spell Battle talent. Battle Spells are described in the section Battle Spells on page 113.

CRY OF WAR

The Kryrnaa learn the secret names of Khaine, and by screeching one of these blasphemous words at their enemy, the Kryrnaa can freeze enemies with horror. The Kryrnaa must make either a Charge Attack or a Surprise Attack when utilising this talent. The character gains the Frightening Talent for that round and therefore causes Fear.

DANCE OF DOOM

The Kryrnaa learns to weave his movements in an uneven pattern and can use aids such as cloaks as effective cover to shield his actual positions, making him harder to hit. The character gains a Free Dodge Action per round and can therefore dodge twice per round with the Dodge Skill. Only one Dodge attempt can be made to counter each attack however. Additionally, if the character is aware of incoming missiles he always counts as Running when calculating chances to hit (i.e. - 20% BS).

EVADE

A character with evade is skilled in avoiding and deflecting missile weapons and may parry and dodge missile weapons as if they were melee attacks. Otherwise normal rules for parrying and dodging apply.

FORCE MULTIPLIER

The Magister/Mage is able to amplify the effects of his spellcasting much as a lens focuses light. When a spell is cast in this way the Magister may choose one effect in the spell's description to be doubled, however in doing this the spell's Casting Number is increased by +1, the Casting Time is raised by a Half Action and due to the unpredictable nature of magic an extra die is rolled in the Casting Roll, this does not count towards the total rolled, but instead towards Tzeentch's Curse (see Magic Focus RoS page 191 for details). If Tzeentch's Curse does come into effect then the Wizard also receives 1 Wound of Damage, regardless of Armour or Toughness and the results for the Curse are moved up one place.

HAND OF KHAINE

By weaving a mesmerizing, complex pattern in the air, the Kryrnaa distracts his victim, leaving him open for an attack. The target makes a Challenging (-10) Willpower test, and should he fail he loses one half action that round. A single target can be affected by only one Hand of Khaine at a time, and once a successful WP test is made the Hand of Khaine will no longer affect the target for the duration of the combat. So skilled are the Kryrnaa that the use of the Hand of Khaine is a Free Action.

HIGH LORE

High Magic is the pinnacle of Magical power. When you take this Lore, you gain no new Spell List. Instead, from this point on, you may purchase an already known ritual spell a second time (for the same cost) as a spell of the High Lore.

When cast in this manner, the Casting Number is doubled, the Casting time is reduced to a half action per hour of the usual casting time, the Conditions must still be fulfilled, and the ingredients become an optional component that adds +5 to your casting roll. In addition, you only suffer the Consequences if you do not meet the Conditions, or if you fail the casting roll and suffer Tzeentch's Curse.

GHILEAD

You have been trained in the martial art of the White Tower called Ghilead. This talent is unique in that it is not one talent but many, and each must be acquired individually. Each Ghilead Talent gives you access to a single Combat Stance that works as a specific Advanced Action. However, due to the strain of performing them, you may never choose to perform any of these new Advanced Actions twice in a row. Additionally, these Advanced Actions may never be performed while wearing any Armour that applies a penalty to Movement.

GHILEAD COMBAT STANCES

-Advanced combat actions-

Below are the four most common Combat Stances of Ghilead, although other ancient and secret stances are said to exist.

Way of the Willow Branch (Half Action)

The Sword Master's body twists and contorts like a reed in the wind, and his sword deflects incoming blows with astounding speed, making him virtually impossible to hit. All characters making close combat attacks against the Sword Master suffer a -20% penalty to Weapon Skill for the purposes of making attacks. This modifier lasts until the Sword Masters next round.

Way of the Winter Breeze (Half Action)

Weaving his blade in a bewildering, swirling arc, the Sword Master is able to guide his blade through even the most Steadfast defence. The Sword Master's next attack cannot be Dodged or Parried. If the character's next action is anything other than a standard attack this bonus is lost.

Way of the Swooping Eagle (Full Action)

The Sword Master summons all of his speed and might into a single deadly blow. The character's melee attack gains a +20% Weapon Skill bonus and a +2 bonus to its damage.

Way of the Breaking Storm (Full Action)

Unleashing his speed and strength in a flurry of blistering attacks, the sword master rains blow after blow on the enemy. The Sword Master can make a number of attacks up to his attack characteristic. Additionally he may reroll one of his attacks that miss this turn, as if he had spent a fortune point.

HIGH MAGIC

You have studies of mystic arts of True Magic at the Tower of Hoeth and have made you better attuned to reading the ebb and flow of the Winds of Magic, thus better able to sense any dangerous changes. Also you have become very adept at controlling the Winds of Magic and are now able to manipulate more than one Wind at a time, this method of spellcraft is called Qhaysh.

In game terms the Mage may nominate one die before making a Casting Roll to be discarded if it counts towards Tzeentch's Curse (its value is also discarded from the total rolled), also if Tzeentch's Curse comes into effect the Mage may re-roll the result and pick the lesser of the two. The Mage is also able to mix any spells that are known by him/herself to create a more powerful single spell, to do this the Mage must spend 50xp for each spell that is combined with another, a further 100xp and a successful WP test to successfully create the spell.

Examples of spells made in this way can be found in appendix IX

INTUITIVE CASTING

Around you the winds of magic seem almost to mould themselves, and it requires the barest of touches to mould them into whatever you desire. This greatly speeds up the process of casting spells, and even allows you to mould multiple spells at once. All spells cast require half a round less to cast (excluding spells from High Lore). If this would reduce the casting time to zero, it still requires half a round, but you can take a free Channelling test for the spell. In addition, the caster is not restricted to casting only one spell in a round, meaning that the caster can begin casting another spell in the same round one is cast, and if both are of particularly short duration, it is possible to even cast two spells in a single round.

MASTERFUL FEINT

When you make a swift attack, you may forego one of your attacks to make a feint action instead.

MASTERFUL MANOEUVRE

When you make a swift attack, you may forego one of your attacks to make a manoeuvre action instead.

MURKRSYN (NORSE)

The murkrsyn talent is the legendary mystical power of the Murkr, which provides it bearer with the ability of seeing and speaking to all spiritual beings, be it friendly ancestor ghosts or malicious wights under the spell of an enemy. To use the talent, the Murkr just has to succeed a Perception test to be able to see any ethereal beings within sight. In addition, the Murkr can use any social skills the way he or she would normally do on humans to get hold of information or such. If used with Intimidation, the Murkr receives a +20% on the test, as most ghosts are affected by the spells of the Lore of the Weavers, and are therefore highly susceptible to threats from a Murkr mystic. However, as rumors spread even faster in the Otherworld than in the real one, this way of producing information or gaining boons seldom pays off well. In the Otherworld, one's honor and reputation is all a Murkr have.

RANCOUR OF THE DRUCHII

The Dark Elves harbour a deep resentment and hatred for their High Elf kin. When in combat with High Elves their hatred spills forth into an unrelenting rage and a +10% bonus to Strength is gained.

SEA DRAGON PREPARATION

The Dark Elf Corsairs invariably wear a long coat derived from the skin of a Sea Dragon (OWB 93). Sea Dragon Cloaks must be continually treated with a protective slime or they fall to dust. Characters with this Talent know the correct method to prepare this slime, though the ingredients are hard to come by in the majority of the Old World (very rare) and often expensive. Dark elves living incognito amongst Old Worlders almost always prepare the protective coating and leave their cloak immersed in the slime inside a sealed barrel to prevent its decay.

SECONDARY ARCANE LORE

As determined by the Elven High Mage Teclis, it is dangerous for a Human to try to fully manipulate multiple Winds of Magic. Dispite this, the Wood Elves of Athel Loren have chosen to train those women who show magical aptitude, and who they have taken and indoctrinated at a young age, in multiple Winds of Magic. Maybe women have a greater aptitude, or are more versatile than men, but however, it has proven to be successful to a degree, though the Human has not the full potential of an Elf, and must be careful how far she diversifies.

A secondary Arcane Lore has only six spells in each list. Additional spells can still be purchased for the Lore as an Extra Spell, but these cost 150 XP each, and when cast, the Grail Damsel must roll one extra casting dice which only counts towards Tzeentch's Curse (in the manner of the Hedge Dice).

Lore of Beasts:

Elemental: Form of the Soaring Raven, Claws of Fury, Form of the Ravening Wolf, Masters Voice, Crows Feast, Form of the Raging Bear.

Mystical: The Beast Broken, The Beast Made Well, Leatherbane, The Boars Hide, Cowering Beasts, Form of the Puissant Steed.

Cardinal: Calm the Wild Beast, The Talking Beast, Masters Voice, The Beast Unleashed, Winters Long Slumber, Wings of the Falcon.

Lore of Life:

Elemental: Fat of the Land, Summer Heat, Rivers Whisper, Earth Gate, Spring Bloom, Cure Blight.

Mystical: Tracks Tale Told, Tree Dwellers Step, The Wilds Undisturbed, Father of Thorns, Tree Shape, Flesh of Clay.

Cardinal: Curse of Thorns, Earth Blood, Leaf Fall, Earth Gate, Geyser, Winter Frost.

Lore of Heavens:

Elemental: First Portent of Amul, Second Portent of Amul, Wind Blast, Wings of Heaven, Starshine, Fate of Doom

Mystical: Lens on the Sky, Birdspeak, Third Portent of Amul, Premonition, Project Spirit, Signs in the Stars.

Cardinal: Omen, Lightening Bolt, Curse, Fortunes Renewal, Lightening Storm, Fate of Doom

SPECIALIST WEAPON (MARTIAL ART)

The character is skilled and practiced with the obscure weapons of the Far East. Martial art weapons are complex but versatile weapons to use. They require high degrees of skill, and are generally multipurpose weapons that combine the disciplines of the flail, two-handed weapons, and entangling weapons. The Specialist Weapon (Martial Art) Talent is unique in that to purchase it a character must already have one of Specialist Weapon Flail or Two-Handed or Entangling. Martial Art Weapons are also unique in that they can be often used in WS or BS based attacks, and no -20% penalty is imposed for using them in hand-to-hand combat (WFRP 130).

SPELLCRAFT

Description: Your deeper studies into the Winds of Magic gives you the ability to cast a spell not of your chosen Lore. This enables you to use the Extra Spell Talent to learn spells from all of the Arcane Lore and also means that you can not receive any Arcane Marks.

SPELL-MASTERY

Description: Elven Mages are known to study for years to master the use of a single spell. You may choose to purchase a spell for a second time for 100xp, when using a spell that has been mastered the Mage may deduct his Magic Characteristic from the Casting Number that is needed.

TERTIARY ARCANE LORE

A tertiary Arcane Lore has only three spells in each list. Additional spells can still be purchased for the Lore as an Extra Spell, but these cost 200 XP each. When the Grail Damsel casts any spell from her tertiary Lore, she must roll one extra casting dice which only counts towards Tzeentch's Curse (in the manner of the Hedge Dice). If a Grail Damsel suffers a Tzeentch's Curse when using a tertiary Arcane Lore Extra Spell, the severity of the Tzeentch's Curse is increased by one level.

Lore of Beasts:

Elemental: Claws of Fury, Form of the Ravening Wolf, Form of the Raging Bear.

Mystical: The Beast Made Well, The Boars Hide, Form of the Puissant Steed.

Cardinal: The Talking Beast, The Beast Unleashed, Wings of the Falcon.

Lore of Life:

Elemental: Summer Heat, Rivers Whisper, Cure Blight.

Mystical: Tracks Tale Told, Father of Thorns, Flesh of Clay.

Cardinal: Curse of Thorns, Earth Gate, Winter Frost.

Lore of Heavens:

Elemental: First Portent of Amul, Wind Blast, Fate of Doom

Mystical: Birdspeak, Premonition, Project Spirit.

Cardinal: Lightening Bolt, Fortunes Renewal, Lightening Storm.

TOUCH OF DEATH

The adepts of Bloody-Handed Khaine are masters of martial arts and quickly learn to strike specific points of the humanoid body in order to kill their targets instantly, even with their bare hands. A Kyrnaa with the Touch of Death gains a +3 damage bonus when fighting unarmed. These bonuses are cumulative with Street Fighting so that +10%WS and +4 damage are made with unarmed attacks (i.e Damage SB). Additionally, an unarmed attack with Touch of Death does not double armour penalties.

VIRTUES

(All these are ripped more or less straight out of the WFB Bret Army book but some have been changed quite a bit to fit them into WFRP)

The virtues are Talents which help to define the mindset of the Knight, and the strength he has found through devotion to the Lady.

Penitence: The Knight is seeking to right some misdeed he or his family has made. Until things are made right the knight may not join other knights in any martial activity. For tests made directly in pursuit of his penitence, the knight gets +20 WP. If the penitence is made satisfactorily during play the knight may choose a different Virtue.

Temper: The knight is greatly skilled at the charge. If an attack hits during a charge action, the knight may get a free charge attack.

Heroism: The knight gets +1 damage against any Large opponent.

Stoicism: The knight may re-roll any Fear or Terror test (as if with a fortune point).

Impetuous: The knight or his mount may double all Charge Action distances.

Audacity: The knight can use his opponent's strength against him. He gets an extra 1 damage against opponents of a higher strength.

Duty: The knight gets +20 to all WP tests when in the direct service of the Lady.

Joust: The knight may re-roll a failed Charge Attack Action when using mounted lance (as if using a fortune point).

Disdain: The knight will never be surprised or frightened by missile using attackers.

Purity: The knight gets an extra Fortune Point as with the Luck Talent as long as he continues in the service of the Lady.

Discipline: The knight gains +10 to WS whenever directly outnumbered.

Empathy: The knight gets +20 to all Fel tests with the common folk.

Chivalry: The knight gets +20 to all Fel tests when dealing with a damsel.

Grim Peril: Whenever he sees one, the knight must cuff a peasant round the back of the head and call him 'scum.'

APPENDIX IV – NEW INSANITIES

MARRIED TO THE SEA

The sufferer is only content upon or near the sea. They like nothing more than to be shipboard with no land in sight. If they must land then they like to have the sea in view at all

times. Only reluctantly will they venture any significant distance from the sea, and will seek to return as soon as possible.

APPENIDX V – CHANTIES

by Runefang

HEAVE—OH YE LADDIES—OH

Casting Number: 6

Casting Time: Full Action

Ingredients: A musical instrument (+2)

Description: For 2d10 minutes the wizard can implore all within hearing range, and are amenable, to act at +10 S.

COME HERE LITTLE FISHES I'M HUNGRY AND THE OL' LASS BAIN'T PUT NOTHIN' OUT FER ME TEA—OH

Casting Number: 8

Casting Time: Full Action

Ingredients: A Plate (+2)

Description: The wizard entices 2d10 meals-worth of seafood to jump from the sea onto the deck of the boat. This will only work in an area where there is abundant sealife.

BLOW—OH THE WIND—Y—OH

Casting Number: 11

Casting Time: Full Action

Ingredients: A Bowl o' Beans (+2)

Description: The wizard summons a wind that will blow around the ship for 2d10 minutes. The wind blows at WPB on the Beaufort Scale.

THAR'S A LADY IN BORDELEAUX WHO CAN STICK 'ER LEGS BEHIND 'ER 'EAD—OH

Casting Number: 13

Casting Time: Full Action

Ingredients: A Mug o' Grog (+1)

Description: All who listen to the Chanty must pass a WP test or afford the caster +20 to all Fel tests for the rest of the day.

I DON'T KNOW WHERE I'M GOIN' BUT I KNOW HOW TO GET THAR

Casting Number: 14

Casting Time: Full Action

Ingredients: A Lodestone (+2)

Description: The wizard will know the exact direction and rough distance in which to travel in order to reach a familiar destination

THE SEA'S A DIRTY MISTRESS BUT SHE TREATS I FAIR, MOSTLY—OH

Casting Number: 16

Casting Time: Full Action

Ingredients: A Cheese (+2)

Description: All who listen get +10 to all non-combat tests for 2d10 minutes.

EVERYBODY'S GONE SURFIN'—OH

Casting Number: 18

Casting Time: Full Action

Ingredients: Some Wax (+2)

Description: The single target must pass a WP test or suffer an irresistible urge to dive into the nearest body of water (within sight).

I AINT NEVER SEEN A NIGHT LIKE IT AND I AINT LOOKIN' FOR 'RD TO THE JOURNEY 'OME NEITHER

Casting Number: 22

Casting Time: Full Action

Ingredients: A Yellow Hat (+3)

Description: The wizard summons a force 10 gale that will dissipate in 1d10 hours

LOVE IS LIKE OXYGEN—OH

Casting Number: 25

Casting Time: Half Action

Ingredients: A Breath of Fresh Air (+4)

Description: The wizard can act underwater as normally as possible, ie breathe, swim around, float etc, for 2d10 minutes.

APPENDIX VI – MYSTICISM

by

Christian Svalander (Ogrehead) Website: [Hlogr](#)

INTRODUCTION

In Norsca, myth and tradition has always differed from the tale-telling and sagas of the Empire. Even if certain parts of the Empire, such as Middenland, Nordland and Ostland always have had their share of beastmen, mutants and the feral priests of Ulric and their worshippers, the citizens of the northern parts of the Empire seldom sees the shy Norse mystics. Hooded and quiet, they seem to travel endlessly between the Norse ancient burial grounds and enchanted forests and hilltops far away, only to be encountered once in a while, during winter solstice and Blotsommer, or when the Highest Spraakeldste have sent for them.

In the major Norse cities, the Jarls and High King have had their councils of Spraakeldste for centuries, giving them advice on matters wise men need to attend. Although, when decisions need to be made where a leader needs direction from the wisdom of the Ancestor spirits and the Norse Gods, the Murkr is called upon for guidance.

The Murkr is an informal brotherhood consisting of certain gifted individuals, found by Dreamwanderers and other traveling members from all over Norsca. The members all have shown the gift of Murksyn before they are accepted into their ranks, and are soon taught the way of the Norse mystics, the way of the Murkr. The gift which all Norse mystics have is something unique for the Magick-infused Norsca lands, and is something of a curse, as well as the mystical power it bestows its bearer. People with Murksyn without knowing its full potential or people never being accepted by the Murkr, sooner or later become mad with visions nobody else can see, which makes the Murkr companionship a necessity. The Murkr brotherhood provides food and shelter, training in the Murksyn arts and the ancient lore of the forefathers, and with time, the young Murkr becomes an astute and decisive mystic with potential to both help and lead the Norse people.

The Murkr, whose name translates into 'taken by darkness', essentially aims at the eternal afterlife in the Otherworld where all spirits dwell, from Grey Shores where all dead arrive to the Deep Wilderness where the beasts of Old Darkness reside, to which the Murkr all to often venture. As the Norse forefather belief is a very ingrained part of their society, the Murkr have also been elevated from being just seers and mystics into the status of shaman priests and Ferrymen for the dead, which have given them an even more dismal role in society, where joy and happiness seldom appear.

THE MURKR AND THE URNS

In Murkr society one differs between the Murkr and the Urns even if all belong to what is called the Murkr mystics. The subtext of the word Murkr is basically a mystic and shaman with the Murksyn gift, which is their innate ability to see and communicate with spirits and ghosts. To anyone without the hearth wisdom, the Murkr is the name of all mystics within the Murkr brotherhood, but to the initiated and for people who wants to address them with respect, Murkr are the apprentices and newly embraced, rather than the Urns which is the formal title of the leaders and more elevated individuals within the society.

Sometimes, when traveling Dreamwanderer has seen a truly gifted child in a dream, he or she may find it after long weeks on a horseback, searching for it. If the vision has been true and the child is really gifted, the mystic takes a few days to talk to the parents and the elders of the village. After compensating

who claims the child with both gold and blessings, the long journey back to the new home for the child starts, which might last for several months or even years, as a Dreamwanderer on foot needs to collect more than one prodigy to be allowed to go back. As the scourging powers of Chaos have tainted most aspects of Norse life and culture, no more explanations are needed to have the child from the parents. There have been caring but egotistical parents whom have hidden their child from the mystic at arrival, but this has been know to be punished very severely, both from the Spraakeldste and Jarls, as well as from the Murkr. The Murkr are needed for survival and everyone knows it.

When the first steps are made towards the young apprentice's new life there is no way turning back. The Murkr might one day return to his or her village, but there is a great risk that he or she will not survive the first year. The trip back to Kringringla, the stronghold of the Murkr and the Urns, is harsh and demanding, but the child or children are taken well care of by the Dreamwanderer, who sometimes have both younger Murkr and even thralls as followers. On the way there, the Dreamwanderer start explaining for the apprentice(s) what the coming future have at hands, the truth about the Murkr society and the frightening tales of the Chaotic enemies that lure in the dark...

Once at the foot of the mountain on which Kringringla is built, the first real test for the young prodigy begins. One the sides of the mountain, the only way up winds through a labyrinth of razor sharp ravines which once were used by the wild men and tribes that worshipped the ancient Chaotic gods in these lands and used for their blood hunts and magical sacrifices. The evil rituals permanently infused the very mountain with its mystical powers which have since then, together with protective runes and magic traps, damned many a soul to wander the mazes and feast upon anyone without the innate powers of Murksyn to protect themselves with. When a Murkr or Urn is entering the labyrinth Rauklögn, as it called in Norse, on the way up to Kringringla they have no troubles finding their way up whatsoever, but for the prodigy the first time can be a very horrific experience. Inside the dwindling clefts and abyss-deep rifts that Rauklögn consists of, the winds wails as if dying, and screams echoing between the unfriendly walls, intimidating anyone but the bravest of Murkr. With the only help of one's Murksyn, the young prodigy has to manage its way up to the top, avoiding the howling banshees and craving ghosts of the maze all along the way. If successful, the young apprentice reaches the top, and is welcomed by his or her new Urn masters standing at the metal gates of the fort. The ones that don't succeed are never heard from again, seen as not fit for the demanding requirements of the Murkr.

KRINGRINGLA – THE MURKR STRONGHOLD

When finally in Kringringla, the young apprentice is allotted a cell from one of the many hand-carved rooms in the massive castle's walls, and is given a new set dark grey cotton robes, together with a lined cloak and a shoulder bag including an amulet, inks, a quill pen and an unwritten book – the first set of Runaskrifta the Murkr gets. Then the young Murkr has his or her first night's sleep in the new home, after the long and daring journey from his or her old family's home, waiting for the trying tutelage.

When waking up the first time, just before the sunrise, in Kringringla, the prodigy is taken to the Great Hall of the Ancestors and presented to everyone in attendance – the elder Urns of the Inner Circle, as well as all the Dreamwanderers and Hargírs. After a pale morning meal, even by Norse standards, the young Murkr is taken to the Temple of the Elders where a brief lecture is held for the Murkr to be aware of the strict rules of the stronghold, where to go and where not to. By tradition, the first class starts right there after, on the roof of the Grey Tower where one is said to be able to see till the end of the world, and introduces the prodigy along with their fellow student who all range between the age of six and fifteen, to the legends of the Murkr. A long and grim tale of the First Norse tribes that rose from the icy battlefields covered with blood and forgot their old and evil gods. The tale continues with the stories of the first Norse heroes, Got and Bor, and how they released their father from his painful curse, put on him by a strong priest in service of the old blood gods and their dark father Yrkhorn. Other heroes are mentioned as well, like Alfwulf and the seven troll kings, the sad saga of the Frost maiden and many more. When the first class is done, the students are taken to their cell for a short night's sleep. This second night, the elder Dreamwanderers unite in a powerful ritual that takes all the new prodigies on their first dream voyage to the Grey Shores, where all the dead spirits gather up before the head deeper into the spirit world. Due to the safety of the trip, with nine elder Dreamwanderers leading the way and making sure no one comes to harm, together with all the fellow students, this is considered to be the most powerful experience a new Murkr ever has. Many of them travel extensively to the spirit lands after leaving Kringringla, but never again in company with the nine elder Dreamwanderers.

THE DEVOTION OF THE MURKR

After a few years of studies in the stronghold, depending on the age and talent of the young Murkr, the mystic is released into

the world to help and serve his or her people. Due to the experiences from an early age with Murksyn, the Murkr mystic soak up the teachings as no other student would do, hence takes on the role as a shaman, healer and protector of the Norse people seriously. After the Norse people rose from the worship of the dark gods, some powerful witches created a powerful ritual that is still carried out every year at winter solstice, to keep the dark forces from entering the lands again. The ritual does not protect Norsca completely in any way and magic can be used to breach it, therefore a key part of the Murkr work consist of finding the cracks in the enchantment and stop whom ever is trying to get in. This work, the search for the cracks, is called Feilskyldra, and has become a matter for songs, legends and myth.

As the different Ancestral spirits of the Norse are pleased in different ways, the Murkr ceremonial duties vary, just as their lifestyle do. Different areas of the Norsca peninsula also houses a diverse range of traditions and views of honor and justice, which means that some Murkr never deals with the same kind of social problems or dangers as most other do. This has created a great strength among the Murkr mystics who have taken their differences to heart, and thus bonded the different tribes of the Norse together against the Hung, the xxx and the old dark powers of Chaos. Even if this has made the people of Norsca strong, the ruinous powers are persistent in all ways thinkable, which have made most of the Murkr disciplined, although acrimonious and unforgiving.

After traveling as a Murkr or Urn for a few years, the individual tend to become a problem–solver, guide and mediator, which apart from getting allies for life, also often gives those riches and a high standing in society. This has made their kin influential and many Norse families seek their help and opinion on their stops on the long travels over the lands.

MURKR MAGIC & ABILITIES

The spells of the Murkr differs a bit from the magicians of the Empire's spells. Many crave fresh blood, or even pieces of the target of the spell to work, but one must not forget that this is a fully accepted practice in Norsca. Blot, which is the blood sacrifices of the ceremonial practices of the Norse traditions is something that has been used for millennia, to honor both gods and ancestor spirits as well as pleasing gifts to dampen the anger of fiendish demons.

PETTY MURKR MAGIC

The Petty Murkr Magic spells are just an extension the phenomena found in the wilderness they live in, and can sometimes just be seen as an extraordinary affinity for the natural.

SCENT

Casting Number: 3
Casting Time: Half action
Ingredients: A braided lock of horsehair, +1
Description: If successful, Scent provides the caster with an animal scent, making him untraceable for dogs and other tracers that use their sense of smell.

HOWLS

Casting Number: 4
Casting Time: Half action
Ingredients: A iron chain, +1
Description: If successful, the caster can create an illusion of a wolf pack's howls within 36 yards from him or herself.

SMOKE PUFFS

Casting Number: 5
Casting Time: Half action
Ingredients: A pouch of ashes from oak, +1
Description: If successful, the caster can immediately fill a room or a small glen with the smoke from the spell, until winds take it away or the spell duration of one turn per Mag characteristic expires.

MELD

Casting Number: 5
Casting Time: Half action
Ingredients: A feather from a black grouse, +1
Description: When casting this spell, the caster melds with the background and almost disappears from sight. If successful, the mystic get a bonus of +30% on all Concealment test, even in plain sight from a pursuer.

DARKEN

Casting Number: 6
Casting Time: Full action
Ingredients: A piece of coal, +1
Description: If successful, the caster can immediately strengthen the shadows of a small area equal to the small template. In the area all persons trying to hide or conceal themselves get a +10% (+20% at night) to any attempts of avoiding someone's Perception test.

VOICE OF THUNDER

Casting Number: 7
Casting Time: Full action
Ingredients: A copper neck chain, +1
Description: If successful, the caster can make his voice heard over a mile, as if he had the natural strength of carrying it so far.

THAW

Casting Number: 8
Casting Time: Full action
Ingredients: A bowl, +1
Description: If successful, the caster can instantly thaw any snow or ice when put in a vessel no matter the outside temperature, up to one pint of fresh water per point in his or her Mag characteristic.

HIDEY-HOLE

Casting Number: 9
Casting Time: Full action
Ingredients: A large leather pouch, +1
Description: If the Casting test is successful, the caster creates a Hidey-Hole he or she exactly where to find again, with no rolls needed. The caster can stow away up to 200 Encumbrance points per point in his or her Mag characteristic, in a Hidey-Hole under snow and ice and later find it for retrieval. Only one Hidey-Hole can be active at once.

LESSER MURKR MAGIC

The Lesser Magic spells of the Murkr involves a whole lot of natural elements as their natural environment is harsh, rural and cold, but are compared to the Petty Murkr Magic much more potent.

SMELL THE PREY

Casting Number: 3
Casting Time: Half action
Ingredients: A piece of the prey, may it be a blood stain or a piece of cloth that once belonged to it, +1
Description: After the Casting roll is successful, the mystic get the exact direction to the target through any kind of weathers or environments. The spell only affects the caster and lasts for Mag characteristic number of hours.

FROST'S BROTHER

Casting Number: 4
Casting Time: Full action
Ingredients: A polar rabbit's skin, +1
Description: After the Casting roll is successful, the mystic can resist almost any kind of natural cold and suffer no damage from it for the duration of the spell. The spell is a touch spell and lasts for 24 hours.

EQUAL OF THE BEAST

Casting Number: 5
Casting Time: Half action
Ingredients: A piece of clothing made from the beast made equal, +1
Description: After the Casting roll is successful; an animal beast of any kind (wolf, bear, wolverine etc.) is made the equal of the caster and will therefore not attack, unless provoked, but must be in range of (24 yards) of the spell to be affected. This works on a whole pack of the animal in question, which means that the caster of this spell can just walk away if hunted down by them. The beasts will just loose interest and find food or prey elsewhere, but if the caster does not leave the place where the beasts were met and the spell was cast, they might find interest in the mystic yet again...

FANGS OF THE WOLF

Casting Number: 6

Casting Time: Half action

Ingredients: A wolf's tooth, +1

Description: After this spell is successfully cast, the canine teeth of the mystic grows into one-inch fangs similar to a Wolf's fangs, which can be used as a natural weapon with Damage 0+SB and can be used very efficiently together with Wrestling tests after grappling and holding a foe pinned down.

SPIRIT OF THE FOX

Casting Number: 7

Casting Time: Half action

Ingredients: A vial of fox blood consumed after spell is cast, +1

Description: After this spell is cast, the caster of this spell may climb with double speed and leap twice as long as he normally would be able to do. In addition, Ag characteristic is boosted by +20% for the duration of the spell. The spell is a touch spell and lasts for Mag characteristic number of turns.

SOOTHING HANDS

Casting Number: 7

Casting Time: Full action

Ingredients: A golden ring set with a moon stone, +2

Description: When this spell is cast and successful, the mystic is bestowed the healing powers of the Murkr, and is able to lying on hands on a wounded target, regardless of being animal or man. For every hour spent with the target, washing it and chanting in Urntunga, the working mystic heals 3 Wounds from any non-magical inflicted damage.

THE BEAST'S ROAR

Casting Number: 8

Casting Time: Half action

Ingredients: A golden necklace, +1

Description: When casting The Beast's Roar, the mystic shouts a Norse Kaemparyt, which is a Norse battle cheer, on the top of his or her lungs, recognized by anyone speaking Norse. If successful, the caster boosts the morale of any allied warrior within 8 yards, which gains +20 on any terror or fear tests for a number of rounds equal to the Murkr Mag characteristic.

RUNE OF THE SERVANT

Casting Number: 9

Casting Time: Full action

Ingredients: An oak staff, +2

Description: When placing a Rune of the Servant upon a target, living or inanimate, the caster creates a spiritual link to the target. If successful, the mystic instantly gets an alarm if anything would pose a threat to it. The alarm is only felt, not seen or heard, and lasts for one moon per Mag characteristic the caster has. The Rune of the Servant is a touch spell and has to be painted, carved or imprinted somehow. If destroyed, the spell is too.

HEART'S MARK

Casting Number: 11

Casting Time: Full action

Ingredients: A black blindfold, drenched in fresh blood, +3

Description: If the casting of Heart's Mark is successful, the mystic can "read" what has happened to the target. If it is an inanimate object, the caster can see who has used it, to what and when, if it is a living person, where he or she has been, done and to some extent why. One piece of information per degree of success is given. The GM has the final saying if this spell would upset the balance of the game.

LORE OF THE ANCESTORS

The Lore of the Ancestors is the basic and unrefined magic of the Murkr mystics, and is in many ways the equivalent of

Hedge Magic in the Empire, even though it has been taken further beyond the dabbling of petty and lesser magicians. By calling the spirits of the Ancestors in their own ancient language Urntunga, the mystic can channel the powers of the ancient heroes and myths. To cast the spells below, the Murkr need to speak out with a strong voice and much emotion, as the powers of the ancestor spirits demand devotion and commitment from its users. Therefore, any attempts made trying to recognize the spell caster's intentions are done with +10% to any Perception tests.

All spells in this lore has to be studied through the Norse runes, which requires the Murkr to be able to read and write in Norse. Also, the arcane language required for casting the spells is called Urntunga, so the Murkr also has to learn Arcane Language (Urntunga).

Lore Skill: Hearth Wisdom (Murkr) – See below

SONG OF THE SKOGSFRU

Casting Number: 6

Casting Time: Full action

Ingredients: The mantle of a dead Jarl, +2

Description: The Skogsfru, an ancient and malicious entity, lures unwary travelers into the forests with her beauty until they get lost, when she finally turns upon them and kills them, never to be heard of again. When the Murkr sings the Song of the Skogsfru, he or she can lure any one person to follow them, regardless if it is in forests, mountains or on the plains. If the victim cannot resist a Will Power test with –10%, he or she is urged to follow the Murkr anywhere, until the Murkr chooses to let them go. By that time, the victim may be out of reach for help and completely at the mercy of the Murkr. The victim has to follow the Murkr until he or she can break free of the spell by passing a new Will Power test, gaining a –10% penalty to WP when resisting for every subsequently failed test after the first. Aside from the enticing effect of the spell, nothing else happens except for the song the Murkr sings.

ROOTS OF THE EVERTREE

Casting Number: 8

Casting Time: Full action

Ingredients: A gnarled crown of oak, +1

Description: When the Roots of the Evertree is called upon, wiry and twisted roots shoots out of the ground and entangles the victim. The victim may roll an Ag test with –30% to avoid them each round, or be grappled by them. If caught by the Roots of the Evertree, the victim or victims may try to escape each round by making a resisted S test versus the Roots strength of 60%. If the victim wins the test, he or she may escape the entanglement, by trying to avoid getting grappled a second time and get out of the area. For as long as the victim(s) are trying to avoid being entangled, they can only move as they had an M characteristic of 1, jumping around and dodging. This assumes they are not being entangled by the Roots of the Evertree, in which case they are subject to being grappled and pinned down. Damage is afflicted as per normal wrestling/grappling rules, which the Murkr can apply as see fit. The spell works for Mag number of minutes, affecting up Mag number of victims, and in a small area selected by the Murkr, so use the small template. The Roots of the Evertree can only be called upon if there is earth enough for plants to grow naturally. As the Roots of the Evertree is a part of the world and everything in it, they cannot be completely destroyed by other means than fire, which makes chopping with axes and swords useless, as new Roots shoots up to replace the damaged ones.

VOICE OF THE ANCESTOR

Casting Number: 10

Casting Time: Special

Ingredients: Rare herbs and fungus, +2

Description: To witness the Voice of the Ancestor, the Murkr needs to put himself in a sleep-like trance, that

normally lasts a whole night. After preparing the rare herbs and fungus correctly (which requires a successful Trade (Herbalist) skill test) and consumed and the spell is sung out, the Murkr soon enters a deep, sleep-like trance. During this period of time, the Murkr is very sensitive to any magical doings in the vicinity, and is very likely to accidentally communicate with both lost souls and the servants of the Norse Gods. If lucky (successful spell test), the Murkr can discern the Voice of the Ancestor from the Otherworld, from where it gives away a secret to the Murkr. The Norse mystic who casts this spell has no control over what of the Ancestor spirit shares, and cannot ask any questions. The Voice of the Ancestor just states something that will occur and will involve the Murkr in some way, even though the message might be very unclear or enigmatic. Sometimes, just sometimes, the Murkr get a clear and insightful secret from the Ancestor, but this happens only very seldom (when the Murkr gets three or more successes on their spell test). When the Murkr wakes up the following day, he or she is very shaken by the experience and get -10% to all tests for the following 12 hours.

STYRKA OF GRUNNSUNN

Casting Number: 12

Casting Time: Half action

Ingredients: An adorned silver belt, +3

Description: After casting this spell, the Styrka of Grunnsunn provides the Murkr with the strength of the mythical warrior Grunnsunn, who stood alone on the battlefield against thirteen evil trolls. In battle when this spell is cast, the Murkr receives a +3 to SB, which delivers extra damage to any enemy he or she strikes, with or without weapon in hand. This spell lasts for the next attack made by the Murkr after the casting.

JUSTICE OF HONOR

Casting Number: 14

Casting Time: Full action

Ingredients: Sea salt flakes, +1

Description: This spell is only to be used in conjunction with Heal skill tests, where the Murkr is bestowed the power of healing almost any wound, if given to the victim wrongfully. If the Heal skill test is successful and the spell test is too, the spell takes effect and heals instantaneously half of all W taken from any single attack. With wrongfully, means wrongfully from a Norse point of view, and basically means cowardly, spinelessly or dishonorable. Included in this concept, would be back-stabbings, ambushes and assassination attempts, as well as if the attack that made the damage is made with a foul mind and bad intent. Any critical wound is automatically restored to a lesser form of damage, even skull fractures and so on. Any IPs given due to the received damage is not affected by the spell.

Note: As the Justice of Honor is quite subjective to the interpreter, GM should rule out any difference of opinion.

A HERO'S VALOR

Casting Number: 15

Casting Time: Half action

Ingredients: An adorned great weapon, +1

Description: A Hero's Valor inspires all combatants and allies to fight with extraordinary determination and steadfastness. When the Murkr proudly sings about A Hero's Valor, all allied warriors are given +10% on WS, +1 on A and +2 on both SB and TB. This lasts for as many rounds as the Murkr's Mag characteristic and cover an area equal to the large template.

EYE OF THE WELL

Casting Number: 17

Casting Time: Special

Ingredients: A fresh eye taken from a foe, +1; or the Murkr's own eye, +2

Description: This is a very powerful farseeing spell known only to the Murkr of Norsca, but does not come cheaply. When the plucking of the eye this is done, the Murkr inflicts 4 W upon his victim or himself, but is afterwards granted the power of the

Eye of the Well. After cast, the Murkr has to stare down the well for 5 minus Mag characteristic minutes before the Eye of the Well gives the Murkr its vision; during a single round, the spell provides the caster with a vision of an ally's whereabouts from far away. The vision is only there for a brief moment (a single round), and the farseeing mystic can look around from that point as he or she was there in person, although without the possibility of communicating to anyone or physically affect anything there. The only condition for this spell to work is that the spell caster must have some sort of emotional bond with the ally - it can not just be member of an organization the Murkr belongs to. For the Eye of the Well, there are no distances to great.

Note: If the Murkr have given his own eye at some point casting this spell, the bonus applies to all future attempts of using the Eye in the Well. The drawback is that the Murkr loses his or her sight on that eye permanently (with no way of regenerate it, not even with magic), and is therefore penalized with -30% on all BS tests, as well as on skills involving perspective sight.

SIGN OF THE NORTHERN STAR

Casting Number: 20

Casting Time: Half action

Ingredients: A great Northern Star tattoo over the chest, +1

Description: When calling for a Sign of Northern Star, the Murkr notices anything in close vicinity, even though he or she would normally not do so. As the North Star is legendary in Norsca, like an ever-watching eye, the Murkr casting the Sign of the Northern Star spell receives similar powers. By just passing a normal Perception skill test, the player can ask the GM on single question about the surroundings on which he must answer truthfully. No ambushes is possible, neither is any surprises, and no whispers or activities in the dark will pass the Murkr by. If it fails, the GM does not have to give any information away, or can twist some existing information to some extent. GM has the final saying here. Use the large template.

THUNDER'S CALLING

Casting Number: 24

Casting Time: Full action

Ingredients: A ceremonial staff made from spruce inscribed with Norse runes, +1

Description: When the mystic asks for Thunder's Calling, strong winds blow up around the Murkr. At will, the he or she can direct the winds and thus decreasing or increasing Movement characteristic with up or down with 2 for all inside his or her area of influence (use the large template). In addition, the Murkr can release up till three lightning strikes per round, which all counts as magic missiles with a Damage of 5 (metal armor gives no protection). They can hit the same or different targets up to 36 yards away from the spell caster. The winds dissipate and the lightnings stop after Mag characteristic number of rounds.

LORE OF THE WEAVERS

This lore teaches the Murkr the way of spirit communication, charming and mastering, even the more subversive art of spirit commanding. The Weavers were ancient Witches, who protected the Norse people from harm during many countless Chaos invasions, and thus gave their names to this mystical path. When taught, the mystic learns spells that may or may not harm spirits in ways that normally would never possible. The darker powers of the Otherworld easily recognizes this as screams and whispers are carried far much longer in their world than ours, which makes users of this lore living beacons for demons and malicious souls lurking there. More than one mystic have realized this too late, finding themselves on the Grey Shores sooner than expected...

Murkr which master the Lore of the Weavers become distant and dreamy in their gaze and can sometimes seem to merge with any shadows they stand in. In time, they become even more enigmatic and quiet, and some start talking in riddles, making them hard to interact with.
Lore Skill: Hearth Wisdom (Murkr)

TRUE EYES

Casting Number: 6

Casting Time: Special

Ingredients: Two copper coins put over the mystics eyes (+1)

Description: The spell needs at least a night's trance-like sleep (8 hours) to function, and when the Murkr wakes up, the spell test is made. If the test is successful, the True Eyes shows the Murkr the way to a person with the Murksyn gift within the Mag characteristic number of miles from the mystic. If any gifted individual is within range of the spell, the Murkr receives a dream vision as if the mystic was floating in the sky above the subject. The vision lasts for Mag characteristic number of minutes and the Murkr can only see where the target is and what is happening around its close vicinity. As the distance can be quite far the mystic need to pass an Orientation test with a -10% penalty for every mile the target is beyond the first. For an example; if a gifted person is four miles away from a Murkr who succeeds with the True Eyes, he or she receives -30% on the Orientation skill test. If the GM deems it possible, a Tracking test can be made where each degree of success reduces the penalty with 10% each.

DREAM PATH

Casting Number: 8

Casting Time: Full action

Ingredients: A small leather drum made from a pregnant ewe (+1)

Description: Dream Path is cast on another person who must be asleep for the spell to take effect, and the Murkr must be sitting next to the target touching it. If the Murkr succeeds with the spell test, a brief yet fully functional gate to the Otherworld opens up in the target's dreamworld. For a number of minutes equal to the mystic's Mag characteristic, the target is able to see and interact with the spirit inhabitants just as if he or she was gifted with Murksyn (with the exception of the bonus on Intimidation tests, which only is a Murkr benefit). This spell is basically used as a way of letting people have a last conversation with recently deceased loved ones, to let them repent words said in anger and make amends. This is one of the spells that have brought the Murkr their popularity and given them the reputation of being shamans with the ability to cross over to the Otherworld, even if this is one of the less powerful spells of their kin.

SPIRIT FETTER

Casting Number: 11

Casting Time: Full action

Ingredients: A small wooden wheel in a copper chain with copper spokes (+2)

Description: When a Spirit fetter is cast, the Murkr can transfix a spirit, ghost or ethereal being to a place until the spirit reveals a piece of information the Murkr wants. A resisted Will Power test is required and if the mystic wins, the spirit is forever fettered to the spot where the Spirit fetter is cast, or until the information the mystic wants is released. If the Will Power test is won by the spirit, nothing happens except that the spirit may become insulted and enraged due to the attempt of enchanting the spirit. If the spirit has no information to give, or if the Murkr wrongfully accuses the spirit of withholding anything, the spell simply has no effect. Needless to say, this power easily makes the Murkr unpopular in the Otherworld.

MYSTIC'S SHIELD

Casting Number: 12

Casting Time: Half action

Ingredients: A small statue of an ancestor used at ceremonial masses (+3)

Description: The Mystic's Shield provides the caster of protection against any kind of spiritual assailant, may it be a ghost, banshee or daemon. During the duration of the spell, the caster is immune to all types of Fear-related tests and receives an additional 3 AP against any attacks made by ethereal beings. The Mystic's Shield lasts for a number of rounds equal to the mystic's Mag characteristic.

SJAE LAELD

Casting Number: 14

Casting Time: Full action

Ingredients: A dose of ashes from dead child (+3)

Description: When the Murkr releases the soulfires of Sjaelaeld, the mystic engulfs any target (with a soul, living or dead) within 36 yards with the grey spiritual powers of decay from the otherworld, which counts as a magic missile with Damage 5.

CALLING THE ANCESTOR HERO

Casting Number: 17

Casting Time: Full action

Ingredients: A bone splinter of the hero (+3)

Description: When Calling the Ancestor Hero, the Murkr summons the spirit of a long dead hero of the Norse, to fight for the mystic cause and his or her enemies. The hero remains for a number of minutes equal to the Mag characteristic of the Murkr. The hero fights with its own will, which means it cannot have its actions controlled or manipulated by the Murkr, but rather follows requests as an ally would normally do. When the spell expires, the Ancestor Hero stands still for a moment, before looking the mystic deeply into the eyes before vanishing. Read more about the Ancestor Hero below.

WISDOM OF THE DEAD

Casting Number: 19

Casting Time: Half action

Ingredients: A crude crystal in a necklace (+1)

Description: By casting the Wisdom of the Dead, the Murkr appeals to the spirits in the Otherworld for the truth about a person. If the spell test succeeds, the voices of the dead pass over to the world of the living, as wailing and howling winds tells anybody within earshot about the deceitfulness of the target. As a result, the target is stripped of any illusionary powers, as well as any disguises or stealth abilities, as well as having any secrets or hidden information revealed for the mystic. To resist the powers of this spell, the target (man or spirit) has to win a resisted Will Power test with the Murkr, and if failed, the spirits will tell the caster anything about the target, secret or not. One can not turn a blind eye to the Wisdom of the Dead.

SHROUDSIGHT

Casting Number: 21

Casting Time: Full action

Ingredients: A jagged iron knife (+1)

Description: When casting Shroudsight, the mystic reaches beyond the shroud that keeps the Otherworld from ours, and can suddenly see far away, as distance and the sands of time seldom passes as in our own world. When activated, the senses of the Murkr is suddenly blurred and If successful casting the spell, the Murkr can scan whole landscapes from a spirit raven's perspective very, very fast. By making a Search test, the mystic can examine areas in the size of whole Samholds in matter of turns, although details might be difficult, if not impossible to grab hold of. For each degree of success the mystic receives one detail of the landscape within the range of this spell, otherwise the GM just gives the player of the general look of the area overviewed. This information can hold useful information anyway, like the sightings of enemy forces closing in, or whether a village has been burned

or not. Details include more specific information, like if a specific person was travelling a caravan down the road, if any hunter can be seen in the forest or if the Jarl has any bodyguards nearby at the moment. The spell lasts for as many rounds as the mystic's Mag characteristic, and the range equal to as many miles in a radius from the caster. While the spell lasts, the Murkr can not take any other actions, and is subject to the +30% modifications on all attacks made upon him.

GENERAL OF THE RESTLESS

Casting Number: 25

Casting Time: Full action

Ingredients: A crown made from human bones (+3)

Description: If a Murkr casts this spell, he or she summons the forces of the Otherworld and becomes a General of the Restless. If success is reached on the spell test, spirit warriors of the ancestors rises to the call of the Murkr, to fight his enemies under the duration of the spell. First, calculate how many restless warriors that are summoned (like the Charm skill the spell's effectiveness is based on Fel characteristic, plus effects of the Public Speaking talent), then determine the different types of spirits by using the ratio 9-3-1, which means for every nine spirit warriors, there will be three barrowmen and one wraith. So for an example, if a mystic with 49 in Fel, would be able to call upon 49 spirits in total, which mean in detailed numbers; 5 wraiths, 15 barrowmen and 24 spirit warriors. What is important to remember is, that the spirits summoned are not hostile to anyone else than towards the enemies of the Murkr, this only makes any Fear tests forced upon these as well. They stay and fight for a number of minutes equal to the mystic's Mag characteristic. The effects of this spell is so powerful that it is felt through the fabric of the real world, and anyone within a mile per 10 spirits summoned gets chills along their spines, and nightmares are common. Even if this spell is allowed by the Inner Circle of the Murkr to be used, misuse or such heavily punished, as darker beings sometimes slip through instead of friendly ancestor spirits...

NEW MAGIC RITUAL

THE CLEANSING OF A PURE HEART AND REBIRTH OF A CHAMPION

Type: Murkr

Arcane Language: Urntunga

Magic : 4

XP: 650

Ingredients: A young warrior, pure at heart and untainted with Chaos, that will be the center of the ritual, 13 bowls of Beastmen blood, and the severed head of a Chaotic Warrior on a copper plate. A stone altar inscribed with powerful Ward runes on top of a hill with view over Norsca in all four directions.

Conditions: Under a new moon, seven Hargírs chant for seven hours. Every one of the seven ceremonial masters has each to pass an Academic Knowledge (Murkr) test every hour to perform their duties accordingly. Every failure prolongs the ritual by one hour, until all succeeds or fails beyond exhaustion. Modifications can be made to these tests for the Hargírs with right preparations and training. After washing the warrior in the blood of the Beastmen, and laying him down on the altar, the ritual performer, usually a Foreseer with great experience, starts tattooing the warrior's body for the duration of the ritual.

Consequences: If the Casting Roll fails, thunder rumbles and a lightning strikes down and instantly kills the warrior, as well as giving the ritual participants a Damage 4 lightning bolt each. If anyone of the seven fails their Academic Knowledge (Murkr) test, the ritual is only prolonged as stated above.

Casting Number: 27

Casting Time: 7 hours

Description: If the ritual is successful, ancient spirits swarm the skies and are swirled down into the chest of the warrior who is infused by the mystical powers of the Otherworld. The forces that now pass through the warrior are euphoric, and the warrior rises in a roar that can be heard for many miles. The warrior instantly gains the Murkr'syn talent, as well as Very Strong and Very Resilient talents, even though he or she might have bought them before (they are allowed to be taken a second time due to the powers involved), and is allowed to enter the Champion of the Ancestors career. The changes are permanent. Once this ritual is performed, this epic event changes the whole persona of the warrior and he or she receives 1D10 Insanity Points. He or she can hear the spirits of the ancestors constantly, which without the right tempering will drive him or her insane. Proper training of the Murkr is now needed and the newly Reborn Champion follow the mystics back to Kringringla. After a few years, the Champion of the Ancestors might be seen anywhere, attending his or her own errands, in solitude or in company of others.

APPENDIX VII – WITCHES AND WARLOCKS – UNSANCTIONED MAGISTERS

by Leonpoi

Hedge Wizardry is the catchall pejorative, given by the Collegiate Magisters, to the largely self-taught sorcerers of the Empire that possess no sanctioned formal training and little academic tuition or education. Magic users found outside the boundaries of the Empire are generally also labelled Hedge Wizards, but such practitioners are usually left to their own devices, and remain unbothered by Imperial Collegiate Magisters and Witch Hunters.

Unlike Witches and Warlocks, more learned sorcerers seek to improve their potential and power by searching for and accumulating magical texts and magical artefacts – though the inevitable psychological and physiological degradation caused by Dark Magic may have already claimed their humanity and sanity.

In terms of game use, the Sorcerer is an advanced career that follows on from Warlock. It provides the final step along the path of the non-college magic user, where the lack of magical guidance inevitably results in the corruption of both body and mind.

The Sorcerer has access to a wide range of spells through the Witchcraft Talent (at 200 xp per spell for spells with CN ≤ 15) and additionally is trained in Daemonology or Necromancy. Furthermore, and at the GMs approval, Witches, Warlocks and Unsansctioned Magisters may purchase special Hedge-Magic spells through the Witchcraft talent at 100 xp per spell by taking Hedge-Magic spells from the following article [<dead link>hedge-magic.pdf](#)

GMs may also find it useful to include animated golems and advanced rules for herbalism from the following articles when dealing with PC and NPC witches. [<dead link>manikins.pdf](#) [<dead link>wfrp_oth_herbalism.pdf](#)

DARK LORE (NECROMANCY) EXPANDED SPELLS

Each of the following spells can be purchased with the Extra Spell Talent which gives access to additional spells at the cost of 100 xp for each single spell.

LOCATE CORPSE

Casting Number: 6

Casting Time: Half action

Ingredients: A finger bone (+1)

Description: The caster can locate any corpse, buried or otherwise, within 96 yards that is suitable for use with undead summoning spells. The nature of the corpse – whether it is protected from animation by magic, or if it suitable for the summoning of Wights (advanced career) – is also made known by this spell.

EMBALM

Casting Number: 10

Casting Time: Full action

Ingredients: A vial of embalming fluid (+1)

Description: The caster can heal a single undead within Touch range of 1d10 Wounds. This spell has no effect on living creatures or ethereal undead.

TOMB ROT

Casting Number: 12

Casting Time: Full action

Ingredients: Bandages from a mummy (+2)

Description: The caster attempts to drain the health from a single target within Touch Range. The touched skin blisters and decays,

inflicting a single Wound on the target. Additionally, if the target fails a WP Test, they are stricken with tomb rot and appear to quickly age and decay, losing 5% from Toughness, Agility and Fellowship, and suffer continuing effects as described below.

Additional effects of tomb rot are otherwise considered to be a disease (WFRP 136). A failed Disease Test will cause the victim to contract a wasting disease with duration of 10 days (modified by any cures or Toughness results as normal). Each day, the victim must pass a Toughness Test or lose an additional 5% from Toughness, Agility and Fellowship. If Agility or Fellowship reaches zero the victim is bed stricken and unable to move, while if Toughness reaches zero, the target dies.

Any lost characteristic points, including the initial effects of the spell will recover at the rate of 5% per day once the disease has been lifted (or avoided). A permanent loss of 5% to Fellowship is suffered due to the withering effects of tomb rot.

WIGHT BLADE

Casting Number: 13

Casting Time: Half action

Ingredients: A long bone of a humanoid (leg or arm) (+1)

Description: The caster summons a magical shimmering blade. The blade counts as magical, and if a Critical Hit is scored with the weapon, two rolls are allowed and the highest result is chosen. The Wight Blade remains in existence for a minute (6 rounds) or is dispelled sooner if it leaves the caster's hand (disarming, dropping, etc.).

BLOOD BRIDGE

Casting Number: 14

Casting Time: Half action

Ingredients: A blood soaked cloth (+2)

Description: The caster draws the blood from a living creature within 24 yards. The target is drained of blood and suffers a number of Wounds equal to the caster's Magic Characteristic regardless of TB or armour. This stolen blood heals the caster, who in turn regains a number of Wounds equal to his Magic Characteristic.

RIGOR MORTIS

Casting Number: 14

Casting Time: Half action

Ingredients: Shackles from a prisoner that has died while incarcerated (+2)

Description: A single target within 12 yards must pass a Will Power test or have their limbs stiffened under the weight of death. The affected character can only take a single half action for a number of rounds equal to the caster's Magic Characteristic and has their Agility halved (rounded up) for the duration of the spell.

EXTEND CONTROL

Casting Number: 15

Casting Time: Full action

Ingredients: The brain of a magician (+2)

Description: This spell enables the caster to control undead beyond the normal range of 48 yards, extending the control to half a mile (880 yards). Extend Control lasts a number of hours equal to the caster's Magic Characteristic.

SPIRIT FORM

Casting Number: 17

Casting Time: Two full actions

Ingredients: A piece of gossamer (+2)

Description: The caster can use this spell to enter an ethereal state in a similar manner to Spiritual Undead. While ethereal, the caster can become visible or invisible at will, cannot attack or cast spells, but is otherwise immune to non-magical forms of attack. The ethereal ability is identical to the Ethereal Talent (OWB 77).

The caster can remain ethereal for a number of hours equal to his Magic Characteristic, although once Spirit Form is cancelled it must be recast if the caster wishes to become ethereal again. All possessions of the caster, except living creatures, are also affected by this spell and become ethereal.

FEIGN DEATH

Casting Number: 18

Casting Time: Full action

Ingredients: A vial of poison (+2)

Description: The caster is able to enter a deep hibernation and appear dead. While in this deep hibernation, the caster is not required to breathe, and shows no signs of life, and will become cold (room temperature) like a genuine corpse. Examination by characters with the Heal Skill will determine that the character is dead.

The character may remain in this state for up to a number of days equal to his Magic Characteristic. The caster may wake up before this maximum duration, but the time of hibernation must be specified when the spell is cast. Additionally, the caster has no powers of perception while under the spells effects.

Once cast, the hibernation may be invoked within a number of rounds equal to the caster's Magic Characteristic as a Free Action. In this way the caster is able to more convincingly feign death if struck by a weapon or spell, for example.

SKELETON GUARDIAN

Casting Number: 19

Casting Time: A full and a half action

Ingredients: A weapon or piece of armour from a dead hero (+2)

Description: The caster raises a single undead skeleton to act as a guardian, and must be cast within 12 yards of a corpse of an Advanced Character. A fresh corpse will quickly wither and desiccate, shedding its skin to reveal shiny white bone, while an older corpse will be cleaned of dirt and age.

The statistics for the skeleton guardian are given above. The skeleton guardian must be controlled as normal. Skills, Talents, and Special Rules are identical to a normal Skeleton (OWB 108), except that it can be assumed that the skeleton guardian can use any specialist hand-to-hand weapon without penalty.

- SKELETON GUARDIAN -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	30%	45%	40%	40%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	-	-	-

MAINTAIN CONTROL

Casting Number: 20

Casting Time: Full action

Ingredients: Essences of a vampire (+3)

Description: This spell enables the caster to imbue otherwise Mindless Undead, such as skeletons or zombies, with a degree of autonomy. This spell affects a number of undead equal to the caster's Magic Characteristic and all undead must be within Touch Range for the spell to work. The caster casts the spell and must touch each targeted undead within 1 round (it is reasonable to expect that 3-4 undead could be touched in a single round if they are all within Touch Range).

Affected undead no longer require the control of a necromancer or vampire to remain animated, although they are still limited to simple tasks such as attacking and guarding. This spell is most useful for permanently animating undead guardians to protect ruins or tombs in the necromancer's absence.

SPIRIT SPEAK

Casting Number: 21

Casting Time: Full action

Ingredients: A stick of incense (+3)

Description: This spell enables the caster to converse with a recently killed creature within Touch Range. The discussion must be made within 1 minute (6 rounds) of the character's death or the soul may already have passed to the realm of Morr. Due to the shock of dying, the slain creature will most likely be unaware of his death and quite confused. The caster must therefore utilise a degree of tact, and must pass Charm Tests as dictated by the GM to successfully converse with the spirit.

WAIL OF THE BANSHEE

Casting Number: 22

Casting Time: Half action

Ingredients: The tongue of an orphan (+3)

Description: The caster emits a terrifying howl of pure evil, affecting all creatures not immune to Fear and Terror within 5 yards (large template). Affected victims must pass a WP Test or suffer 1d10 Wounds regardless of TB or armour. Characters within the area of affect also suffer from Terror of the caster until the following round and must make any relevant Terror Tests or flee and gain insanity points as appropriate.

CURSE OF UNDEATH

Casting Number: 26

Casting Time: Two full actions

Ingredients: The hand of a liche, mummy or vampire (+3)

Description: This spell may be cast against any character under 10 feet tall within 48 yards. The victim is allowed a WP Test to resist the effects. If this is failed, the victim begins to transform into an undead creature. At the beginning of each subsequent round, the victim loses 1d10 points of Strength; the victim dies and becomes an undead creature if their strength is reduced to zero. The progress of undeath may only be halted by dispelling or otherwise cancelling the spell. Slaying the necromancer will not halt the spells effects.

A character that becomes undead is considered a normal Zombie, and must be controlled as normal. If dispelled, the victim permanently loses any Strength due to the hideous wasting effects of the curse.

NECROMANTIC RITUALS

POSSESSION

Type: Arcane (Necromantic)

Arcane Language: Magick

Magic: 3

XP: 300

Conditions: The caster must capture and bind a humanoid host whose body he wishes to inhabit. During the 24 hours casting time of the ritual, the necromancer must gradually cut and drain the blood from both himself and the host into a golden chalice. Both the host and the necromancer will be reduced to 0 Wounds during the course of the ritual (at about a rate of 1 Wound every 2 hours).

Consequences: If the Casting Roll is failed the caster's spirit fails to subdue the host and becomes trapped at the source of the ritual as a Ghost (OWB 109). The caster dies and haunts the site until banished.

Casting Number: 18

Casting Time: variable as above

Description: If successfully casts, this spell enables the caster's spirit to leave his body and inhabit a host. The caster and host make opposed Will power Tests. If the caster loses the Opposed Test he is rejected from the host but simply continues to exist in his previous body and is otherwise not penalised. If the caster wins, or the result is a draw, the caster inhabits the host creature. The caster's body dies, and the caster has a new physical form of the host.

The victim's psyche is not destroyed, but is suppressed by the possessing necromancer. The necromancer does not gain access to the thoughts, memories, and knowledge of the host, and if the caster is driven from the host by an Exorcism, the host regains full control.

Having acquired a new body, the necromancer's mental characteristics (Int, WP) are unchanged. The caster's new Fel score is an average of the host's and the caster's to take into account the combination of charm and attractiveness that constitutes Fellowship (do not include losses from Cadaverous Appearance etc). All other characteristics are that of the host creature. All Skills, Talents and magical abilities remain those of the caster.

Besides removal by Exorcism, the caster can be forced from the host under rare circumstances where the necromancer's will becomes compromised. On the roll of 100 (00) on any future

Will Power Test made by the possessing necromancer, the host and caster must make Opposed WP Tests. If the caster wins there are no effects and any future Opposed WP Tests with the host are made with a cumulative +10% advantage. In the advent of a draw, the host is able to regain control and choose one half action of the necromancers actions for the following round. If the host wins, the host is able to regain control and choose the necromancers actions for the following round and the host gains a cumulative +10% to any future Opposed WP Tests. Additionally, if the host is ever able to win 3 Opposed Tests in a row (which will almost certainly be spaced many days, weeks, or months apart due to the likelihood of rolling 00), the host displaces the necromancer and his soul is scattered to the wind - the host being finally free.

ARMY OF THE DEAD

Type: Arcane (Necromantic)

Arcane Language: Magick

Magic: 4

XP: 400

Conditions: The caster must perform the ritual at a site containing at least 100 dead, such as a graveyard or other burial site, or the recent scene of a large battle (with corpses lying about). During the course of the ritual, a witch hunter, or another individual or priest devoted to the extermination of chaos, must be first tortured to death and hung within the burial site.

Consequences: If the Casting Roll is failed the caster must pass a Will Power Test or gain the Cadaverous Appearance Side Effect. The caster's body is also racked with chaos energy, and his Strength and Toughness are reduced to 5% until a full week (8 days) has elapsed.

Casting Number: 25

Casting Time: One hour

Description: The caster calls forth a mixture of Skeletons and Zombies that burst from the ground or simply animate from dead corpses. A number of undead equal to the caster's Will Power are summoned; the approximate breakdown being 50% skeletons and 50% zombies. The undead do not need to be controlled in the traditional sense and are instead given a single order, such as "defend me" or "attack the town". The raised dead last until the next sunrise, after which they collapse as normal corpses and quickly decay to dust.

APPENDIX VIII – BATTLE WIZARDRY

By Capnzapp

INTRODUCTION

Battle Wizards are normal Colour Wizards that have received special training from their College. This enables them to cast their normal spells in new ways (or "aspects"). In addition, there are a few dedicated Battle Magic spells that essentially work as specialized lesser spells.

The spells are a review of a selection of ambient (lesser) spells, as converted by "Using WFRP1 spells within WFRP2" from "Liber Fanatica - Volume II: The Perilous Arts".

To differentiate these spells from official ones, I will consistently be using the term "Ambient spells" instead of "lesser spells". This is also partly because I find that term to be misleading - as I understand it, it's not that these spells are supposed to be lesser in power, but that the fact they're each "a Lore by itself" makes them lesser compared to the Big Eight. That is, by getting only one spell for your 100 xp instead of ten, you get "less".

[Note by editor: in accordance to game mechanics, I've taken the liberty of changing references to (ambient spells) into (lesser spells), except for the paragraph above, obviously.

The beforementioned differentiation between the official spell and the spells found here lies in the fact the spells here are not to be found in any official book ☺]

When I rate these spells, my rating does not include a big hidden cost if you follow the core rules as written: any wizard can only have six lesser spells, no matter how experienced he is. In this, the selection of lesser spells approximates the cost of taking Feats in the d20 system. If you adopt all these spells, I simply assume you the GM allow more spells somehow - perhaps using the "Special Training" optional rule.

Each spell is rated on a scale from one to three stars, where ★ means the spell is not recommended (for inclusion in a WFRP2 campaign); ★★ means the spell is basically OK but not fantastic; and ★★★ means the spell is recommended and that I'll adopt it myself. A motivation is almost always given, and always for a ★ rating.

The basis for my rating is "how well does this spell work with WFRP2 mechanics and WFRP2 themes as I interpret the core rulebook?". So, not only are my ratings personal, they're also conservative, in that I basically assume that because magic is the subject most changed between editions some v1 spells are simply not appropriate in v2 anymore. So, it's important to realize I am catering for the current edition of the game only and am simply mining the conversions for useful ideas.

During my walkthrough, I didn't hesitate to supplement certain spell descriptions to account for incompatible or non-existing mechanics that wasn't fixed by LFII, in order to present complete and working spells. So while the spells presented preserve the spirit of the original, they aren't necessarily identical. In all cases, though, I strived for the smallest and the most WFRP2-like change. In some cases, a good rating is given even for spells I dislike - in these cases, I rewrite the spell, and the rating is given for the original idea (but the rewritten version).

Spells that LFII lists as already existing in some form in WFRP2 are not reviewed. This review only contains spells

that LFII categorizes as Lesser. Spells are presented in the LFII order.

Before I start the review proper, I'd like to say that I appreciate the work of the LFII authors, and that my critique should in no way be taken as a dislike for the project. This is only my personal contribution towards making the best WFRP1 to WFRP2 spell collection possible: only use it if you like it!

Capnzapp

Post Scriptum

- I haven't linked to the LFII document, but I found it almost instantly by googling the keywords "liber fanatica WFRP".
- Expect a second round of critique in the future! ☺ I plan to look at all the spells (petty & lesser) that I have given a ★★★ rating again, this time with Realms of Sorcery in mind (and how spells are made by its designers), to weed out those who are supplanted by its contents. The goal is to arrive at a robust set of true v2 spells that I really can recommend people to include in their game; with no overlap with existing spells and no tack-on mechanisms, first edition remnants, and other undesirable baggage.

BATTLE WIZARDRY

A character that learns the Battle Wizardry talent permanently becomes a Battle Wizard. (I guess I'll allow a character to spend 100 xp to unlearn it. However, not only does this render him unable to use Battle Magic (as expected), it also brands him as a Black Magister if done while he still is in active service.)

Learning the Battle Wizardry talent changes his normal spellcasting in the following fundamental ways:

- The character always have a choice of casting any spells known either as a normal spell or a battle spell (except spells acquired via the Battle Magic talents - these spells must always be cast as battle spells).
- The channelling action becomes a Full action, not a Half action. The channelling action must still be followed immediately by the Cast action, and works normally in all other aspects.

Battle Wizardry also enables him to perform battle spellcasting, which differs in the following further ways:

- Casting a battle spell takes one full minute, plus double the normal Casting Time. Thus, a spell with a Half Action Casting Time takes seven (7) rounds to cast as a battle spell.
- The character gets to add his Magic Score to the Damage caused by any battle spell. Normal spells and battle spells that do not cause Damage are not enhanced.
- You may add one or more Battle Aspects to the casting of a battle spell. Each aspect adds one full minute to the casting time. Casting our example spell with Aspect of Range added takes thirteen (13) rounds.
- The battlefield may change from the time you begin casting a battle spell until the casting is finished. You may delay the casting of the spell by

up to one minute by successfully making a Channeling Test. You make all decisions on targeting etc when finally casting the spell. You may delay repeatedly. You must concentrate fully while delaying your spell and may take no actions during this time. Concentration failure means the spell is cast centered on you. Once you have begun delaying a spell you must cast it eventually, you cannot abort (but may cast it in a harmless direction).

BATTLE ASPECTS

ASPECT OF AREA

This aspect doubles the radius (or width, in the case of cones) of the battle spell cast. You can take this Talent up to three times to make the aspect triple and quadruple the radius, respectively. This aspect does nothing for individually targeted spells.

ASPECT OF DURATION

This aspect doubles the duration of the battle spell cast. You can take this Talent up to three times to make the aspect triple and quadruple the duration, respectively. This aspect does nothing for instant or permanent spells.

ASPECT OF RANGE

This aspect doubles the range of the battle spell cast. You can take this Talent up to three times to make the aspect quadruple and octuple the range, respectively. This aspect does nothing for touch spells or spells with a line of sight range.

Aspect of Occurrence: This aspect doubles the occurrence of the battle spell cast. The spell will repeat its effects in exactly the same way in the next round. You can take this Talent up to three times to make the aspect triple and quadruple the occurrence, respectively. This aspect does nothing for spells with a limited duration longer than instant, and it probably is of much better use for area spells than targeted spells.

Aspect of Targets: This aspect doubles the number of targets of the battle spell cast. You can take this Talent up to three times to make the aspect triple and quadruple the number of targets, respectively. This aspect does nothing for area spells.

EXAMPLE

Baldrick the Bright Master Wizard completes his career and chooses the path of the Battle Wizard.

After switching careers, he amasses 400 xp, which he promptly spends on the following talents:

Battle Wizardry, Battle Aspect (Rangex2), Battle Aspect (Rangex4), Battle Aspect (Rangex8).

From now on, whenever he casts his trusty Fireball spell, he must choose whether to cast it as a normal spell or a battle spell.

As a normal spell, channelling takes a full round.

In exchange for this sacrifice, he can now cast the spell as a battle spell. Channelling still takes a full round, but he may add his Magic score to Damage, making it a Damage 6 (3+3) magic missile.

If he also applies his Battle Aspect (Range) he may now cast the spell at up to 384 yards range.

Casting fireball in this way takes thirteen $(6+(0.5 \times 2))+6$ rounds. If he chooses to take the Channelling action (to get a +3 to the CR), this increases to fourteen (14) rounds.

Baldrick uses ingredients in the same way as before.

This makes him very popular with Imperial Army Generals (enemy captains beware)! After all, armies take a lot longer than a few minutes to maneuver across battle fields, and Baldrick doesn't even have to move with the front troops!

BATTLE SPELLS

OPEN (Lesser Magic)

See p164

★ This spell already exists in WFRP, as a Ranald lore spell. Possibly the LFII authors missed that this means the designers intentionally removed the spell from general arcane use? A GM that wants to include the spell, however, should of course use the WFRP2 version. To retain some of the reward of specialization, I'd double the CN when used as a Lesser spell.

REINFORCE DOOR (Petty Magic)

The power of this spell makes it a Petty spell in my book.

AURA OF RESISTANCE (Lesser Magic)

See Aethyric Armour on p148

★ This spell should have been given a "Exists in WFRP2 (Lesser Magic)" comment in LFII. I know it is not identical to Aethyric Armour in that it has an interesting limitation (in that it is dispelled by hits by magical weapons), but it is so mechanically far inferior to Aethyric Armour, I see no need for this spell.

CAUSE ANIMOSITY (Lesser Magic)

Casting Number: 7

Casting Time: Half

Ingredient: any part of a dead goblinoid (+1)

Description: You may trigger any Animosity of the creatures in a target area within 48 yards. Use the large template. Target creatures without the Animosity special rule are not affected. The appearance of characters the target creatures would normally regard as enemies breaks the spell. It otherwise lasts a number of minutes equal to your Magic characteristic.

★ ★ ★ I like the idea of spells that play on creature special rules. By their very nature such spells are ideal lesser spells, as taking them effectively subspecializes a wizard. I did replace the variable duration, though.

CURE LIGHT INJURY (Lesser Magic)

★ This spell has no place in WFRP2. As converted by LFII it gives any wizard the power of Shallya!! Look at "Steal Life" (p151), "Cauterize" (p152) or "Healing of Hysh" (p155) for examples on how to do arcane healing right.

FLIGHT (Lesser Magic)

Casting Number: 9(18)

Casting Time: Full

Ingredient: a wing feather from a bird of prey (+1/+2)

Description: You can immediately fly up to 48 yards in any direction, as part of casting this spell. After you have done so, you slowly fall to the ground, enabling you to continue flight by (successfully) casting this spell again the next round. If you try to carry more than half your normal non-penalty encumbrance limit (such as having an enemy clinging to your feet), the spell fails.

★ ★ As you can see, I have changed the way the spell works, primarily to adhere to the v1 versions continued flight ability and to provide a contrast to the Skywalk spell

(that can't be extended this way). One important objection is that the Casting Number as suggested by LFII is far too low for such a powerful spell. I have applied my standard remedy in these cases - and simply doubled it. Compare also to Wings of Heaven (p153) which should remain more powerful.

HAMMERHAND (Lesser Magic)

Casting Number: 7

Casting Time: Full

Ingredient: A small silver hammer (+1)

Description: Doubles the number of attack actions you can perform, and increases your Strength by +20. If you take any damage, the spell is broken. The spell otherwise lasts for 10 minutes.

★/★ ★ Whoa! I appreciate the attempt by the LFII authors to tone down the original v1 spell, but the result is still broken. Not at Attacks 1, where you can take two standard attacks instead of one, which nets you +1 attacks. But a wizard priest with Attacks 3 combines this spell with the Myrmidia spell Quick Strike, and can then take two swift attacks in a round, for a total of 8 Attacks! An extreme example, but still. In any event, for a Casting Number of 7, the spell needs toning down. I suggest: "You are given increased fighting potential. You gain +10% WS. If you use a blunt weapon, your attacks also deal +2 bonus damage. This does not count as magical attacks. The spell lasts 1 minute (6 rounds)." This version still only gets ★ ★ because IMHO simple combat spells are better placed inside the eight lores, enabling more colorful and specialized versions.

STEAL MIND (Lesser Magic)

Casting Number: 7

Casting Time: Half

Ingredient: a phial containing pure alcohol (+1)

Description: You can cast this spell on any one character or creature within 24 yards. The victim must make a successful WP test, or become mindless for a number of rounds equal to your Magic characteristic. An affected target counts as helpless.

★ ★ The spell itself is OK, but again, I'm not certain a powerful attack spell should be made available to all wizards. Compared to Bewilder (158) it needs a higher CN to account for the slightly more powerful effect, but instead I'd nerf it slightly by adding: "The target is given a new WP test each round to break free of the effect."

STRENGTH OF COMBAT (Lesser Magic)

Casting Number: 8

Casting Time: Two full

Ingredient: the scalp of a giant (+1)

Description: This spell allows you to boost one of your primary characteristics or one of the following secondary characteristics: Attacks, Wounds or Move. If you choose a primary characteristic, the increase is +10%. If you choose a secondary characteristic, the increase is +2. The spell lasts a number of minutes equal to your Magic characteristic. You cannot cast this spell on others. You cannot benefit from more than one casting of this spell at a time.

★ ★ I restricted the selection of available characteristics and reduced the duration (in its v1 incarnation, the duration could as well have been permanent until dispelled). Myself, I find it too be too general - too boring.

DETECT MAGIC (Lesser Magic)

Casting Number: 7

Casting Time: Two Full

Ingredient: A small silver hammer (+1)

Description: You identify all magical items within your field of vision up to 48 yards. In this way it is similar to the Magical Sense skill, but with a greater range. The spell doesn't reveal spellcasters, and don't provide details on function or purpose. Strong magic can obscure lesser magic in its close vicinity.

★ ★ ★ I added that magic can obscure other magic as a possible story-saver for the GM. And, the spell lacked an ingredient, so I used Dispel's.

DISPIRIT (Petty Magic - Hedge)

Casting Number: 8

Casting Time: Full

Ingredient: a carved wooden heart (+1)

Description: This spell affects a group of creatures within 48 yards. Use the large template. Each creature in the area is given thoughts of gloom and despair and gets a -10 penalty to Fellowship. The spell lasts 1 hour.

★ ★ This is a Hedge petty spell, both in theme and in power (at 100xp, it's simply not attractive). Note the spell was even less powerful in its original shape - it gave you a WP Test to avoid getting the -10 on your Fellowship!

ENTHUSE

The opposite of Dispirit (above)

See that spell.

FLEETFOOT

Between spells such as Blessing of Speed (p146) and Strength of Combat (above) there's no need for this spell. A GM that insists on using this spell should look at Slowfoot (below).

SLIPPERY GROUND (Lesser Magic)

Casting Number: 7

Casting Time: Half

Ingredient: a drop of oil (+1)

Description: This spell affects an area within 48 yards. Use the small template. The area becomes slippery and counts as difficult terrain. Each creature in the area or passing through must make an Agility test each round or fall prone. The effect lasts 1 minute (6 rounds).

★ ★ ★ A good choice for a lesser spell.

SLOWFOOT (Lesser Magic)

Casting Number: 7

Casting Time: Half

Ingredient: a fragment of tortoise shell (+1)

Description: This spell is cast on a creature you touch, halving its Move score for one round. This is a touch spell.

★ ★ ★ The rating assumes the duration has been made sensible (I suggest 1 minute, 6 turns).

STUNNING CONCLUSION (Lore of Light)

Casting Number: 7

Casting Time: Half

Ingredient: the last page of a story or play (+1)

Description: This spell uses the power of story to focus a blast of energy at a target's mind. One target within 4 yards must make a WP Test or become stunned for 1d10 rounds. Creatures who are deaf or cannot understand the language the story is written in are immune to this spell.

★ ★ Somewhat laborious way of stunning someone. Thematically, belongs to Light lore.

AURA OF PROTECTION (Lesser Magic)

See Aethyric Armour on p148

★ As with Aura of Resistance above, this spell is superseded by Aethyric Armour.

CAUSE HATRED (Lesser Magic)

Casting Number: 14

Casting Time: Full

Ingredient: ichor from a giant spider (+2)

Description: This spell induces Animosity (towards everyone) into one target within 48 yards for a number of

minutes equal to your Magic characteristic. As with true Animosity (see Orcs, page 230, for rules) this doesn't necessarily mean a fight to the death, or even a physical one, will break out. The victim gets a WP Test as usual.

★ ★ ★ As there isn't a Hatred special rule in WFRP2, I rewrote this spell to work better as a Lesser spell. (For pure hatred, I imagine Khorne would be best suited, if he didn't scorn magic, that is)

CAUSE PANIC (Lesser Magic)

Casting Number: 12

Casting Time: Full

Ingredient: a tooth from a dragon (+2)

Description: This spell affects creatures in an area within 48 yards. Use the large template. Everyone within this area that fails its WP Test becomes more susceptible to fear and horror. They automatically fail any Fear or Terror tests for a number of minutes equal to your Magic characteristic.

★ ★ I don't know what to do with this spell. Thematically, it's far from a general spell. And the name is misleading. And its boring for players whose characters run away for minutes on end. Apart from that, it could be very useful for a mage that can cast it repeatedly, and then follow up with Fear or Terror.

HOLD FLIGHT (Lesser Magic)

Casting Number: 13

Casting Time: Full

Ingredient: the jawbone of a mule (+2)

Description: This spell affects all allies in an area within 48 yards. Use the large template. Targets within this area are prevented from being routed or otherwise forced to leave combat for one minute. If affected by Fear, however, they cower. Targets can still leave the field of battle voluntarily.

★ ★ Now we're firmly in Battle Magic land, it seems! The spell is OK, though, once it's made clear the spell doesn't help against fear effects.

MYSTIC MIST (Lesser Magic)

Casting Number: 15

Casting Time: Half

Ingredient: a ball of cotton wool (+2)

Description: You create a swirling area of impenetrable mist anywhere within 48 yards that lasts for a number of rounds equal to your Magic characteristic. Use the large template. Those affected can only see 2 yards (1 square). The confounding effect of the mystic mist means that those affected can only take a half action each round unless they make a successful WP Test at the start of their turn.

★ ★ ★ While retaining the essence of the spell, it is remodeled after the Pall of Darkness spell (but targets can fight in melee as normal). Still, it's a borderline case, as it's unfair to the Lore of Shadow to make its unique abilities commonly available.

SMASH (Lesser Magic)

Casting Number: 10

Casting Time: Half

Ingredient: a lock of hair of a giant (+1)

Description: This spell delivers the equivalent of a Damage 10 hit onto a door, wall or other inanimate surface or object. This is a touch spell.

★ ★ ★ Note I removed the "1d3 hits". Instead I take advantage of the fact that WFRP2 spells can be cast over and over again.

ZONE OF STEADFASTNESS (Lesser Magic)

Casting Number: 15

Casting Time: Full

Ingredient: a pint of Dragon blood (+2)

Description: Centre the large template on you. All allies within the zone become immune to fear and terror, and the

spell triples the number of attack actions they're allowed to take each round. The spell lasts as long as you remain still and concentrate, or for 1 hour maximum.

★ As before, exercise extreme caution when granting more attacks. Granting three attack actions a round is of course poor design, as only PCs with fortune points can use such a boon. Allowing a character to triple his number of attacks (which is the intention) by somehow allowing him to take three Swift attacks in a round is right out. I'd replace "and triples the number of attack actions they can take each round" with "and grants an increase of +2 to the Attacks score of each ally". Even then, I'd hesitate allowing this spell, especially as a Lesser spell that anyone can cherry-pick at only 100 xp. In the context of WFRP2, this spell simply is unbalancing.

LEG BREAKING (Lesser Magic)

Casting Number: 15

Casting Time: Half

Ingredient: the leg bone of the type of creature to be affected (+2)

Description: Any one target within 12 yards must make a Toughness test or have one of its legs broken with a sickening crunch. This spell cannot affect creatures larger than a human.

Broken Leg: Leg incapacitated until medical attention is received. Target's Move characteristic is reduced to 1 and he cannot Dodge. Related Agility Tests also receive a -20% penalty. Pain is such that the target has a 20% chance of passing out for one round each round until medical attention is received.

★ ★ Be careful with spells that bypass the damage/wounds system and incapacitate characters for more than a few rounds without a chance of a recovery. Compared to other "I win!" spells in WFRP2, my feeling is that the CN is too low, even after sanitizing the original version as above.

LUCK (Lore of Ranald)

See Good Fortune, page 164

★ You know what I'm going to say... And besides, even if you want Luck to be available to all wizards, why introduce this convoluted luck spell when WFRP2 already has a more elegant version for you to copy and rename?

MAGICAL MIGHT (Lesser Magic)

Casting Number: 13

Casting Time: Full

Ingredient: Weapon used (+2)

Description: You may make a single armed attack at +40 Strength (+4 SB) as part of casting this spell.

★ ★ ★ I tidied up the mechanisms for the ingredient as well as the spell itself. I have taken into consideration possible abuse combining this spell with spells such as "Flaming Sword of Rhuin", but find the possibility to use a conjured item as an ingredient merely intriguing, not overpowering.

MENTAL DUEL (Lesser Magic)

Casting Number: 15 (18)

Casting Time: Full

Ingredient: two miniature swords, one of gold and one of jet (+2)

Description: This spell brings the caster into an immediate mental contest against another spellcaster within 48 yards. The contestants must make a special Channeling Test as a full action during their turn each round (you make your first such test as part of the casting action). At the end of each round these two Tests are opposed, and the loser has his Magic characteristic reduced by 1 for the remainder of the duel. A tie means both lose. From the second round onwards, the winner (if any) of the previous round may choose to not make the Channeling test. This breaks off the duel with no loser declared, and Magic scores restored.

The spell and duel otherwise lasts until one or both contestants are reduced to Magic 0, at which time the loser(s) are knocked unconscious for 1d10 minutes. A contestant that is knocked out must also make a WP test or receive an Insanity Point and have his Magic characteristic reduced by 1 permanently. Only one casting of this spell (or similar) can affect a character at a time. If the spell is targeted at a creature with Magic 0 it simply fails.

★ ★ ★ I ditched the cludgy part of the conversion for a Channeling-based solution. I also made the option to break off the duel more straight-forward, considering both the dire consequences of failure and the fact that the spell otherwise can be used in a disproportionately easy manner by a PC to fully negate an enemy Wizard Lord's potential for offensive spellcasting for several rounds.

RALLY (Lesser Magic)

Casting Number: 14

Casting Time: Full

Ingredient: lion's blood (+2)

Description: You cast this spell at any single creature within 48 yards. Any effects of fear or terror on the target is immediately cancelled.

★ ★ ★ As WFRP2 already contains an adequate number of similar spells, the rating cannot go higher, even if this spell is nicely overpriced (a good way of ensuring that lesser spells don't overshadow colour spells).

RAZE (Lesser Magic)

Casting Number: 14

Casting Time: Full

Ingredient: an iron ball (+2)

Description: ★ This spell is the "level 2" version of Smash (above). As WFRP2 lesser spells doesn't come by levels (I have no intention on adding something like "you can't learn this spell unless you first learn Smash"), there's no place for this spell. Also see Crumble Stone, below.

REPROOF OF COWARDICE (Lore of Metal)

Casting Number: 15

Casting Time: Two Full

Ingredient: miniature wooden shield (+2)

Description: This spell affects shields in an area within 48 yards. Use the large template. Any non-magical shields within this area (whether worn or stowed away) are instantly broken and destroyed.

★ Another pure battle magic spell. Highly inappropriate as a lesser spell IMHO.

STEAL MAGICAL POWER (Lesser Magic)

Casting Number: 14 (18)

Casting Time: Two Full

Ingredient: a small amber jar (+2)

Description: This spell attempts to steal an amount of spellcasting power from another spellcaster within 48 yards. If the target loses an opposed Channeling Test, it's Magic characteristic is temporarily reduced by 1 while the caster's Magic characteristic is temporarily increased by 1. This effect lasts for one hour. Only one casting of this spell (or similar) can affect a character at a time. If the target is reduced to Magic 0, it is also knocked unconscious for 1d10 minutes and must make a WP test or receive an Insanity Point and have his Magic characteristic reduced by 1 permanently. If the spell is targeted at a creature with Magic 0 it simply fails.

★ ★ ★ As you can see, I have tidied up the spell and made it as similar to Magic Duel (above) as possible. This includes upping the CN somewhat.

WARD OF FORBIDDING (Lesser Magic)

While the idea of "wards" is interesting it is beyond the scope of lesser spells. As the complexity of the LFII conversion

reveals, wards are better served by introducing a whole new class of spells.

ARROW INVULNERABILITY

Casting Number: 20

Casting Time: Half

Ingredient: a turtle or tortoise shell (+2)

Description: You cast this spell at any small group of characters within 24 yards (possibly including yourself). Use the small template. Those affected become immune to non-magical missile fire (including arrows, bolts, sling stones, thrown weapons and even siege weapon ammunition) for 1d10 rounds (the GM rolls this in secret). Missiles seems to always miss by a hair's breadth.

★ ★ Pretty OK, but I'll be reserving this spell for future battle magic use.

CAUSE COWARDLY FLIGHT (Lesser Magic)

Casting Number: 18

Casting Time: Full

Ingredient: the blood of any daemon (+2)

Description: You cast this spell at any single creature within 48 yards. For one minute, you cause Fear to this creature.

★ ★ As WFRP2 already contains an adequate number of similar spells, the rating cannot go higher, even if this spell is nicely overpriced (a good way of ensuring that lesser spells don't overshadow colour spells).

CAUSE FEAR

★ These effects should be restricted to Lores such as Shadow and Necromancy.

CAUSE INSTABILITY

Casting Number: 18

Casting Time: Full

Ingredient: the hand of a practitioner of Dark Magic (+2)

Description: You may trigger any Instability of the creatures in your immediate vicinity. Centre the small template on yourself. Any creatures subject to the Instability special rule are considered to be injured in melee combat this round (they take no actual Wound loss, but risks banishment). Target creatures without the Instability special rule are not affected.

★ ★ ★ LFII categorizes this spell as a Lore of Life. It's not that I disagree; I simply find spells incorporating Bestiary Special Rules to make good Lesser Spells. So here's how I believe Instability should be handled in 2nd Edition: a daemon must either inflict Wounds this round or make its WP test to avoid being banished. In essence, this spell inflicts melee damage from a range. The range was much greater in v1, but this is the most you get out of a CN 18 spell (considering the CN 13 Light spell Banish).

CAUSE STUPIDITY

★ See Bewilder and Universal Confusion for good approximations of this spell, if you don't heed my recommendation to leave such spells to the Lores that already have them. As is my recommendation in such instances, any specific spell used as a Lesser spell should have a higher CN.

DISPEL AURA (Lesser Magic)

★ As aura spells aren't an established part of WFRP2, I recommend you to simply use Dispel.

MAGIC BRIDGE

Casting Number: 21

Casting Time: Three Full

Ingredient: a twig from an oak tree (+3)

Description: By this spell you create a sturdy oak bridge (including supporting trestles) that appears under your feet wherever you go. Each round of casting you may move up to triple your Move characteristic as well as 6 yards upwards or downwards. The width of the bridge you can freely vary between 2-8 yards. Thus a Move 4 caster could at maximum create a 36 yards long, 8 yards wide and 18 yards high "ramp". The bridge is non-magical and can be destroyed by normal means. For the first eight hours of its existence it counts as "Best craftsmanship", then "Good" for 8 more hours, then "Average" for 8 hours. Then, after one day, the bridge counts as "Poor craftsmanship" and becomes decidedly unsafe as the degradation slows to a natural pace.

★ ★ I modeled the spell after Skywalk. The scope of the spell makes it a battle spell to me. A spell that briefly created a magical rainbow (or something) to walk on would be more appropriate to small group adventuring.

TRANSFER AURA (Lesser Magic)

★ As aura spells aren't an established part of WFRP2 (and won't come to be either, based on my ratings here), I recommend you to drop this spell. Also, the ability to effectively cast spells that previously was self-targeted on just about anyone is highly unbalancing. My best advice is to create a ritual called "transfer spell".

ARROW STORM (Lesser Magic)

Casting Number: 16
Casting Time: Two Full
Ingredient: a flintstone (+2)
Description: You cast this spell on up to a dozen firing missiles (such as arrows, not throwing daggers). The enchantment makes them magically ready as soon as the previous one is loosed. In any round you fire at least one missile so enchanted, you may fire one additional such missile as a free action. That is, you get an extra ranged attack if you're able to use at least two missiles enchanted by this spell. The magic leave the missile as soon as it's fired (the attack does not count as magical). The maximum duration of the spell is one hour.

★ / ★ ★ The LFII conversion doesn't quite work. It doesn't do archers already possessing Rapid Reload any good at all, while it can't help crossbowmen (who doesn't use arrows). Here is a different version for your perusal.

CONJURE SERVITOR (Ritual)

If it's a ritual, then it's not lesser magic.

DISPEL MAGIC (Lesser Magic)

Casting Number: 19
Casting Time: Full
Ingredient: a skeletal bone from a wizard (+2)
Description: Like Dispel (p149), except:

- You may cast this spell at a magic item within 12 yards. If your Channeling Test is successful, its magic is suppressed (inactivated) for one round. Magic items are considered to have the Magic characteristic of its creator (use Magic 4 if not known). Certain exceptionally powerful magic items cannot be affected by this spell.
- You may cast this spell at a spellcaster within 48 yards. This automatically ruins any attempts at concentration the target may be maintaining. In addition, if your Channeling Test is successful, it adds a half action to any attempt at spellcasting for his next round.
- You may cast this spell at an area within 12 yards (use the small template). This counts as multiple separate castings of Dispel, one against each magic effect of that area.
- You must know Dispel to learn this spell.

★ ★ I added an area effect application, and made Dispel a prerequisite.

PIT OF DESPAIR (Lore of Life)

★ Keep the exact effects, but change the name to perhaps "Maw of Earth", and you'll see it's definitely a Life spell. It even has the "must be cast at natural earth" requirement!

AURA OF INVULNERABILITY (Lesser Magic)

Casting Number: 27
Casting Time: Two Full
Ingredient: a piece of dragon hide (+3)
Description: You are enveloped by a shimmering visible aura that absorbs non-magical physical attacks. Non-physical attacks (including purely magical attacks, such as magic missiles) does not interact with this spell. The GM rolls 4d10 to determine the number of damage points that can be nullified. This spell lasts until its protection is expended, until you are hit by a weapon that counts as magical, or for 1 hour maximum. You cannot cast this spell if you are wearing any normal armour. Should you don armour while this spell is in effect, the spell ends immediately.

★ ★ ★ One of the best aura spells (though I've exchanged the aura mechanism for the same "no armour" requirement as Aethyric Armour has).

CHANGE ALLEGIANCE (Lesser Magic)

Casting Number: 24
Casting Time: One full and one half
Ingredient: the heart of a Doppelganger (+3)
Description: You may cast this spell at a group of hostile creatures within 48 yards. Use the large template. Targets must make a Will Power test or effectively "change sides", treating the caster as a friend and ally for one hour. They are not magically controlled by the caster: if asked to attack former comrades they get a second Will Power test to break off the spell.

★ / ★ ★ As written, this spell is far too powerful. Compare to Lure of Chaos or Bamboozle. I'd reduce the spell's duration to "a number of rounds equal to your Magic characteristic" or increase the spell's CN to 31.

STAND STILL (Lesser Magic)

Casting Number: 23
Casting Time: Full
Ingredient: the eye of a Basilisk (+3)
Description: You cast this spell at any single creature within 48 yards. You must win an opposed Will Power Test for this spell to take effect. The target is stunned for as long as you concentrate, and for two additional rounds thereafter (minimum 2 rounds, maximum 12 rounds).

★ ★ ★ I chose an alternative replacement mechanism for the variable duration.

STRENGTH OF MIND (Lesser Magic)

Casting Number: 23
Casting Time: Full
Ingredient: the brain of a giant Owl (+3)
Description: This spell allows you to boost one of your mental characteristics (Intelligence, Will Power or Fellowship) by +2d10%. The spell lasts until sunrise the next day. You cannot cast this spell on others. You cannot cast this spell more than once each day.

★ The spell's long duration is unfortunate, because it makes it a cheap stackable characteristics boost for the most powerful wizards (compared to talents such as Savvy). The spell effects are mostly redundant anyway (see Strength of Combat).

ACCELERATE TIME (Lesser Magic)

Casting Number: 26
Casting Time: Two Full

Ingredient: diamond dust worth 50 gp (+3)

Description: This spell affects one creature, allowing to move and act more quickly. Double the target's Agility for a number of minutes equal to your Magic characteristic. This is a touch spell.

★ ★ / ★ ★ ★ I would like to commend the LFII authors for heavily nerfing the original spell. Indeed, this spell is unusual in that I have to boost it! To justify the CN and CT, I'd add the following: "The target may take one Move action as a free action each round". As usual, I replaced the variable duration.

DRAIN MAGIC (Lesser Magic)

Casting Number: 27

Casting Time: Full

Ingredient: a wand made out of copper wire (+3)

Description: This spell attempts to rob a spellcaster within 48 yards of his or her magical powers. If the target loses an opposed Channeling Test, its Magic characteristic is temporarily reduced to 0 while the caster's Magic characteristic is temporarily increased by 1. If the target is an arcane spellcaster, it is also knocked unconscious for 1d10 minutes. The effect lasts for one hour. Only one casting of this spell (or similar) can affect a character at a time. If the spell is targeted at a creature with Magic 0 it simply fails.

★ ★ ★ Unusually, the conversion adds an ability not in the original spell. I reduced that benefit somewhat. Generally, the spell has been made to conform to Mental Duel and Steal Magical Power.

FOETID CLOUD (Lesser Magic)

Casting Number: 25

Casting Time: Full

Ingredient: a cabbage leaf (+3)

Description: This spell is special in that it works to enhance the mist created by the Mystic Mist spell. You must cast it at an existing Mystic Mist effect within 24 yards. This has two effects. First, it fills the mist with corrosive and poisonous fumes: any creature within the area takes a Damage 5 hit each round to which armour does not protect. Second, it adds a number of rounds equal to your Magic characteristic to the remaining duration of that effect. At the GM's option, this spell can also inject its fumes into especially thick natural mist. ★ ★ ★ As you can see, I linked the two spells without actually creating prerequisites. Note that a Magic 4 caster can uphold four Mystic Mists indefinitely, in much the same way the original spell demanded concentration.

REVERSE SPELL (Lesser Magic)

Casting Number: 23

Casting Time: Half

Ingredient: a piece of quartz (+3)

Description: You cast this spell at a silver mirror. You may then use that mirror to attempt to turn a non-touch spell targeted at you or someone you touch back at its caster, provided you are aware of the attack and not subject to restricted movement. To succeed, you must win an opposed Agility Test. This is a free action you make out of turn (much like a Parry). If you win, treat the spell as if the caster had cast it at himself (even though this may not be normally possible). If you lose, the spell works normally. One casting of this spell is good for only one attempt at reversing a spell, whether successful or not. The mirror otherwise remains enchanted for a number of rounds equal to your Magic characteristic or until broken or cracked.

★ ★ ★ A pretty neat spell. Note, however, how incomplete the original version was as regards unclear mechanics. Now, it modeled after the Parrying Stance action.

ZONE OF MAGIC IMMUNITY (Lesser Magic)

Casting Number: 24

Casting Time: Full

Ingredient: a glass sphere (+3)

Description: Centre the large template on you. All allies within the zone become immune to magical spells and effects (both harmful and beneficial). Any creatures subject to the Instability special rule are considered to be injured in melee combat each round (they take no actual Wound loss, but risks banishment). The Zone of Magic Immunity itself is still subject to Dispel, though. The spell lasts as long as you remain still and concentrate, or for 1 hour maximum.

★ ★ ★ This spell features absolute protection against magic. I'm still undecided whether that's good or bad for the game. One alternative would be to make this spell into a "reverse Dispel", so that casters must make a Test for each magical effect to be able to affect you and your allies.

ZONE OF MISSILE PROTECTION (Lesser Magic)

See Arrow Invulnerability

★ Why have two spells that's almost identical in effect (if not in parameters)? If you like this spell, its description should read: "As Arrow Invulnerability, but with a duration of Concentration (1 hour maximum)".

ASSAULT OF STONES

★ While I understand why LFII put Elementalist spells into the Lesser category, spells such as this powerful area attack spell is not suitable as Lesser Spells (which by their very nature are cherry-pickable). However, putting together a Elementalist Lore, explain how it fits in with the view on magic new to 2nd Edition, and design its spell list(s) is beyond the scope of this review.

BREATHE UNDERWATER (Lesser Magic)

See Breathe Water, p163.

★ As with Open (above), this spell 1) already exists, 2) is intentionally made not available to everyone 3) should be reused (perhaps with the "double CN" treatment) if you do want it as a Lesser spell.

CLOUD OF SMOKE (Hedge Magic)

Casting Number: 7

Casting Time: Full

Ingredient: an oil-soaked rag (+1)

Description: This spell makes a dark thick cloud of smoke arise around the caster. Centre the small template on you. This smoke is otherwise completely natural and disperses normally.

★ ★ ★ As written (minus the disorienting effect of the original, that encroaches too much upon Pall of Darkness) this spell makes a good Petty spell.

WALK ON WATER

See Waterwalk, p163.

★ As with Open (above), this spell 1) already exists, 2) is intentionally made not available to everyone 3) should be reused (perhaps with the "double CN" treatment) if you do want it as a Lesser spell.

WARD OF ARROWS (Lesser Magic)

Casting Number: 7

Casting Time: Full

Ingredient: a turtle or tortoise shell (+1)

Description: This confers some protection against missile fire to the touched character. Any missile attacks made during the next minute (6 rounds) are made at -10% BS and -1 to Damage. This spell does not protect against enchanted or magical missiles.

★ ★ ★ (no comment)

WILT VEGETATION (Lesser Magic)

Casting Number: 7

Casting Time: Full

Ingredient: a slug (+1)

Description: This spell makes a patch of vegetation wither and wilt in 1d10 minutes. Centre the large template on yourself. This doesn't kill the vegetation, which may recover given enough water and nourishment.

★ ★ There's no natural place for a spell that damages nature (existing nature-oriented Lore heal nature while existing evil Lore doesn't concern nature), so pending an "evil druid" lore, I've retained it as a Lesser spell. It's close to worthless, though, and so I remove one star from its rating, predicting few will buy it.

PART WATER (Lore of Manann)

Casting Number: 14

Casting Time: Full

Ingredient: a small wooden paddle (+2)

Description: This spell creates a gap in any body of water, parting it to allow dry crossing. The gap extends up to 48 yards from the caster's hand and is two yards wide (at the bottom). The spell lasts a number of rounds equal to your magic characteristic, so you might have to cast it more than once. When the duration ends, the gap violently collapses.

★ ★ ★ This is *the* trademark water spell, and so belongs to Priests of Manann.

WITHER VEGETATION (Lesser Magic)

Casting Number: 13

Casting Time: Half

Ingredient: a piece of Ogre dung (+2)

Description: This spell makes a patch of vegetation within 48 yards wither and wilt instantly. Use the large template. This permanently kills off the vegetation, but doesn't affect new seeds.

★ ★ ★ See Wilt Vegetation.

PLAGUE OF LICE (Lesser Magic)

Casting Number: 12

Casting Time: Two full

Ingredient: a vial of blood (+2)

Description: This spell infests a group of creatures with 48 yards with lice. Use the large template. Targets get a -10 penalty to all actions due to a terrible itch. When not in immediate danger, they must also make a WP Test or feel compelled to frantically strip off any armour to be able to scratch. A leader can prevent targets from doing so for one minute with a successful Command test. The lice disappears after a number of minutes equal to your Magic characteristic.

★ ★ ★ I softened the spell somewhat, as -20 is a very large penalty in WFRP.

BANISH ELEMENTAL (Lesser Magic)

★ Thus far, there's no mentioning of elemental beings in WFRP2, so any conversion will have to wait. Hopefully, when that support arrives, any conversion will simply be obsolete by that time.

BECOME ETHEREAL (Lesser Magic)

Casting Number: 17

Casting Time: Full

Ingredient: a piece of gossamer (+2)

Description: You become ethereal and may move up to double your Move characteristic in yards, as part of casting this spell. This enables you to move through solid matter, and you may cross difficult terrain with no penalty. You must remain at the surface of any objects you enter, so you can't move through thicker walls than your full reach (approx. 2 yards). You cannot fly, but you are effectively weightless and so you never fall and you may treat any surface as your "floor". To others, you look like a translucent ghostly version of yourself - you remain visible but can easily gain large bonuses to any Concealment tests by hiding inside objects. While inside solid matter you're effectively blind. If you end your

turn inside solid matter, you must make a Test or the body parts in question will be messily destroyed. This test is a Easy (+20%) Will Power test to withstand the "Aethyric stress to your structure" if you immediately (and successfully) cast the spell again next turn, and an average Agility Test to escape into empty space in time if you don't. ★ / ★ ★ ★ The original spell was not only convoluted, but also incredibly overpowered. By making the spell work during the casting time only, both these problems are solved. (Remember, WFRP2 spells can be cast over and over again). Other restrictions I've borrowed from D&D to benefit from the accumulated experience of its gamer base.

CREATE QUICKSAND (Lore of Life)

Casting Number: 18

Casting Time: Full

Ingredient: an eye from a Fenbeast (+2)

Description: You create an area of quicksand in natural earth within 48 yards. Use the small template. Any creatures in the area must make an Agility test or become stuck. Once stuck you are sucked beneath the surface and start to suffocate (see page 136) in one to three rounds (the more you wriggle the faster you're sucked down). It is impossible to escape the quicksand without aid. Even if a creature does not need to breathe, it still becomes trapped. The spell lasts for a number of minutes equal to your Magic characteristic, after which time the quicksand reverts to its former state, trapping those within.

★ ★ Spells requiring "natural earth" should be Life spells.

CRUMBLE STONE (Lesser Magic)

Casting Number: 18

Casting Time: Full

Ingredient: the jawbone of a Troll (+2)

Description: This spell enables you to crush stone bare-handed. You crumble approx. three cubic feet of any stone or brick construction. This is a touch spell.

★ ★ (no comment)

DUST STORM (Lesser Magic)

★ See Assault of Stones above.

FOUL AIR (Lesser Magic)

Casting Number: 20

Casting Time: Full and Half

Ingredient: a rotten egg (+2)

Description: This spell creates a pocket of foul air within 48 yards. Use the large template. The air is noxious to all known beings, and every creature within the effect must make a Toughness test each round or temporarily lose 10 points of Toughness. This also affects your Toughness Bonus. When your Toughness characteristic reaches zero, you die. Outside of the area, you regain 1 point of lost Toughness each round naturally. Each Wound restored by magical healing also gives back 5 points of Toughness. The spell lasts for a number of minutes equal to your Magic characteristic.

★ ★ Instead of trying to convert poisons, I settled for an effect that kills most people within a few rounds, and is useful to finish off any survivors. The spell doesn't get a ★ ★ ★ rating simply because I worry it's too powerful.

BIND ELEMENTAL SLAVE (Ritual)

If it's a ritual, then it's not lesser magic.

DROP (Lesser Magic)

Casting Number: 18

Casting Time: Full

Ingredient: an arrow, sling stone or other projectile (+2)

Description: You cast this spell at a single creature within 48 yards. Unless the target makes a Will Power test, it's lifted 20 yards into the air. The next round, it is dropped

for a Damage 15 hit. The turn the target just hangs mid-air may be used by the target or its allies to try to save or alleviate the situation (If someone attempts to catch the falling target, damage is split into two Damage 7 hits). This spell is only useable outdoors.

★ ★ The spell is pretty ok once you get a test to escape. The reason it doesn't get ★ ★ ★ is because of personal preference.

ANIMATE WATER (Lesser Magic)

Casting Number: 23

Casting Time: Two Full

Ingredient: a cup of thrice boiled water (+3)

Description: You may animate a body of water within 48 yards to fight for you. Use the small template. Within this area a dozen pseudopods form for you to direct in battle. Each pseudopod cause a single Damage 6 hit each round. They each have Toughness 6 and Wounds 4, but can only be damaged by magical weapons or attacks. The spell lasts until all twelve pseudopods have been destroyed (at zero Wounds) or as long as you concentrate on controlling them.

★ ★ This spell needs further refinement.

DISPEL ELEMENTALS

★ Thus far, there's no mentioning of elemental beings in WFRP2, so any conversion will have to wait. Hopefully, when that support arrives, any conversion will simply be obsolete by that time.

HEDGE OF THORNS (Lore of Life)

Casting Number: 20

Casting Time: Full

Ingredient: the tail of a Manticore (+3)

Description: This spell cause thick spiky thorns to sprout in 12 squares (each 2 by 2 yards). Each such square cause a Damage 5 hit to anyone standing in it. Once grown, the hedge dies and becomes non-magical. It must be disposed of using normal means. Alternatively, it will crumble and wither into nothingness within a day.

★ / ★ ★ ★ The original version of this spell causes absurd amounts of damage. If you like that, allow each of the twelve squares to overlap (so an individual creature can be afflicted by 12 Damage 5 hits). Myself, I don't like lesser magic to outshine even the most destructive Fire spell, so my ★ ★ ★ rating goes to the version where this is not possible, making growing the hedge the spell's primary effect.

SUMMON ELEMENTAL

★ Thus far, there's no mentioning of elemental beings in WFRP2, so any conversion will have to wait. Hopefully, when that support arrives, any conversion will simply be obsolete by that time.

SUMMON ELEMENTAL HORDE

★ Thus far, there's no mentioning of elemental beings in WFRP2, so any conversion will have to wait. Hopefully, when that support arrives, any conversion will simply be obsolete by that time.

TUNNEL THROUGH STONE (Lesser magic)

Casting Number: 24

Casting Time: One minute

Ingredient: a Troll's stomach (+3)

Description: This spell allows you to tunnel through the ground at the rate of double your Move characteristic in yards, each round. The tunnel thus created is five feet high and wide, needs no stabilizing and doesn't carry any risks of cave-in or collapse through its duration. The tunnel lasts for a number of minutes equal to your Magic characteristic, enabling you to bring a number of people along. The spell can't create passages through worked stone or other artificial barriers.

★ ★ ★ The spell follows the Skywalk method. A longer casting time is good in this case, as you don't have to re-cast the spell as often (each casting gets normal humans 48 yards worth of tunnel)

WALL SHAKER (Lesser magic)

Casting Number: 22

Casting Time: Full

Ingredient: a rib from a giant (+3)

Description: When cast, buildings within 24 yards collapse and fall apart. Use the large template. Anyone caught in the collapse, take a Damage 3 hit in addition to possible falling damage.

★ As written, this spell will be taken by any battle wizard in the Siege Train of Nuln. There is no defense to this spell, and it borders on re-defining the whole Warhammer mileu. Simply put, do not allow this spell. Or at least turn it into a ritual.

APPENDIX IX – THE LORE OF QHAYSH

By Thor

The Elven term Qhaysh is given for the use of some or all of the Winds of Magic in creating spells, and as such these spells do not use ingredients because all of their power comes from the Winds of Magic themselves. Unlike other Lores, these spells are examples of the types of spells that can be created by mixing spells from different Winds, the only requirements are that the Mage knows the spells to be mixed and that he has the Talent High Magic.

VAUL'S UNMAKING

Law of Gold & Banish

Casting Number: 27

Casting Time: 2 Full Actions

Ingredients: None

Description: You weave together the magical winds of Hysh and Chamon to purge any magical item within sight of its abilities. You may pick one of the item's abilities to be purged, for further abilities to be purged the caster should pass a Channelling Test with the Difficulty modifier progressively getting harder. The item will lose its magical properties for 1D10 Hours. If the weapon is a Daemon Weapon (see ToC p191), the bound Daemon must make a successful WP Test or be forced back to the Realm of Chaos.

FORTUNE IS FICKLE

Shadow Knives & Curse

Casting Number: 19

Casting Time: Half Action

Ingredients: None

Description: You are able to summon a number of tiny invisible magical sprites (equal to your Magic Characteristic) from the essence of magic itself and send them to attack any character within sight, only someone with Witch-sight is able to see them. They pull on the target's clothes and hair causing them to lose their concentration, in game terms any Test's are made with a Very Hard -30 penalty. A spell-caster affected by this spell is also unable to draw on their full power, reduce their Magic score by 1 point. The profile for Sprites can be found in 'The WFRP Companion' page 125. This spell remains in play until the Mage chooses to end it, is dispelled, attempts to cast another spell, or is slain.

DRAIN MAGIC

Wind Blast, Light's Demand & Law of Gold

Casting Number: Varies, see below in Description.

Casting Time: Full Actions

Ingredients: None

Description: You centre the Winds of Magic upon yourself and in a surge of power you unleash the full power of Qhaysh in all directions and push the magical winds away from you. In game terms an area with a radius of 50 yards centred on the caster has lost some of its magical power, any Casting Rolls made within this area in the next minute must discard certain numbers rolled. The caster may choose which level of the spell they wish to cast. This spell can be very dangerous to the caster, in order to control the eight winds they must make a successful Channelling Test, this is progressively more difficult at each level, with level 1 made at Challenging -10. If this Test is failed then the caster suffers from Tzeentch's Curse, the level of the Curse is in accordance to that of the level of the spell.

Level	Casting Number	Dice Rolls Discarded
1	15	10s
2	25	9s & 10s
3	35	8s, 9s & 10s

WALK BETWEEN WORLDS

Project Spirit & Substance of Shadow

Casting Number: 18

Casting Time: 2 Full Actions

Ingredients: None

Description: Weaving together the winds of Hysh, Ungu and Azyr you are able to infuse your body with power of Qhaysh, causing your body to slightly warp out of the material world. In game terms you gain the Talent Ethereal (see OWB page 77). You may remain in this state for a number of hours equal to your Magic Characteristic. You may not cast this spell on others.

FLAMES OF THE PHOENIX

Conflagration of Doom & Daemonbane

Casting Number: 35

Casting Time: 1 Full Action and 1 Half Action

Ingredients: None

Description: By manipulating the magical winds of Hysh, Azyr and Aqshy, you are able to create white flames that emerge from the air itself and envelop a target that you have selected (anyone within 48yards/24 squares, using the large template centred on the target). Those affected take a number of Damage 4 hits equal to your Magic Characteristic, the spell remains in play and for the next round the flames intensify to Damage 5, then Damage 6 and so on until Mage chooses to end it, is dispelled, attempts to cast another spell, or is slain. Anyone within the affected area must move out of the area or perish, due to the lack of oxygen available to breathe in the area, to move they must make a successful Strength Test.

FURY OF KHAINE

Fires of U'Zhul & Daemonbane

Casting Number: 22

Casting Time: Full Action

Ingredients: None

Description: Weaving together the magical winds of Hysh and Aqshy, you are able to cast a searing bolt of pure brilliant white energy at an opponent within 72 yards (36 squares) of you. This is a magical missile with Damage 8 that is able to ignore the Talent: Daemonic Aura.

HAND OF GLORY

Spring Bloom & Boon of Hysh

Casting Number:

Casting Time:

Ingredients: None

Description: The Mage begins to glow with magical energies, which uplift and encourage all allies within 12 yards (6 squares). Those affected by the spell feel their tiredness wash away, and become more determined. They regain 1D10 Wounds, this may take characters above their normal maximum, although once lost, and these additional points can not be regained. Those affected will also automatically pass any WP Tests, and anyone fleeing may return to fight if they so wish.

APOTHEOSIS

Knocks of the Departed & Illusion

Casting Number:

Casting Time:

Ingredients: None

Description: With this spell, a Mage can temporarily call back a dead comrade as a corporeal spirit. The spirit summoned must be someone that the caster knew well; it cannot be someone that they saw, or met in passing, and certainly cannot be a historical figure from another time. The spirit appears within 6 yards of the caster, no matter where the character's body lies and will remain for 1D10 minutes or until dispelled. Only one person will appear, with facsimiles of any equipment and possessions that was left to rest with the body. The spirit will behave exactly as its real counterpart, except that it will disappear when the spell fades. The spirit has the profile and rules for a Ghost (see page 109 of the OWB), is not under the control of the caster, and will not do anything out of character that it would do when alive. Whether it is aware it is dead is left to the GM's discretion.

BANISHMENT

Ward Against Abomination, StarShine, Pillar of Radiance & Law of Gold.

Casting Number:

Casting Time:

Ingredients: None

Description: The Mage weaves together all of the Colours of Magic into a bright wind that blows away the Dark Magic of Chaos and weakens any creature that needs its baleful influence for one round. Any Undead or Daemonic creature within 48 yards (24 squares) of the caster automatically suffer D10 Damage equal to caster Magic Characteristic score, in addition any spells fuelled with Dark Magic in effect will be dispelled unless the original caster can make their Casting Number for the spell again. Also any magical items in the area will lose its abilities for that round also.

APPENDIX X – CAREERS OF THE FOREIGN LANDS – BACKGROUND MATERIAL

By Leonpoi (Simon P. Sullivan)

If you extend your searches far into the old Warhammer forums you will find that there is already considerable user created content on the foreign lands of Araby, Cathay and Nippon. The following are summaries of the abundant internet content, including links and references for further reading, and also my own take on these foreign lands.

ARABY

The area south of the Old World, across the Southern Sea, is known as Araby. A dry and arid land, beyond the fertile coastlines it is a land of trackless desert wastes interspersed by the rare oasis. It is hard and inhospitable, but a land rich with trade. In fact trade is the lifeblood of Araby.

Araby is ruled by powerful and rich sultans, and its cities, rich in spices, gold and slaves, run a brisk and beneficial trade with the Empire and Norsca. The principle cities of Araby are: Lashiek, Corsair city; Copher, the Spirit Port; Martek; and Al-Haik, the City of Thieves. The cities are nestled on the coast of the continent, the centre being dominated by the Great Desert of Araby where nomads dwell.

INFORMATION

Older, but still useful unofficial information on Araby can be found at

<http://www.ourlair.com/slayer/gameinfo/lands/araby/default.htm> while an extensive unofficial overview of Araby in the Warhammer universe can be found in http://homepages.ihug.co.nz/~dpken/warhammer/WH_Araby.pdf These documents are fairly consistent, which is unsurprising since one routinely paraphrases the other.

While these documents are good, it is my opinion that one should shy away from conventional treatments of Arabyan society that liken it to an Islamic near and middle east, and instead it is more exciting to consider Arabyan society to be a highly polytheistic society, one that worships many Gods with Old World equivalents, and also Gods specific to their culture. It should also be noted that while, in 1448, a bloody 200 year war was initiated against Estalia and the Old World, the war was not an analogue of the religious crusades. Instead, the skaven convinced Sultan Jaffar, a powerful sorcerer of the time, to invade Estalia, and war was waged without a religious basis. This is contrast to the paragraph of description provided in WFRP version 1, but I think that the treatment of Araby in the Warhammer world has evolved since then, as described in various Warhammer Army books, White Dwarf magazines, etc.

SOCIETY

Arabyan society shares many similarities to those found throughout the Old World. Araby society is split into two segments, the nomadic tribe people who travel the deserts in a similar way to the Gypsies of the Old World, and the citizens of the coastal cities of Araby.

The huge empire of Araby is composed of many provincial regions termed Caliphates, rules over by the Caliphs. In essence, a Caliphate is formed by the concentration of tribal groups that elect a tribal leader as the head of state. Though analogous to the fundamental form of administration that was the only form of government fully sanctioned in early Islamic theology, in the context of the Warhammer world, and in the absence of the on true god, it may be better to simply consider

the Caliphs as despotic rulers of Arabyan cities who claim legitimacy based upon their own noble heritage related to their nomadic past, and that a great majority of the Araby elite are descended from the Leaders of the desert nomads who first settled the Arabyan cities. These Caliphates are not necessarily theocratic, just that the Caliphs are more readily than not high ranking religious figures of great influence in their societies.

Like the Arabyan society in general, the Arabyan social hierarchy is similar to that of the Old World. At the top are the Caliphs and their children, and just below them are those nobles who can trace their heritage from the Caliphs family. These Caliphs occupy an inherited social position in an equivalent manner to the noble houses of the Old World. Lesser nobility exists below these pure bloods, these tracing their heritage from powerful Emirs who became allied with the Caliph. The final strata of nobility are those that somehow have bought their nobility or lay claim with spurious or poorly-documented genealogy. The lives of these nobles are opulent beyond Old World standards, and large portions of Arabyan cities are comprised of giant palace complexes that glitter with gold and gems, and which can be seen from miles away.

Below the noble families are the artisans, burghers and peasants of the larger cities. However, unlike in the Old World where slavery has been recently mostly abolished, the very bottom of Arabyan society is slaves.

LANGUAGE

Arabyan and the various Old Worlder languages are mutually unintelligible, but most Arabyan merchants speak at least one Old World language. Otherwise, all Arabyans characters have Speak Language (Arabyan) in place of Speak Language (Reikspiel etc).

ELVES, DWARVES, AND HALFLINGS

Elves, Dwarves, and Halflings are much less common in Araby compared to the Old World. There are no permanent Dwarven communities in the region, and few dwarfs travel there. More adventurous Halflings may travel to Araby to discover some new ways of cooking, though few stay for long due to the oppressive heat and lack of lush countryside to which they are accustomed.

Elves, on the other hand, are a somewhat common sight in the coastal cities of Araby. Sea and High Elven traders have brought goods to and from Araby since the first cities, and all coastal cities have had permanent Elven community for more than a thousand years. Wood Elves, however, are all but completely unknown in the dune sea of Araby.

RELIGION

Like the people of the Old World, the Arabyan populace are a deeply religious lot. For the most part they worship the same Gods as their Empire and Bretonian counterparts, but under vastly different names and often in different capacities. There are some Gods that are either unique to Araby, or that scholars have so far not been able to identify as Old World Gods. Note that a lot of this section has been extrapolated by me and is not even in the now semi-accepted unofficial canon, so disregard it as you will.

Examples of Old World Gods include:

MOSHAR: GOD OF DEATH

Is confusingly worshipped in three aspects that are contradictory to the Old World equivalents. As the God of the afterlife, he is the guardian of all dead and all souls travel to his domain. In this aspect he is worshipped as the God Mórr. However, Moshar is also worshipped by soldiers and called upon for blessings before a battle, and also as a guardian of caravans. In this aspect he is a God of war, and in this case worshipped as Mórr's daughter, Myrmidia. Finally, he is worshipped as the God of the Blade in Darkness by Assassins, thieves, and other underhanded undesirables. In this aspect it is Mórr's elder brother Khaine that becomes the worshipped deity – a source of great amusement for Khaine, but certainly not for Mórr.

ANAN: GOD OF THE SEA

Anan is a fairly young god, first appearing when the Arabyans settled in their coastal cities and took their first voyages into the World Sea. Anan is worshipped by all who travel the open seas, fishermen, pirates and sailors, and is an aspect of Manann.

DHURAM: GOD OF JUSTICE

Dhuram is worshipped as the God of Justice, and also as the God of Trade and the God of Learning, and is an aspect of Verena.

ASAH: GODDESS OF FERTILITY &

HADAL: GOD OF THE MOON

Asah is worshipped primarily in the city gardens, and elusive desert oases. Sacrifices are made to Her in the hope of receiving rain or to preserve the flow of a desert spring. Uzza's husband, Hadal, is also worshipped as the God of the moon, and is an important minor God in many nomadic tribes since the moon is their guide and protector at night when they undertake their wanderings. Asah and Hadal are worshipped in the Old World as Rhya and Taal. Other Gods more specific to Araby include:

GHDAN: GOD

of the Desert It is unsurprising that for a country that is mostly covered in desert, that the worship of Ghedan is widespread. The desert God is the giver and taker of life in the harsh Arabyan desert, and his fury fuels the monstrous sandstorms that rage across the deserts from time to time. Ghedan is the most ancient of all Arabyan gods, and is most heavily worshipped among the nomadic desert tribes.

Church Skills & Talents: Initiates of Ghedan start with Very Resilient in addition to their normal career skills and talents. Priests of Ghedan can, at their option, learn the following skills are talents as part of their careers: Outdoor Survival, Navigation and Orientation.

ORMAZD: GOD OF THE SUN

Ormazd is the Arabyan Sun God, and is worshipped throughout Araby as the bringer of life and light to the land, but is also shown deference to abate the remorseless assault of the midday sun. In the cities Ormazd is often worshipped in conjunction with Dhuram, the God of Justice, since as the sun disperses darkness, so Ormazd brings wrong and injustice to light.

Church Skills & Talents: Initiates of Ormazd start with Command. Priests of Ormazd can, at their option, learn the following skills and talents as part of their careers: Academic Knowledge (Law), Navigation and Excellent Vision.

AZYAT: THE SNAKE GOD

The Cult of Azyat gained considerable influence with the Sultan and the major Caliphs in the period before the great Wars. Their assassins and spies undermined the power of the more established cults, and in a short time they had an unprecedented hold on the Azure Throne. However, in modern days the cult of Azyat is outlawed and worshipped only in secret by assassins and dark magicians. The followers of Azyat are firm believers of magic, vengeance, and human sacrifices, and along with their devastating and debilitating magics are a much feared cult in Araby.

Church Skills & Talents: Initiates of Ormazd start with Resistance to Poison. Priests of Ormazd can, at their option, learn the following skills and talents as part of their careers: Disguise, Prepare Poison, and Lightning Reflexes.

MAGIC

Lacking the prominence of the colleges of magic, and because of the religious affiliations of many of the ruling Caliphs, clerics and priests are the most wide-spread of the magic-users in Araby. Wizards are even more distrusted in Araby than in the Old World, owing partly due to their lack of formal training which results in greater than average magical disasters. Wizards that wish to operate openly are wise to seek the patronage of one of the major temples, and perhaps there they can also gain enough tutelage to prevent them killing themselves and others.

Of the various schools of magic, only Necromancy is officially forbidden. Even so, the study of Necromancy is sanctioned by the Sultan for the intent of protection against the Undead Hordes that threaten Araby's northern borders. These great sorcerers and court magicians of the Sultans receive a level of training and expertise that rivals the teachings of the Old World Colleges. In particular, these desert sorcerers are known to be practiced in Pyromancy, Celestial Magic, and the White Wind of Magic. In fact, the manipulation of Hysh as practised in the Colleges of Light has roots in Araby where the worship of the Sun God has influenced the rituals and symbology of the College of Light.

BESTIARY

The desert land of Araby holds many creatures that are both fascinating and dangerous to travellers from the Old World. Giant scorpions lie in wait in rocky outcrops ready to sting and poison sleepers at night, while brave and notoriously savage camel riders navigate their way across the shifting sands of Araby by an uncanny instinct unfathomable and mysterious to mere city dwellers, but perhaps most frightening of all are the gigantic elephants, exotic creatures from the lush bushlands that lie between Araby and the jungles of the Southlands.

CAMEL

The camels of Araby are curiously ugly and temperamental animals, but the advantage that they have in the harsh desert environments is without question. The desert nomads and caravan trains of Araby utilise the endurance of these animals when crossing the great expanses of desert, and mounted camel raiders are a common spectacle along the Arabyan roads. Camels can travel longer distances without food and water and can also carry more weight than horses, and are ideally suited to the desert.

— CAMEL STATISTICS —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
23%	0%	39%	43%	25%	14%	10%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
0	13	3	4	7	0	0	0

Skills: Perception, Swim

Talents: Acute Hearing, Keen Senses

Special Rules:

- **Fearful Smell:** The sight and smell of a camel is fearful to horses unused to camels. Horses find camels Unsettling (WFRP 102), and while a horse is under the influence of the Unsettling Talent any Ride Tests to control the horse are made at -20.
- **Hump:** You have it on good authority that a camel stores water in its hump, allowing it to survive for longer in the harsh desert. A camel need only test for Starvation (WFRP 114) after 12 days without food and 8 days without water.
- **Stubborn:** Camels are temperamental and disagreeable animals. Any Ride Tests or Command Tests related to riding a camel are made with a -10 penalty.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Slaughter Margin: Very Easy

ELEPHANT

Elephants are an exotic creature even in Araby for they come from the lush bushlands that lie between Araby and the jungles of the Southlands. The Sultans like to collect all kinds of wild and monstrous beasts, and they eagerly compete against each other when it comes to maintaining the largest and most impressive herd of Elephants. These are ferocious and dangerous creatures, all the more so in combat when each carries a wooden tower upon its back, within which ride Arabyan warriors armed with long spears and assorted missiles that they hurl at their enemies below.

— ELEPHANT STATISTICS —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	68%	61%	20%	18%	29%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	48	6	6	4	0	0	0

Skills: Perception, Swim

Talents: Natural Weapons, Strike Mighty Blow,

Terrifying, Unstoppable Blows

Special Rules:

- **Tough Hide:** The thick hide of the elephant is equivalent to leather armour and provided 2 AP on all locations.
- **Trample:** A charging elephant can gore and trample targets without stopping, and can attack twice with the Charge Action instead of once.

Armour: Tough Hide

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Tusks and Trample

Slaughter Margin: Very Hard

GIANT SCORPION

Giant Scorpions are dangerous and deadly opponents, and are extremely difficult to kill. Their pincers are powerful, and larger specimens can crush a man's chest even through armour. They are however most feared for their menacing and poisonous tails that curve forward over the creature's back. Giant scorpions measure between 10 and 15 feet in length, and are usually black or dark brown in colour. Giant scorpions are generally found in the rocky outcrops of the dune seas of Araby, but can often be found in ruins of old settlements, tombs, and temples. Local superstitions claim that these giant scorpions are left by ancestors as guardians of these sacred temples and burial places, but whatever the truth, bold tomb robbers and adventures alike must always be wary of these formidable foes.

— GIANT SCORPION STATISTICS —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	0	41%	42%	40%	15%	35%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	25	4	4	6	0	0	0

Skills: Concealment, Perception 10, Silent Move

Talents: Frightening, Keen Senses, Natural Weapons,

Night Vision

Special Rules:

- **Armoured Skin:** The chitinous exterior of the Giant Scorpion provides 3 Armour Points on all locations.
- **Tail Attack:** At the end of any round in which a Giant Scorpion made a Swift Attack, after all other attacks have been resolved (including the Scorpion's attacks), the Scorpion may make a tail attack as a free action. This is resolved normally except that it is poisoned and counts as having the Fast Quality. A target stung by a Giant Scorpion's tail attack must make a Poison Test or suffer -10 penalty to all main characteristics and 1 Wound of damage (regardless of TB) for each degree of failure, in addition to normal damage from the attack. Subsequent poisonings are cumulative and the target will fall paralysed and helpless if any characteristic is reduced to 0.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Two claws (and tail)

Slaughter Margin: Hard

CATHAY

Imperial Cathay is a land of large bamboo forests, steep cloud covered mountains, terraced ricefields, deserts, swamps, moors, steppes and airy plateaus. Animals and plants are abundant. In the more settled Jade-Chang river basin the land is usually covered with rice paddies, all divided into rectangular plots, while in mountainous or hilly areas, the slopes are terraced with paddies, sometimes covering an entire hill or mountain.

Cathay is in a unique position among the great nations of the Known World in that it is almost completely cut off from its neighbours, while enjoying a rich and fertile

terrain. Its boundaries are formed by the Chaos wastes to the north, the inhospitable and dangerous Dark Lands to the west, and the Great Heavenly Sea to the east.

Despite the main human population, Cathay is filled with hundreds of smaller and distinct tribes. Some are established in cities, but many form nomadic groups in desert and steppe areas. One such nomadic tribe is the barbaric Ungols that still exist today throughout northern Cathay and southern Kislev.

INFORMATION

Without doubt, the best unofficial source for Cathay would be the Cathay sourcebook by Brian Scot Hoover:

[http://nagashworld.ifrance.com/telecharg/warhamm-cathay\(sourcebook\).pdf](http://nagashworld.ifrance.com/telecharg/warhamm-cathay(sourcebook).pdf) Other sources of information do exist, such as

http://homepages.ihug.co.nz/~dpken/warhammer/WH_Orient.pdf, and various other Cathay/Nippon combined source books for Warhammer Fantasy Battle. However, since B. Scot Hoover has done such a stand-up job, and also focuses on WFRP in particular, there is really no point reinventing the wheel. In my summary below I have removed mention to the religious sect of Vimtaoism. Instead, I've let the unofficial Gods of Cathay, The Nine Sages, be equivalent to the worship of the more familiar Old World Gods, and focussed on the cults of Law, including the Cult of The Celestial Dragon as detailed by Rev. Garrett Lepper,

<http://www.ourlair.com/slayer/gameinfo/lands/cathay/celestial.htm>

SOCIETY

The Empire of Cathay is unique in that it is a nation founded on the principles of the Gods of Law. Its highly complex, and at times, elaborate bureaucracy is a direct result of the belief in an orderly, systematic approach to government. The Ruler of the Earth (the Emperor) is said to be spiritually chosen by Solkan, himself at the head of the Heavenly Bureaucracy. In practice, the empire is made up of a strong Imperial central core (the various Ministries in the capital and the Emperor), a widespread and fairly well educated middle bureaucracy, relatively self-governing provinces, and a huge, by Old World standards, local peasantry.

Cathayan society is highly stratified, but not so much so as some other nations of the east, such as Nippon. There are six general classes in society, which are roughly equivalent to the social ordering in the Old World. While moving from one to the other is not common, it is possible.

These classes are in decreasing social rank are:

- Imperial family and descendants
 - Bureaucracy, Scholar families, Old nobility
 - Military Officials
 - Merchants, Artisans, Local Landowners
 - Commoners
 - Peasants

It should be noted that the military class is not inclusive of all soldiers. Only those who are Imperial officers or members of their families are included in this class. In many cases these families will actually be members of the old nobility. As for rank and file troops, they are largely made up of peasants and commoners.

Unlike in Nippon, and similar to the Old World, there are no special rights and privileges associated with the military in Cathay, and the real power still lies with the bureaucratic officials and old nobility.

LANGUAGE

In the context of Warhammer it is probably easier to consider Cathayans as speaking a universal Cathayan language that is distinct from any Old World or other world language. All Cathayan characters have Speak Language (Cathayan) in place of Speak Language (Reikspiel etc). Cathayans, even Cathayan merchants, are rarely multilingual.

ELVES, DWARVES, AND HALFLINGS

There are not a lot of non-humans living in Cathay and the Emperor is content to see things stay that way. An exception is made for a few Sea Elves that are allowed to live in some carefully controlled island trading communities, but contact with them is strictly forbidden, except for trade purposes.

Dwarves are known, especially from the mountains of Kitsevara. However, they are regarded as strange and exotic. Halflings are entirely unknown and would probably be regarded as freaks, or worse mistaken for a 'niang' (daemon child).

RELIGION

Besides the worship of the ancestral cults of the Nine Sages, there are a number of overt and covert Law cults operating with Cathay. The worship of Solkan is relatively widespread, as its beliefs coincide with the state cult of the Emperor - The Cult of the Celestial Dragon. The Cult of the Celestial Dragon is the official religion of Imperial Cathay, just as Sigmar is the primary religion of the Empire. It should also be noted that the religions in Cathay are not generally as intolerant and exclusive as those in the Old World. In many cases, an individual may follow many deities with great fervour, and not just many with lip service as in the Old World. In particular, it is common place to devote oneself almost equally to each of the Nine Sages.

Although contact with Cathay has remained limited, great scholars from the Old World believe that many of the Nine Sages are aspects of many Gods worshipped in the Old World. The sages are:

TSE RAN: GOD OF WILD PLACES, NATURE AND CREATION

Tse Ran is portrayed as a bearded ancient, and is known for creation and control. He is believed to be an aspect of Taal, the Lord of Nature.

CHANG ER: GODDESS OF FERTILITY AND GROWTH

Chang Er was supposedly exiled to the moon and is rarely worshipped as many of her attributes have been taken on by that of Guan Mei. She is believed to be an aspect of Rhya, the Mother Goddess.

MEI MAO: GOD OF WISDOM, TRUTH AND LEARNING

Mei Mao is an aged, stooped old man with incredibly long eyebrows-reaching to his feet. This symbolises his great wisdom. Mei Mao is the celestial advisor, but in his lifetime during the Huang dynasty he was a famed sage-king credited with introducing writing. He is believed to be an aspect of Verena, the Goddess of Learning and Justice.

PANG GU: GOD OF WEATHER AND THE SEA

Pang Gu is portrayed in the form of a great dragon turtle. As lord of the seas he is worshipped by fishermen, and is believed to be an aspect of Manann, the Gods of the Sea.

TSEN WO : THE GUARDIAN OF THE AFTERWORLD

Tsen Wo is portrayed as a wise and powerful judge. It is he who consults the Great Records of Hell and pronounces judgement on the souls of men. He is only rarely worshipped, but believed to be an aspect of Mórr, the God of Death.

LAO NIAN: LORD OF MURDER AND THE UNDEAD

Liao Niang resembles the Lord of Muder, Khaine, in the form of a fresh, rotting corpse. He has been worshipped sporadically throughout Cathay, since its introduction from Indhya. While officially outlawed, large monasteries of this god are believed to exist.

GUAN MEI: GODDESS OF HEALING AND MERCY

Guan Mei is probably the most popular of the sages. Guan Mei is the mother goddess of mercy, who freely comforts and aids all who pray to her. There is strong evidence that Guan Mei is an aspect of Shallya, the Goddess of Healing and Mercy. Scholars have failed to identify Gong Fei and Tu Bo as aspects of any Old World God, and many consider it equally likely that they are Gods unto themselves, or simply an obscure aspect of a lesser known deity.

GONG FEI: GOD OF LONGEVITY AND HEALTH

Gong Fei is a sacred holy man who is well known as the author of the Gong Yao Bu, the central work in Cathayan herbalism. He supposedly lived during the Soo dynasty - dying at the auspicious age of 1010. He is still a popular figure, especially during festivals, birthdays, or in old age. Symbols or statues of Gong Fei are considered lucky in one's home. Shrines will be frequented by the aged as well as herbalists and surgeons.

Church Skills & Talents: Initiates of Gong Fei start with Resistance to Disease. Priests of Gong Fei can, at their option, learn the following skills and talents as part of their careers: Trade (Apothecary), and Trade (Herbalist), and Green Fingers and Precise Measures.

Tu Bo: God of War and the Guardian of Heaven

Tu Bo is portrayed as a great general with black skin and bright red hair. Always clad in armour and brandishing a large iron club. He is believed to protect, defeat evil spirits, and provide strength. Some scholars have entertained the notion that Tu Bo represents an aspect of Myrmdia, though an equal number consider this concept absurd, and the theological and academic communities of the Old World remain divided on the issue.

Church Skills & Talents: Initiates of Tu Bo start with Command. Priests of Tu Bo can, at their option, learn the following skills and talents as part of their careers: Dodge Blow, Strike Mighty Blow and Specialist Weapon Group (Two-Handed).

In addition to these nine "universal" deities, each province, city, village or neighbourhood has its own ancestral heroes, spirits, and local sages that are worshipped in that place. Families and clans will also worship prominent ancestors and the spirits of those recently departed. Nearly every home will have a small table to the spirits, on which libations, food, and incense are placed.

In Cathay, like almost every other civilised place in the Known world, worship of the gods of Chaos is strictly forbidden and usually punishable by death. In Cathay the Chaos Gods are known as:

KHORNE - LIU SHUE MO GUI

"The Bloody Demon Warrior", "Inscrutable Emperor of the Legions of Mayhem", "Bold Lord of Destruction" "The Consumer of Flesh"

TZEENTCH - TIEN TSIN

"Lord of the Orchestra of Fifteen Devils", "Lord of the Invisible Empire" "The Sorcerous General of Illusion"

NURGLE - SI SHEN

"The Crawler in Excrement", "The Great Contagion"

SAAANESH - BIEN TAI

"The Pervert", "The Insatiable", "That Which Copulates with Three"

THE CULT OF THE CELESTIAL DRAGON

This cult is not a formalised religion per se; rather it is an agglomeration of various traditions regarding the Heavenly Bureaucracy, the roles of the Emperor, the earthly bureaucracy and the masses. All Cathayan deities and spirits, at least those approved by the state, are assumed to be a part of an all-encompassing Heaven, of which Solkan (Tien Di) is the supreme monarch. For information on Solkan you can see my previous document on Non-Human and Forbidden Worship.

Church Skills & Talents: The skills and talents granted to the followers of the Cult of the Celestial Dragon depend on the aspect followed, which ranges from the vengeance of Solkan, to aspects of a scholarly or bureaucratic nature. Besides skills and talents available to Solkan worshippers, initiates may instead start with Etiquette. Priests can then, at their option, learn the following skills and talents as part of their careers: Command, Dealmaker, and Schemer.

MAGIC

Magic in Cathay is highly ritualised and generally focused on alchemical and elemental disciplines, and taught in formal schools of magic in a similar manner to the Old World colleges. Other minor schools of magic exist, but are usually found as sub-schools of the two most popular. The largest magical academy in Cathay was founded in Chungcheng over 1500 years ago. Spell casters that follow similar lines of magic to the Old World colleges do exist, but it is more common to find casters with a repertoire of magic that bridges several lores with an alchemical and elemental focus, however, to the Old World practitioners these spell casters are nothing more than undisciplined Hedge-Wizards or Witches.

Why not use some of these recently uncovered rules for non-college magic: <http://www.strike-to-stun.com/Downloads/Elementalism2.pdf> <http://www.strike-to-stun.com/Downloads/Wizardry2.pdf>

BESTIARY

Cathay is host to a range of animals that are as varied as Cathay itself. Of most threat to travellers are the tigers that roam the forests and grasslands of Cathay. Elephants are found in the south of Cathay where they may be found working, logging the forests of Kun Tsou and Hanmei. Only rarely will elephants be used by the military. Statistics and rules from elephants can be found under the Arabyan bestiary above.

TIGER

Tigers roam the forests and grasslands of Cathay, especially in the more tropical southern provinces. While they rarely endanger humans in settlements they can be more than a match for a small party of travellers, especially if an individual becomes separated from the group.

– TIGER STATISTICS –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	0%	50%	44%	35%	14%	40%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	17	5	4	8	0	0	0

Skills: Concealment +10%, Follow Trail, Perception

+10%, Silent Move +10%, Swim +10%

Talents: Keen Senses, Natural Weapons, Night Vision

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Bite and Claws

Slaughter Margin: Hard

NIPPON

Within this island realm off the east coast of Cathay are many semi-autonomous provinces and castles ruled by powerful feudal warlords called daimyo. The theoretical head of Nippon is the Emperor, but far more powerful is the Shogun, the country's military dictator, and headman of the country's military aristocracy.

Nippon is rich in natural resources, and there are many rivers and streams with plentiful supplies of fish. Much of Nippon is heavily forested, providing ample wood for construction and burning, and mountainous regions rich in precious minerals provide security for outlaws and the monasteries of the warrior monks.

INFORMATION

The best unofficial sources for Nippon can be found at <http://www.criticalhit.co.uk/content/view/101/52/> and <http://www.ourlair.com/slayer/gameinfo/lands/nippon> However, these documents are fairly inconsistent, though they are both model Nippon on a medieval Japan. Both sites however, use different maps and geography, have different time lines, and different shoguns and religions – but does it really matter? Pick one and run with it. Personally, I have no real preference, though it would seem common sense to use the Critical Hit information since it is more popular, but also because it is focussed on WFRP. However, general information on the military ruling class and social order do remain consistent between these two sources, and the latter does supply a more concise description of the social hierarchy.

SOCIETY

The Nipponese countryside is very different from the Old World model of large cities with satellite towns and villages. Instead, as the relative safety of the forests provides, Nippon is not full of sprawling cities but full of villages and isolated temples and castles. These castles and fortifications are the focus points around which small settlements and towns prosper, with the feudal lord and his retainers providing protection against bandits, forces of opposing lords, and also the threat of occasional chaos or goblinoid attack.

Despite the fact that the Imperial Seat has lost much of its power over the last few centuries it is still nevertheless very

powerful, and it is the Emperor that officially rules the country. However, the true power in Nippon is really held by the Shogun, the ruling officer of the newly formed military aristocracy that has taken defacto control over Nippon by seizing considerable power from the old Nipponese nobility.

There are two, non-criminal, classes in Nippon; the military aristocracy that rule from castles or smaller village manors and the peasant class, in a strict feudal class system. One born in a class can almost never elevate themselves to another class, and the difference in privileges is dramatic.

The classes in Nipponese society in decreasing social rank are:

Imperial family and descendants

- Shogun
- Daimyo (feudal lords)
- Samurai and Aristocratic Bureaucracy
- Farmers and peasants
- Craftsmen

Merchants and shopkeepers

Although merchants and shopkeepers have the lowest non-criminal social order they often find themselves in good standing and well respected due to their considerable wealth.

LANGUAGE

The language spoken throughout Nippon is Nipponese, and it is distinct from any Old World language, and also distinct from the language of Cathay. All Nipponese characters have Speak Language (Nipponese) in place of Speak Language (Reikspiel etc). Like Cathayans, the Nipponese are rarely multilingual.

ELVES, DWARVES, AND HALFLINGS

Nippon has even fewer “civilised” non-human inhabitants that Cathay, even lacking the Sea and High Elf trading communities of Cathay. No Dwarfs are known to inhabit Nippon although a small number stay behind from the merchant ships sailing from the Old World in a hope to acquire engineering insight from the maze-like castles that dot the countryside of Nippon. The odd adventurous Halfling will ply a trade in Oriental cooking in Nippon, but few rarely stay long. High Elves used to live in several of the cities of Nippon pre-Incursions of Chaos, but when Tor Elithis was attacked by the forces of Chaos the vast majority of the Elves left to defend it.

RELIGION

Like the Old Worlders, the Nipponese are deeply religious, but their belief involves the worship of a pantheon of deities. Priests of Nippon worship all the gods as one rather than assume the importance of any single god. Although some gods are more popular than others, it is highly unusual for anyone to take on the worship of just one god. Each peasant's and nobleman's house has a small shrine to their particular gods. The peasants often worship in natural surroundings such as caves, cliffs and on cliff tops, by offering up rice and sake (an alcoholic drink made from rice).

Similar to the treatment of Cathayan and Arabyan deities above, I would mainly consider Nipponese Gods to be some aspect of existing Old World Gods. I should also state at this stage that I don't consider these aspects of known Gods to be worshipped in the same way or to be portrayed in the same way. I wouldn't even expect that the strictures are identical between these aspects. However, it is reasonable to expect that the spell usage and church skills and talents of these aspects to be similar to the Old World counterparts.

The critical hit site contains a fairly expansive list of Nipponese deities, and I direct you there if interested. It could be assumed that several of the Gods are aspects of the same God worshipped in different ways. However overall, and because of the comparatively rural nature of Nippon and Nipponese life, the main worship of Nipponese deities, skills, talents, and magic, are more focussed on nature, harmony and elementalism.

The worship of Chaos Gods is outlawed in Nippon as these Gods provoke some kind of wrong in a person that disrupts the order of nature and the balance of the Gods. The worship of Ranald in the aspect of thief is also outlawed in Nippon. In Nippon the Chaos Gods are known as:

RANALD - SHO, Lord of Thieving and Trickery

KHAINE - AKIRA, Lord of Murder

KHORNE - GREAT GOJIRA, God of Anger and Destruction

TZEENTCH - TSIEN-TSIN, Master of the Fifteen Devils

NURGLE - GRAND YABU, Lord of Disease and Decay or the Lord of Gluttony

SLAANESH - ZAI-NESHI, Prince of Lust

MAGIC

Magic in Nippon is not taught in colleges or institutions as in the Old World, Cathay, and to a lesser extent, Araby. Instead, Nipponese magic is usually divine in nature, and priests are far more common than wizards. This is partly attributed to the fact that the schools of thought, such as monasteries, are deeply religious, and therefore focus on divine teachings. However, elementalism may be encountered in Nippon. Why not use some of these recently uncovered rules for non-college elementalism magic:

<http://www.strike-to-tun.com/Downloads/Elementalism2.pdf>

BESTIARY

The forests and mountains of Nippon are host to many weird and wonderful creatures, and of them, the Temple Dog is

most fearsome. Many temples in the Far East, and not just in Nippon, are protected by the guardian statues of dogs; much like some buildings in the Old World are protected by gargoyles. Most of them are indeed just lifeless statues but some have been imbued with magic so that they come alive should the holy place they are bound to guard be threatened.

TEMPLE DOG

A Temple Dog is a cross between a giant Pekinese and a lion; animated creatures of magic that do not have a mind of their own. Many temples in the Far East, and not just in Nippon, are protected by these guardian statues.

– TEMPLE DOG STATISTICS –

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	0%	54%	51%	30%	32%	34%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	26	5	5(7)	5	0	0	0

Skills: Perception

Talents: Daemonic Aura, Frightening, Keen Senses, Natural Weapons, Night Vision, Resistant to Magic, Will of Iron

Special Rules:

- **Crushing Charge:** A temple dog is extremely heavy, and strike with a SB of 10 when they take a Charge Action.
- **Stone Skin:** Temple Dogs are solid stone and are resistant to attacks. Their stone skin counts as 3 AP on all locations and is cumulative with their Daemonic Aura.

Armour: Stone skin + Daemonic Aura

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Bite and Stomps

Slaughter Margin: Hard

APPENDIX XI – DAMSELS OF THE GRAIL – BACKGROUND MATERIAL

By Jadrax

DAMSELS OF THE GRAIL

A Web supplement for Warhammer Fantasy Roleplay by Alexander J Bateman

With hearty thanks to Mike Congreve and all other members of the WFRP community that contributed ideas to this document

Brettonnia has its own tradition of Magical Lore separate from the Collages of the neighbouring Empire. Based in the traditions of the elusive Fay, powerful female Bretonnians mages know a system of Earthbound Magic that blurs the line between the Arcane and Divine. This document seeks to expand on the material presented in various WFRP

Sourcebooks by adding the Spells, Careers and other rules to fully supporting using Bretonnian spell casters as either Player Characters or NPCs within your games of WFRP. Note that the terms used in this document have typically been chosen as the terms that would be used from the Bretonnia perspective. Therefore Fay has typically been used over Wood Elf and the Otherworld used over the Loren Forest.

WITCH LORE (GRAIL)

Tutored by the mysterious Fay, the unique Bretonnian Grail Witches of the Cult of the Lady of the Lake practise their own brand of Earthbound magic that to Imperial wizards seems dangerously close to witchcraft. Those who dwell within the confines of Bretonnia itself however equate the powers of the Grail Witches more with the miracles and prayers of priests despite the fact that it holds far more in common, in both its castings and its side effects with the Arcane Lore of the Empire. In truth the source of this magic lies somewhere in between the Divine and the Arcane, with the power of the Winds of Magick being safely channelled through the waters of the True Lake. This mystical body of water was created by the Bretonnian Fay as a reservoir of Earthbound magical energy that filters out any effects of Dhar so that humans can safely wield the complex Grail Magic.

Knowledge of this magic is the sole providence of the cult of the Lady of the Lake and its spells are a great secret, customarily only taught by the mysterious Fay known as the Handmaidens of the Lady. That said there are scurrilous rumours of Grail Witches that have gone rogue or fallen from grace that may be able to pass on this form of magic to the uninitiated.

The energy contained in the True Lake is often drawn up into the roots of a lily known as the "Fleur de Lys" that grows only in the sacred places of Bretonnia. Grail Witches often gather these plants to use as ingredients in their magic and potions. Most Grail Witches believe that fresh Fleur de Lys hold the most power and it is a common sight to see a Grail Witch gathering these lilies on the eve of battle.

CASTING SPELLS

As a Grail Witch your Magic Characteristic represents how much of the ancient magic bound to the True Lake that you are able to channel. Spell casting is handled normally but is modified by some new rules. Note that the most common Arcane Language used by the Grail Witches is Arcane Elf (also known as Anoqeyân) although some Grail Witches also speak an archaic form of the Lingua Praestantia in much the

same way as Priests. Note that as this is a predominantly Elven form of magic, practitioners of Witch Lore (Grail) suffer from the rules of Tzeentch's Curse exactly as if they were an Arcane Spell Caster.

CHANNELLING

You need access to the power of the True Lake to cast your spells, while you are anywhere in Bretonnia or otherwise within of 5 miles of a Grail Chapel this is never a problem, as the land is mystically tied to the True Lake and you can cast your spells normally. However, outside of the places you channelling the power of the True Lake is more difficult and all spells first need a Channelling Skill Test (which requires a Use a Skill half action) to draw the True Lake Energies to you. This Channelling Skill Test does not provide a bonus to your Casting Roll (nor will any other); instead it simply allows you to cast the spell. If your Channelling Skill Test fails, you cannot cast a spell this round.

KNIGHTS

Many of the spells on this list only effect or are is some way affected by 'Bretonnian Knights'. 'Bretonnian Knights' are for the purposes of this list anyone the caster honestly thinks should qualify, typically Characters in careers with the word Knight or possibly Crusader or Templar in their titles. If knowingly cast upon someone who does not qualify the spell will not take effect, however the spell will take effect if the caster was honestly mistaken.

WITCHES AND THE REALMS OF SORCERY

Characters with Witch Lore (Grail) can Bind Familiars. (But may not Create them).

Characters with Witch Lore (Grail) may also Create Potions and Research Rituals.

Witch Marks

Magic leaves its stamp upon those using it. If you use the optional rules for Arcane Marks in Realms of Sorcery, use the following table. If you gain the same Witch Mark twice, simply re-roll the result. In the cases of Witches using Dark Magic, use the normal rules for Side Effects (see WFRP, page 159).

Marks of the Grail Witch

Roll	Result
01-10	Aura of the Lady: The blessing of the lady of the lake protects you from magical harm. You gain the Resistance to Magic Talent if you do not already have it.
11-20	Alarming Visions: Whenever you suffer the effects of Tzeentch's Curse, you must succeed on a Challenging (-10%) Will Power Test to control the sudden flashes of precognition that come with the botches magic. If you fail, you are Stunned for one round.
21-30	Mistress of Mist: A thick white mist exudes from your skin, like that which rises from the places sacred to the lady. This adds a +5% bonus to Intimidate Tests made in Fog banks and other suitable conditions, but does mean that your clothing is always somewhat damp.
31-40	Alien: Your mind becomes more like that of the mysterious Fay making you seem arrogant and pretentious. You take a -5% penalty to your

- Fellowship Characteristic. Modify your starting profile accordingly.
- 41-50 The Lady's Mien: Your skin clears, your ears become more pointed and your eyes more Fay-like. You grow 1d10/2 inches taller. In addition, permanently increase your Agility Characteristic by 5%.
- 51-60 Symbol of Nobility: Your presence inspires others with the feudal spirit. The first time during an encounter that a Bretonnian Peasant that is within 6 Yards (3 Squares) makes a Weapon Skill or Ballistic Skill Test against a Noble of Bretonnia, he takes a -10% penalty.
- 61-70 Little Friends: Small animals, such as squirrels and brightly coloured birds, are attracted to you. They can be highly inconvenient, as they nibble

- everything and leave dropping everywhere. You take a -10% penalty to Fellowship Attribute Tests in social situations where such creatures are inappropriate.
- 71-80 Fay-eyes: Your eyesight become sharper, akin to that of a hawk. You gain the Excellent Vision talent if you do not already have it.
- 81-90 Child of the Otherworld: You hear voices and see apparitions from the mysterious Fay Otherworld constantly around you. This distraction imposes a -10% Penalty to all your Perception Skill Tests.
- 91-00 Marked by the Grail: A grail shaped mark appears somewhere on your body (GM's Choice), Gain a +10% bonus to Channelling Skill Tests when using the Lore of the Grail.

THE GRIMOIRE

When you gain access to Witch Lore (Grail) you must choose one of the three list of spells provided for this lore. You have access to all of the spells on that list but no others. You may learn spells on other lists in your lore with the Extra Spell Talent.

SPELL LISTS:

The Lady Resplendent
 Beguilement of Blondel
 Doom of Dol
 Healing Hands
 Holy Light
 Mist of Châlons
 Spiteful Glance
 Steed of the Lady
 Wrath of Righteousness

The Lady Rampant
 Holy Light
 Mercy of the Lady
 Shield of Faith
 Spiteful Glance
 Steed of the Lady
 Voice of Courage
 Whispers of the Lady
 Wrath of Righteousness

The Lady Reclining
 Beguilement of Blondel
 Doom of Dol
 Healing Hands
 Mercy of the Lady
 Mist of Châlons
 Shield of Faith
 Voice of Courage
 Whispers of the Lady

HOLY LIGHT

Casting Number: 6
Casting Time: Full Action
Duration: 1d10 Rounds
Range: 12 Yards (6 Squares)
Ingredients: A Lady's Hand Mirror (+1)
Effect: The Grail Witch kneels and prays to the Lady and an area is illumed with a bright and holy white light. Place the small template anywhere within range; those affected suffer a -10% penalty to their Weapon Skill, Ballistic Skill, Agility and to all Perception Skill Tests involving sight for the duration of the spell. Any Undead or Daemons affected do not suffer the above effects but instead suffer a single Damage 3 hit.

MERCY OF THE LADY

Casting Number: 7
Casting Time: Half Action
Duration: 1 Minute (6 rounds)
Range: 6 Yards (3 squares)
Ingredients: A Lady's Scarf Laced with Fleur de Lys Perfume (+1)
Effect: You protect one of the Knights defending you with the Mercy of the Lady, causing blows and arrows that would hit him to turn away at the last second. All attacks against the target Bretonnian Knight suffer a -10% penalty to Weapon Skill or Ballistic Skill as Appropriate.

HEALING HANDS

Casting Number: 8
Casting Time: Full Action
Duration: Instant
Range: Touch (You)
Ingredients: A Poultice mixed with Fleur de Lys (+1)
Effect: Your touch heals an injured character of a number of Wounds equal to 1d10 plus your Magic Characteristic.

SHIELD OF FAITH

Casting Number: 11
Casting Time: Half Action
Duration: 1 Minute (6 rounds)
Range: You
Ingredients: Vial of Lake Water (+2)
Effect: A Grail Witch surrounds herself with prayers to the lady which coalesce about her, offering protection from attacks. Any non-magical ranged attack made upon the Grail Witch has its damage bonus ignored, that it is simply rolls 1d10+0 for damage. In addition, whenever the Grail Witch is the target of a spell, she may make a Channelling Test as a Free Action to negate it as if she had cast Dispel (see WFRP, page 149). However, if the Grail Witch herself or any Bretonnian Knight that she can see commits any dishonourable act, this spell ends automatically and the Grail Witch cannot attempt to recast it until an entire week has past.

VOICE OF COURAGE

Casting Number: 13
Casting Time: Full Action
Duration: 1 Round/Magic
Range: 36 Yards (18 Squares)
Ingredients: A Bretonnian Knight's Shield (+2)
Effect: You project your voice into the minds of all Knights nearby, calling upon their honour and bidding them to heroically fight on. All Bretonnian Knights within range gain the Fearless talent if they do not already have it.

STEED OF THE LADY

Casting Number: 14
Casting Time: Full Action
Duration: 4 Hours/Magic
Range: Touch (You)
Ingredients: A Silver Horse Shoe (+2)
Effect: You call forth a translucent white horse who will bear you and a minimum of gear (no more than one of your

servants can carry without penalty) noiselessly and with speed so swift it seems unnatural. The horse has the statistics of a normal riding horse, (see WFRP, page 233) but has the Ethereal Trait. Further, the Steed travels at top speed without care of terrain or fatigue, bearing you at double the speed than a normal horse would be able.

WRATH OF RIGHTEOUSNESS

Casting Number: 14

Casting Time: Half Action

Duration: Instant

Range: 12 Yards (6 Squares)

Ingredients: A Cameo of a Knight (+2)

Effect: You pray to the lady and arcing bolts of lightning leap from your hand to a number of foes equal to your magic characteristic. Each bolt is a magic Missile with Damage 5. If any of the Bolts created by this spell wound an opponent who is engaged in melee combat with a Knight of Bretonnia, then that Foe must pass a Toughness Characteristic Test or be dazed for one round, suffering a -30% penalty to all his tests and attacks.

MIST OF CHÂLONS

Casting Number: 16

Casting Time: Full Action

Duration: 1 Minute (6 Rounds)/Magic

Range: 24 Yards (12 Squares)

Ingredients: A fresh bouquet of Fleur de Lys (+2)

Effect: You shroud the area around yourself with a thick white mist, like that which rises from the places sacred to the Lady. This thick mist is summoned from the mysterious Otherworld and prevents any ranged attack traversing through the area from hitting, be they made by friend or foe. In addition to this, any individuals inside the range of this spell may not take Run actions although they may make Move and Charge actions as normal.

WHISPERS OF THE LADY

Casting Number: 17

Casting Time: Half Action

Duration: 1 Round/Magic

Range: Touch

Ingredients: A Crystal vial of Fleur de Lys perfume (+2)

Effect: You whisper sweet nothings in the ears of someone close to you, entrancing them unless they make a successful Will Power test. On their next turn, you may decide what actions you wish the character to take and they must do as you say short of actively harming itself. You could however instruct the creature to do something foolish that might result in its harm. This spell only works on intelligent creatures that could find the Grail Witch attractive, (Human, Elf, Halfling, Dwarf, Beastmen, etc.) but not Undead or Daemons, (except possibly those of Slaanesh).

BEGUILEMENT OF BLONDEL

Casting Number: 20

Casting Time: Full Action

Duration: 1 Minute (6 Rounds)/Magic

Range: 24 Yards (12 Squares)

Ingredients: A skin of wine that has been flavoured Fleur de Lys (+2)

Effect: You entrance those around you with visions of verdant meadows full of wild flower and beautiful maidens, or whatever alternative paradise exists in their imagination. All living creatures in range with an Intelligence Characteristic greater than 15 must succeed on a Will Power Characteristic Test or can do nothing but stand and reflect upon their own personal paradise. During this time, they can take No Actions and are considered Stunned. If any of the individuals affected by this spell are attacked, then the spell ends immediately for that affected creature. A Grail Witch with often give her guards a quick slap to the face to snap them out of their haze after she has cast this spell.

DOOM OF DOL

Casting Number: 24

Casting Time: 2 Full Actions

Duration: 1 Hour

Range: 6 Yards (3 Squares)

Ingredients: A fresh wreath of Fleur de Lys (+3)

Effect: You bless your chosen Knight and name the foe that is doomed to die by his blade. You must declare this out loud at the time of casting, for example 'Sir Jehan Maldemaer! The Dwarf King is doomed to perish by your sword!' For the duration of the spell, the chosen Knight counts as having a Strength Bonus of 10 when damaging his doomed adversary. You may only bless a single Knight with the Doom of Dol at any given time and you must wait until the spell has exceeded its full duration before casting it again.

SPITEFUL GLANCE

Casting Number: 28

Casting Time: Full Action

Duration: Special

Range: 24 Yards (12 Squares)

Ingredients: A fresh garland of Fleur de Lys (+3)

Effect: Your glare transforms a single enemy into a frog. The target can resist this spell by succeeding on a Will Power test, if failed immediately transforming into a small green amphibian. Frogs typically cannot hold anything or cast any spells and have a Move of 1. (See Realms of Sorcery, page 190 for an example stat line.) The effects of this Spell last either until it is dispelled or until the Frog receives a kiss from either a Beautiful Maiden or the Grail Witch who cast it.

GRAIL WITCH CAREERS

The Grail witch careers allow you to insert these powerful servants of the Lady of the Lake into your games as either Player Characters or NPCs.

Typically, this career path is limited to Female Bretonnian characters that rolled up Apprentice Wizard as their starting career, making it rather limited. That said GMs might wish to allow female Elves from the Loren Forest to enter into the career freely. Players wishing to play Grail Damsels of other nationalities could at the GM's discretion use the loophole that they were snatched as children from a foreign enclave within Bretonnia. Many of Bretonnia's port cities have foreign quarters that could justify citizens of the Empire, Kislev or even further away places theoretically being snatched, although they will still have been conditioned to serve the Fay and fully indoctrinated into the cult of the Lady of the Lake. The careerpath is located on **page 82**

SAMPLE GRAIL WITCHES

Provided below are a range on NPCs portraying the whole gamut of Grail Witches for use in your games. These example NPCs have been equipped with Magic Items to demonstrate the kind of equipment that is available to the Cult of the Lady, however it is no means typical that Grail Maidens and Grail Damsels have access to such items. Many of the Lesser Magic spells used by these NPCs are from supplements other than the WFRP Core Book. These spells can be found as followed: Exorcism is from Sigmar's Heirs, Anathema, Dormancy, Great Preaching, Sanctuary and Strengthened Resolve are from Tomb of Salvation, Rebuke Undead and Shadowblood are from Night's Dark Masters, Sidestep and Tremor are from Tome of Corruption and finally Tap and Vazila can be found in Realms of the Ice Queen. If you do not have access to these supplements, substitute other Lesser Magic spells as required.

BETHANY SIDDAL

Cult Attendant (Ex Grail Maiden)

Bethany dwells in the Couronne small town of Mont Fiona, which lies within the foothills of the Pale Sisters. This is a simple farming town, in which people make their money by

trading their cheese and wine with Marienburg and the Empire, where a powerful and growing class of merchants has adopted many strange and foreign customs. As the single attendant of the small Grail Chapel, Bethany has concentrated upon the religious activities of a Grail Maiden in exclusion to the more arcane matters. She is actively engaged in trying to establish the small chapel more firmly in the town, competing with the popular Cults of Handrich, Shallya and Verena. In particular, Bethany hopes to repair the Chapels broke stained glass windows and faded frescos, and is actively seeking ways to popularise the cult of the Lady of the Lake among the town's rich merchants. To mark herself clearly as a Maiden of the Lady, Bethany proudly wears her coppery hair long and untressed, and with this and her piercing green eyes, she cuts a striking figure about the town.

— BETHANY SIDDAL STATISTICS —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	39%	32%	30%	40%	48%	41%	46%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	1	0	0

Skills: Academic Knowledge (Theology), Channelling, Charm, Common Knowledge (Bretonnia), Gossip, Magical Sense, Perception, Read/Write, Ride, Speak Arcane Language (Arcane Elf), Speak Language (Breton, Classical)
Talents: Dealmaker, Lesser Magic (Great Preaching), Mimic, Petty Magic (Hedge), Public Speaking, Suave
Magic: 1; Great Preaching, Petty Magic (Hedge)
Armour: Blue Robes of the Cult of the Lady of the Lake
Armour Points: Head: 0 Arms: 0 Body: 0 Legs: 0
Weapons: Quarterstaff (ldro+1, Defensive, Pummelling)
Trappings: Holy Symbol of the Lady of the Lake, Sacrament of the Lady

SACRAMENT OF THE LADY

Academic Knowledge: Theology
Powers: Anyone eating a Sacrament of the Lady is stunned for 1d10 rounds as images of the fallen grail companions flood their minds. At the end of this period of being stunned, if the user is a Spell Caster they may immediately attempt to cast any single spell they know, and may choose to roll up to double their Magic Characteristic on the casting roll. (This spell may be a Ritual or any other spell, but the user must start to cast it upon the round they cease to be stunned or all benefits of the Sacrament are lost.) Additionally the Grail Witches use Sacraments of the Lady extensively in their Ritual Magic in much the same way as the Magister's of the Empire make use of Power Stones.
History: Only created by senior Grail Witches within the Cult of the Lady of the Lake, these thin and translucent wafers contain the very essence of Bretonnia. Highly prized in the Cult of the Lady, they impart images of religious ecstasy into the minds of anyone who places one on their tongue.

ISABEAU DE BRIONNE Grail Damsel (Ex Grail Maiden)

One of the many Damsels attending the impressive Grail Cathedral of Saint Leonidas that dominates Brionne, Isabeau is the daughter of Gaston, brother of Duke Theodoric of Brionne himself. She is a true child of Bretonnia's 'City of Thieves' and when she is not occupied by her religious

duties, Isabeau spends much of her time in the clubs, taverns and coffee shops of Brionne's famous Rue de L'Orfaverrieo. Isabeau also frequently attends the Hall of Minstrels where she is a popular patron of the cities entertainers, many of whom vie for her favour by composing sonnets that sing of her virtue, beauty and grace. Gossip romantically links her with many of Brionne's most renowned men folk, from dashing Knights Errant to swashbuckling Pirate Lords. For her part, Isabeau seems to do little to combat these rumours, and it seems that she is content to fill her days with song, drink, assignations and the occasional bout of Brionne's latest Pox.

— ISABEAU DE BRIONNE STATISTICS —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37%	34%	31%	33%	50%	53%	48%	55%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	2	0	0

Skills: Academic Knowledge (Genealogy/Heraldry, Magic, Theology), Channelling, Charm, Command, Common Knowledge (Bretonnia), Gossip, Heal, Magical Sense, Read/Write, Ride, Search, Speak Arcane Language (Arcane Elf), Speak Language (Breton), Trade (Apothecary)
Talents: Etiquette, Lesser Magic (Skywalk, Strengthened Resolve, Tap, Vazila), Lightning Reflexes, Luck, Petty Magic (Hedge), Savvy, Suave, Witch Lore (Grail: Resplendent)
Magic: 2; Petty Magic (Hedge), Skywalk, Strengthened Resolve, Tap, Vazila, Witch Lore (Grail: Reclining)
Armour: Good Quality Noble's Garb
Armour Points: Head: 0 Arms: 0 Body: 0 Legs: 0
Weapons: Sword (Hand Weapon, ldro+3)
Trappings: Holy Symbol of the Lady of the Lake, Grail Chalice of Healing, Bretonnian Warhorse with Saddle and Harness, Writing Kit, Trade Tools (Apothecary)

GRAIL CHALICE OF HEALING

Academic Knowledge: Theology
Powers: The first person to drink from this chalice each day automatically heals 2d10 Wounds. (This will not take a characters wounds total over their original maximum)
History: Said to be crafted by the Fay Enchantress herself, this unassuming silver chalice magically refills itself with the healing waters of the True Lake over the course of each day.

ANNA-MORGAUSE AVALLACH — DARK DAMSEL Warlock (Ex Grail Maiden — Ex Grail Damsel — Ex Witch)

Once the attendant at the chapel in the village of Clemenceau in Parravon, Anna-Morgause's life transformed forever when she travelled to Parravon and met with a mysterious and immortal Dark Fay who educated her in the lies of the Lady of the Lake. Having supped from the Blood Grail Anna-Morgause now believes she sees the world for what it truly is, and works against all agents of the Fay, such as the Cult of the Lady and the Empire's Collages of Magic. In particular, she travels to the mysterious Waystones and defaces the ancient runes upon them; causing whirlpool eddies of dangerous black magic to spill into the countryside. There is seemingly no foul deed that Anna-Morgause Avallach will not stoop to in her crusade against the Fay, She summons Daemons and deals with the Undead, seduces

Knights and poisons fair Grail Maidens while spreading her heresy of lies. If indeed Lies they be.

— ANNA-MORGAUSE AVALLACH STATISTICS —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40%	37%	42%	41%	40%	52%	51%	54%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	2	4	0

Skills: Academic Knowledge (Daemonology, Genealogy/Heraldry, Magic, Theology), Channelling+10%, Charm Animal, Charm+10%, Common Knowledge (Bretonnia+10%, Chaos Wastes, Estalia), Concealment, Disguise, Gossip, Haggle, Heal, Hypnotism, Intimidate, Magical Sense+10%, Perception, Read/Write, Ride+10%, Search, Speak Arcane Language (Arcane Elf, Daemonic), Speak Language (Breton), Trade (Herbalist+10%)

Talents: Acute Hearing, Aethyric Attunement, Dark Lore (Chaos), Dark Magic, Etiquette, Lesser Magic (Magic Alarm, Shadowblood, Sidestep), Petty Magic (Hedge), Sixth Sense, Suave, Very Resilient, Witch Lore (Grail: Reclining), Witchcraft (Form of the Soaring Raven, Omen)

Magic: 2; Dark Lore (Chaos), Form of the Soaring Raven, Magic Alarm, Omen, Petty Magic (Hedge), Shadowblood, Sidestep, Witch Lore (Grail: Resplendent)

Armour: Good Quality Nobles Garb under Black Robes

Armour Points: Head: 0 Arms: 0 Body: 0 Legs: 0

Weapons: Misericorde (Dagger, 1d10+1)

Trappings: Crystal of Malfleur, Healing Poultice, Lucky Charm, Holy Symbol of the Dark Lady of the Lake, Riding Horse with Saddle and Harness, Writing Kit, Trade Tools (Herbalist)

CRYSTAL OF MALFLEUR

Academic Knowledge: History

Powers: Any character with the 'Magical Sense' talent may use this item to expand its effects. As a full round action, the character may make a Magic Sense roll, upon a success he becomes fully aware of all living creatures within 48 yards, and is fully detailed upon their appearance, equipment and any magic items they are carrying. (Although note that correctly identifying such Magic Items will still require the appropriate Academic Knowledge check.) This power is not obscured by walls, cover or any other form of concealment. In Addition the Character Gains the 'Dark Magic' Talent if they do not already have it.

History: Malfleur was the sorceress consort of the treasonous Maldred the Duke of Mousillon, and this polished black crystal on a golden chain is a fearsome artefact created by her very hands.

HELENA BONSAnte — DAUGHTER OF THE BLACK-HEARTED BEAST OF BRETONNIA Prophetess of the Lady (Ex Grail Maiden — Ex Grail Damsel — Ex Courtier)

The Daughter of Baron Flaubert Bonsante, who the peasantry know as the Black-Hearted Beast of Bretonnia, Helena is as ruthless as her sire, famously entombing several Dwarfven Tomb Robbers who were trespassing in her father's mines alive under masses of rubble.

Trained by the Fay in the arts of the Lady, Helena is a powerful sorceress specialising in the study of Magic from

Bretonnia's past. While Helena would happily spend her days in quiet magical experimentation, her father however has other ideas. Worried about his ill health caused by the dragon fang embedded in his skull and lacking any male heir, he passionately seeks to ensure the succession of his land. With this in mind, now that Helena is of marriageable age, the Baron is actively looking for a suitable suitor that he can marry her off too. As the whole of the Barony is her dowry, suitors are queuing up to wed Helena, despite her somewhat cold personality.

— HELENA BONSAnte STATISTICS —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	33%	29%	36%	54%	66%	70%	62%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	2	3	4	3	-	-

Skills: Academic Knowledge (Astronomy, Genealogy/Heraldry, History, Magic+10%, Theology), Blather, Channelling+10%, Charm, Command, Common Knowledge (Bretonnia+20%), Evaluate, Gossip, Heal, Intimidate, Magical Sense+10%, Perception, Read/Write+10%, Ride+10%, Search, Secret Signs (Astrologer), Speak Arcane Language (Arcane Elf+10%, Magick), Speak Language (Breton+10%, Classical, Reikspiel), Trade (Apothecary)

Talents: Aethyric Attunement, Coolheaded, Etiquette, Lesser Magic (Exorcism, Rebuke Undead, Sanctuary, Tremor), Meditation, Petty Magic (Hedge), Public Speaking, Savvy, Schemer, Sixth Sense, Strong-minded, Witch Lore (Grail: Rampant)

Magic: 3; Exorcism, Petty Magic (Hedge), Rebuke Undead, Sanctuary, Tremor, Witch Lore (Grail: Rampant)

Armour: Best Quality Noble's Garb

Armour Points: Head: 0 Arms: 0 Body: 0 Legs: 0

Weapons: Staff of Radiance (Quarterstaff, damage: SB+1d10, Defensive, Pummelling)

Trappings: Amulet of Righteous Silver shaped into a Holy Symbol of the Lady of the Lake, Golden Chalice, Purse with 100 gc, Riding Horse with Saddle and Harness, Writing Kit, Trade Tools (Apothecary), Lady in Waiting

STAFF OF RADIANCE

Academic Knowledge: Necromancy

Powers: Counts as a Quarterstaff; Once per day, upon a word of command, (Typically the word 'Light' in Lingua Praestantia,) the wielder can make the staff glow with a terrible ghostly light for 1d10 rounds. While glowing, all melee attacks upon the bearer become Very Hard (-30%). However, as the light makes it easy to pinpoint the wielder, any opponents' attempts to hit the wielder with Ranged Combat become Easy (+20%).

History: During King Charlan's Errantry War, peasant Tomb Robbers recovered this staff from barrow within the Border Princes. It is made of a single long bone from an unknown species that has strange runes carved upon its length that date back to the time of an ancient empire that is said to have once held sway over the whole of the area around the Black Gulf. At its end, the staff's creator has capped it with a large amethyst Endstone, around twice the size of a man's fist and carved with ancient runes of formidable power.

AMULET OF RIGHTEOUS SILVER

Academic Knowledge: Magic

Powers: Grants the wearer complete immunity to all psychological effects (such as Fear and Terror) caused by Undead.

History: These charms are created from pure silver blessed upon the altar of a legitimate god and are highly prized by Tomb Robbers, Vampire Hunters and others who fear they will come into contact with the walking dead.

MORGIANA - THE FAY ENCHANTRESS OF BRETONNIA

Enchantress of the Lady (Ex Entertainer – Ex Charlatan – Ex Grail Maiden – Ex Grail Damsel – Ex Prophetess of the Lady)

The most formidable of the Grail Witches and the nominal head of the Cult of the Lady of the Lake, the Fay Enchantress is a reclusive and mysterious figure presumed to dwell on the mist shrouded Isle de Lys that lies in the Lac de Châlons. As the personal representative of the lady of the Lake, her will is that of the Goddess and even Kings and Dukes must cede to her will. Each Grail Knight has sworn to uphold her honour and obey her commands and in theory, their vows ensure that they uphold this duty over petty infighting or loyalty to any blackguard or tyrant. An enchantingly beautiful Fay, she rides upon the unicorn Silvaron and carries a toad familiar, reputedly a wizard who once annoyed her.

– MORGIANA STATISTICS –

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	52%	37%	44%	75%	71%	76%	82%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	5	4	0	3

Skills: Academic Knowledge (Astronomy+10%, Genealogy/Heraldry, Law, Magic+20%, Strategy/Tactics, the Arts, Theology+20%), Blather, Channelling+20%, Charm Animal+10%, Charm+20%, Command+20%, Common Knowledge (Bretonnia+10%, Elves+10%, the Empire), Disguise, Evaluate, Gamble, Gossip+10%, Haggle, Heal, Hypnotism, Intimidate, Magical Sense+20%, Perception+20%, Performer (Musician, Palm Reader, Singer), Read/Write+10%, Ride+20%, Search, Secret Language (Thieves' Tongue), Secret Signs (Astrologer), Slight of Hand, Speak Arcane Language (Arcane Elf+20%, Magick+10%), Speak Language (Breton+20%, Classical, Eltharin+10%, Reikspiel, Tilean), Swim, Trade (Apothecary+20%, Herbalist+20%)

Talents: Aethyric Attunement, Coolheaded, Dealmaker, Etiquette, Excellent Vision, Fast Hands, Flee!, Lesser Magic (Anathema, Blessed Weapon, Dispel, Dormancy, Exorcism, Great Preaching, Rebuke Undead, Sanctuary, Sidestep, Tap), Lightning Reflexes, Meditation, Mimic, Night Vision, Petty Magic (Hedge), Public Speaking, Savvy, Schemer, Seasoned Traveller, Suave, Trick Riding, Witch Lore (Grail: Resplendent)

Special Rules: Supreme Aura of the Lady - When she is angry Morgiana's eyes spit lightning and she is surrounded by a potent shield of powerful mystical energy. Morgiana may gain all the benefits of the Fearsome Trait at will.

Magic: 4; Anathema, Blessed Weapon, Dispel, Dormancy, Exorcism, Great Preaching, Petty Magic (Hedge), Rebuke Undead, Sanctuary, Sidestep, Tap, Witch Lore (Grail: Resplendent)

Armour: Best Quality Nobles Garb with the Girdle of Gold

Armour Points: Head: 5 Arms: 5 Body: 5 Legs: 5

Weapons: Fay Long-Sword (Best Quality Hand Weapon, 1d10+3)

Trappings: Best Quality Lute, Silver Holy Symbol of the Lady of the Lake, The Chalice of Potions, Morgiana's Mirror, Silvaron (Unicorn mount), Toad Familiar (Magic Focus, Magic Power), Virtually anything else she wants.

THE CHALICE OF POTIONS

Academic Knowledge: Alchemy

Powers: Once each hour a character with Witch Lore (Grail) may use the Chalice to create a single draught of any magic potion. This requires no ingredients or skill test. The potion thus created must be drunk from the chalice within one hour however, otherwise it simply dissipates. Potions created by the chalice may not be poured out into other containers.

History: One of the most potent items of the Cult of the Lady of the Lake, this bejewelled Chalice of pure gold holds powerful alchemical powers for those who know how to correctly utilise it.

MORGIANA'S MIRROR

Academic Knowledge: Genealogy/Heraldry

Powers: While she holds her Mirror, Morgiana has full knowledge of any spells known to any spell caster within 36 feet (18 squares) of her, and may cast those spells as if they were her own. This item has no effect for anyone save the Fay Enchantress.

History: Crafted by Morgiana herself, this enchanted silver hand mirror allows her to peer into the hearts and minds of other spell casters, allowing her to turn the magic's of others to her will.

THE GIRDLE OF GOLD

Academic Knowledge: Magic

Powers: The wearer of the Girdle gains 5 additional points of Armour on all locations. No location can have more than 5 points of armour in his way. Additionally when worn by a woman all attacks to strike the wearer or her steed are at -20%. This penalty does not stack with the penalties provided by any shield carried by the wearer.

History: This shining belt of gold is woven with magical wards of otherworldly power not only protecting its wearer as securely as the strongest plate mail but defining her enemies to strike at her true.

TOKENS OF THE DAMSEL

Brettonnia has a long tradition of noblewomen giving their favoured Knights tokens of their support. These items range from ribbons and handkerchiefs to brooches or even a lock of hair encased in a small locket or preserved in glass. Grail Witches often partake in this tradition and such Tokens of their favour are highly prized by Brettonnia's Knights. The following table provides some common Tokens and Charms given out by Brettonnian Noblewomen.

Charm Type	Cost	Enc	Avail	Blessing
Silk Ribbon	1 s	0	Average	+1 Critical Value
Silk Handkerchief	5 s	0	Scarce	+10% to Resist Poison
Brooch	10 gc	0	Rare	+10% to Resist Fear and Terror
Lock of Hair	25 gc	0	Very Rare	+10% to Resist Magic

Also listed is a Blessing that the Bretonnians believe that the Token provides; at the GM's discretion the Token has a 5% chance of activating and if the Tokens is worn and the appropriate situation arises. A test to check for this blessing may only be attempted once per day per charm and bonuses from multiple Tokens or Charms do not stack. As typically only Bretonnian Nobles believe in the power of these charms, Characters who are not part of the Bretonnian Noble Caste gain no benefit for wearing them.

CATALOGUE OF POTIONS

Grail Witches commonly create two potions unknown in the rest of the Old World; see Realms of Sorcery Chapter VII for rules on their creation.

Blessed Draught

Often gifted to Bretonnian heroes before they embark on a great quest, the Grail Witches brew these potions from the water of the True Lake enthused with secret herbs.

Effect: You increase your Strength Bonus by +3 for an hour after drinking this potion.

Lag Time: 1 round

Volatility: Moderate

Ingredient Cost: 350 gc

Ingredient Locale: Bretonnian Lake

Ingredient Difficulty: Hard (-20%)

Creation Difficulty: Challenging (-10%)

Creation Time: 2 months

Potion Sacre

Brewed from the holy Lake Water of a Bretonnian cathedral mixed with the tears of a morning Grail Witch, the Potion Sacre is a powerful aid to spell casting.

Effect: For the next hour you gain a +5 bonus to all Casting Rolls you make.

Lag Time: 1 round

Volatility: Major

Ingredient Cost: 1100 gc

Ingredient Locale: Bretonnian Lake

Ingredient Difficulty: Hard (+20%)

Creation Difficulty: Hard (+20%)

Creation Time: 1 month

APPENDIX XII – THE TUBERDOUR – BACKGROUND MATERIAL

By Philip Sibbering

TRAPPINGS (EXPANDED)

Tuberdours carry the Spaxe (like a spork (spoon/ fork) on it's a spade/ axe), wear a Anklet for protection and are topped of to perfection with a Pot-Pori. [Editor's note: This article is related to the Orcs as described on Philips Webpage: http://www.philipsibbering.com/WHFRP/WH_The_Orcs.shtml]

SPAXE

The Spaxe is like a spade with a slight bell shape profile. However unlike a spade the sides are sharpened and used to hack through the Blood Net (and any 'surprises!) by hooking underneath the thorny ropes of the net and using leverage to do the business or just pounding it into submission.

Spaxe are far more effective in combat than an improvised weapon, and can inflict horrific wounds similar to a heavy machete. A Spaxe counts as axe for combat. However they are versatile and the flat of the blade can be used to stun, hits are at SB-4 but count as pummeling

A good Spaxe can be picked up in most cities for around 15gc and are scare on the ground.

ANKLET

Because the cutting edge is on the side it does not get unduly dulled while used for digging. However slipping of the foot edge while digging and sliding down the blade can cause serious injury so a metal protector called an Anklet is worn. Anklet are usually made of wrought iron by a blacksmith rather than an armourer. They cost around 10gc and are pretty rare.

POT-PORI (HAT)

Tuberdours wear what appears to be a baggy hat called a Pot-Pori (Potpourri). A Pot-Pori is a leather lined pot-helm (Pot) with a material, often velvet, bag pouch (Pori) attached to form the compete hat. The Pori is filled with fragrant flowers and citrus fruit, and each and every Tuberdour has their own jealously guarded recipe.

Although all professional Tuberdours are well used to the smell of rotting flesh and the foul aroma of the largest and most of stinky of tubers, it is believed that certain flowers mask the smell of human odour and subdue the writhing tubers, delaying the onset of contractions and the emergence of the Orcoid within.

It is also used to try and mask the smell of the tuber's slime on the Tuberdour for when they are about town. Tuberdours are noted for having an odd lemony smell, which many consider quite pleasant.

However, aside form all that the real reason is likely because it is a badge off office and the Association of Certified Tuberdours (A.C.T.) insists upon it.

HAWTHORN STAKES

Hammering these into the tuber with the flat of the Spaxe inhibits the development of the Orcoids within. It is considered good practice to spike the tuber before excavating. A spiked tuber is far less likely to vomit forth it's vile

progeny, though sometime if it contains many of the smaller Orcoids some may still survive (for a surprise later).

Note: Vampire hunters have been known to pretend to be Tuberdours to avoid detection. This allows them to carry stakes and tons of garlic flowers and garlic in their Pot-Pori and not look out of place.

CASKS OF OIL

The only way to kill of spores it to burn the Blood Net. After removing the tuber all the thorny ropes that remain need to be burnt.

Note of Fire: Farmers as also encouraged to burn field stubble to ensure any spores are destroyed. This, as pointed out in my thread on Orcs can provoke Orcs into action as they know their spores die in extreme heat.

BAGS OF SALT

Salting the ground inhibits the growth of Blood Nets, and while nothing else with grow there either at least the infestation is nipped in the bud.

EVALUATING A TUBER

When evaluating a tuber, the Tuberdour has to take into account a number of considerations; such of ground conditions (type of Orcoid most likely inside), the amount of mushrooming in and around the immediate area (hence age), and the size of the uncovered crown (age and size).

Note: The first two tables are the same as the Orc profile tables in the usual place; = Orks as Orcs = + Snotlings

DETERMINING THE TYPE OF ORCOID.

Area the tuber was found in	Size of Orcoid
Desert fuel it fails)	0 (even with the body as)
Harsh mountains, very cold	1
Hills	2
Plains and fields	3
Deep Forests, mash, valleys	4
Enriched soil (dead) Graves	5

ORCOID SIZING

Size	Human's classification
1	Snotling, very stupid*
2	Mountain Goblin
3	Hill Goblin, Small Orc, Hobgoblin depending on point of view
4	Orc
5	Big 'un

DETERMINING THE DEVELOPMENT OF THE ORCOID WITHIN THE TUBER.

Roll	Development State
1-3	Embryonic
4-6	Developing (its got fingers and everything!)
7-9	Semi-developed
10	Surprise! Premature Ejection*.

* See below under 'Premature Ejection'.

WEIGHT OF THE TUBER

All tubers are measured in Stone. An official A.C.T (association of certified Tuberdours) certified Stone is roughly equivalent to 14lbs. The A.C.T use their own measurement system as the cost of acquiring Imperium Collage calibrated standard weights is prohibitive, and those who have brought them in the past have been subject to burglaries. Fortunately no one wants a set of stone blocks!

Bounty is paid for each stone weight. The measurement is rounded up, so the minimum payout is for 1 stone.

TUBER DISCOVERY CIPHER

Size of Orcoid x development modifier= weight in stone

MODIFIER TABLE

Stage of Development	Development Modifier
Embryonic	Counts as 1 (one) stone, if that!
Developing	x 1 stone
Semi-developed	x1D10 stone
Surprise!	X10+1D10 stone

***Premature Ejection:** On severance of the base root, any Orcoid ready to pop will pop. The Orcoid is ejected 1D10 yards from the tuber in a random (GM chosen) direction (they really to pop out if not underground). The Orcoid will be surprised for one round, and after than is ready to act in a manner appropriate for it's type. It has no equipment and is unarmed, but will grab an improvised weapon is need be (lets hope it don't land where the PCs left all their stuff).

Note: If the development roll was 'semi-developed', and the 1D10 roll came up a 10 (see below for more info on working out weights), then the Orcoid will not pop out immediately on severance of the base root, but at a later date determined by the GM (most inconvenient to the PCs).

Mikhail's Law: This is when the wrong tuber is growing in a particular type of land, and houses an Orcoid that is smaller than it should be. This means it can be fully grown and ready to pop, yet it appear to be a less developed larger Orcoid. A Tuberdour can avoid this surprise on a successful evaluate test.

TO SPIKE OR NOT TO SPIKE, THAT IS THE QUESTION.

Considering all these factors, a Tuberdour has some difficult decisions to make. Tubers ready to pop need to be spiked as they are dangerous, but a 'semi-developed' unspiked tuber is of great value on the black market selling to the universities of the Olde World.

To make this decision the Tuberdour has a special skill: Evaluate (Tuber). A successful test not only counters Mikhail's Law, but also determines with relative certainty the development state of the Orcoids within the tuber.

Example: *A Hans the Tuberdour made a perception test as he and the party are strolling through a field just outside Nuln. His keen senses kick in, and he follows his nose and discovers a dead crow with garish green mushrooms growing out of it's eyes sockets. Upon gently lifting the crow by a wing tip he sees further evidence of Orcoid tomfoolery; thick greasy blood red noodles extend from the back of the crow into the moist soil beneath.*

Hans uses his trade knowledge of Orcoids (no roll needed) and the GM confirms it is most likely a Hill Goblin as they are known in these parts, or Hobgoblin in Cathay (He's been to Cathay). The GM then rolls the development dice in secret [and it comes up '8' = 'semi-developed'] and asks Hans to roll an evaluation test. He only gets one shot at this test and that it.

Hans fails the test and the GM tells Hans that it looks OK (all fails say it looks OK).

Hans has a difficult decision as there are many contradictory aspects of this particular tuber, it looks ready to pop, but other signs indicate it is still immature (he is also aware that he will not be alerted to whether Mikhail's Law applies)

Even though the GM knows the tuber is semi-developed and hence perfectly safe to dig up without spiking to sell on the Black Market for a premium, Hans does not know this and so has to either take a chance (Hobgoblin popping out mid trip back to the collages in Nuln in the middle of the night to run amok) or play it safe and spike it and head for the outskirts of the Nuln, to the A.C.T. pot oven facility.

Hans decides to start digging to reveal the crow and get a guesstimate of it's size. The GM rolls up the size of the find. The tuber is about: 3 (size of Orcoid for area type) x 1D10 stones. The GM rolls a 6, so the tuber is a good 18 stone, so the beast within could be around 12-15 stone of pure Hobgoblin malice.

At this point Hans and team bottle it and spike the crap out of it. Smashing all twelve of their spikes into the tuber just to make sure. They then dig is up and transport it to the pot ovens outside Nuln for disposal.

POT OVENS (NEAR NULN! AND OTHER PLACES)

Most of the larger cities have a Pot Oven facility run by A.C.T. These are huge clay ovens used to roast tubers, to cook them gently to stop them popping early and releasing any spores. The gentle method makes sure a good amount of juice is produced inside (sweating) which captures any spores and ensures complete destruction of all Orcoid life Each facility usually has hundreds of Pot Ovens and it really is a sight to behold. They need this many as it takes many days to cook and Orc properly, and there is usually a backlog.

BOUNTY

Unspiked 'semi-developed' tubers can be sold on the Black Market to the collages and universities of most major cities. Only semi-developed tubers can be sold in this way, and they can be the most dangerous to transport if the Tuberdour is green. It is highly illegal as Spiked tubers are official A.C.T. policy, and all tuber should be spiked. If a Tuberdour is caught transporting an unspiked tuber for what ever reason the charge is treason, and the sentence is death (upon verification).

BLACK MARKET PRICING (SEMI-DEVELOPED TUBERS ONLY).

As negotiated by contacts usually; Weight x 100 gc.

Spiked tubers can be offloaded at any A.C.T. run pot oven facility. The Tuberdours find is recorded in the 'Book of Tubers', their pocket book stamped, and ticket issued; which is redeemable at A.C.T., headquarters within town.

A.C.T. PRICING TABLE (ALL TUBERS).

Class (size)	Formula
D (1)	stone weight x 1gc
C (2)	stone weight x 2gc
B (3)	stone weight x 4gc
A (4)	stone weight x 8gc + 10gc premium
AA (5)	stone weight x 16gc + 20gc premium and chance at 'Top Man' spot.

Top Man gets double payout, first payment is 'there and then', and second payment (of same value) awarded at the annual pub crawl (PC has to go on the pub crawl).

Record breaker: Largest tuber ever found was found in a mass grave after the Storm of Chaos, a size 5 Orcoid was within (Big'un) ready to pop and the tuber weighed in at a staggering 60 stone (roll was '10' for x10, plus another 10). It was immediately spiked (shot with a cannon first) that was transported to A.C.T. run pot ovens,

Though the creature inside the tuber was most likely a mere 45 stone (630lbs), which is quite light for a Big'un, if it had popped it would have been exceptionally vicious and hyper,

devouring everything in sight and would have packed on muscle at an alarming rate. Big'un's have been known to put on 10 stone (140lbs) of rock hard muscle in the first day, and rapidly get above 80 stone (1,120lbs) within a week to take their place among their peers.

Dream Bounty claimed by the Corvis Troupe lead by renowned Tuberdour Aries Barr: Class AA, weight 60 stone, largest find of the year, claiming the coveted 'Top Man' rosette: **60 x 16 + 20 + 1000 = 1,980gc**

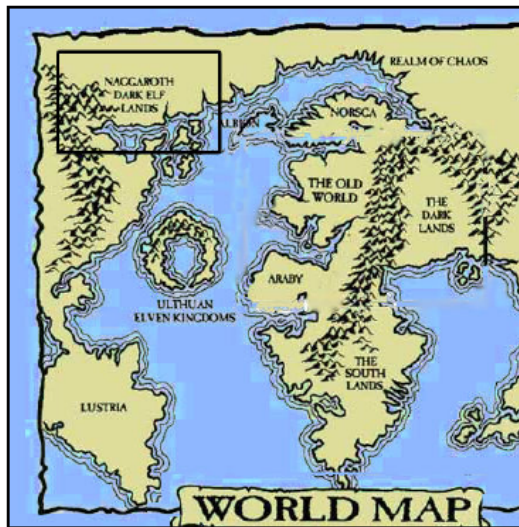
APPENDIX XIII – DARK ELVES OF NAGGAROTH – BACKGROUND MATERIAL

By Leonpoi (Simon P. Sullivan)

This document is a compilation of various Dark Elven literature that is relevant or specific to WFRP. Many sources were used to create this document, which has been made on behalf of Moracai (Mikko Savolainen) from the Black Industries Forums following a post regarding witch elves and dark elf assassins for use in WFRP campaigns.

THE DRUCHII

The Dark Elves, or Druchii as they call themselves, dwell in the realm of Naggaroth, the Land of Chill, far in the northern part of the New World. From their six menacing fortified cities, they march forth to enslave the free peoples of the Old World. Sacrifices of blood are made in the name of Malekith the Witch King, and the bodies of slain victims litter the battlefields of their armies. Expelled millennia ago from the Elven Kingdoms following a bloody civil war with their High Elf kin in Ulthuan, they are now mainly found in the north of the New World where they live in the dark forests that border the collapsed, chaotic gateways.



The Dark Elves live in six heavily fortified cities, their innumerable black towers rising like pinnacles of ice from the cold, hard rock of Naggaroth. The surrounding landscape is bleak and unwelcoming: bare rock and poisoned streams, with dark forbidding pine forests to the south. Of their six cities the largest is Naggarond, the Tower of Cold, where the greatest and most evil of all the Dark Elves, Malekith the Witch King of Naggarond, holds court. Few mortals have ever seen this sinister sorcerer, and his body is said to have changed beyond recognition over the untold centuries of his unnaturally long life. His original Elf form has been corrupted and altered by the magic of Chaos for which it forms a mortal vessel. The origin of the Dark Elves lies with Malekith who, destined to be the second Phoenix King of the High Elves, was passed over when his secret experiments with dark magic became known throughout the eleven courts. Malekith, however, vowed revenge and soon rose to a position of power and, through evil manipulations, claimed the throne for himself. However, at his moment of victory, he was forced to take the test of the flame of Asuryan. The flame would not suffer his polluted body to pass through it and Malekith then fled to his secret stronghold in the north of Ulthuan.

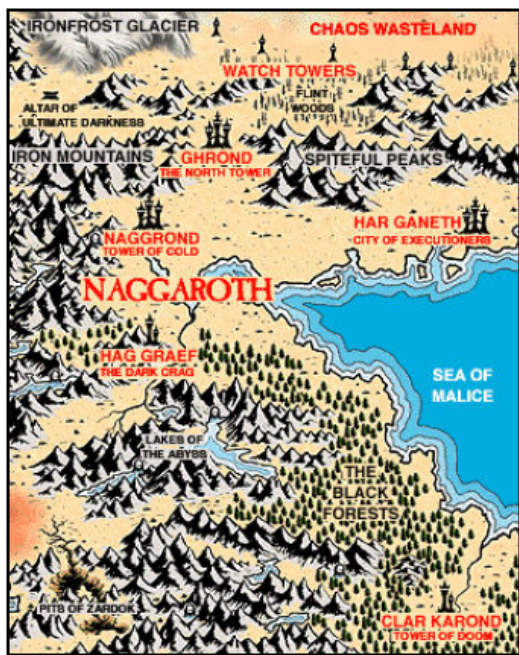
A great civil war broke out on Ulthuan, the followers of Malekith against the followers of Caledor, the new Phoenix King. Despite many victories, the truth of Malekith's treachery eventually came out and much of his army deserted him. In a final battle Caledor defeated the Witch King, sending him and his armies fleeing to the marshes of Maledor. In a final gamble Malekith gathered his sorcerers in an attempt to call upon the Chaos gods for help, intending to undo the spells that bound the Realm of Chaos to the Northern Wastes. However, something went horribly wrong and the land of Ulthuan was wracked by earthquakes, tidal waves and grand disasters. Tens of thousands of elves perished, drowned by waves, buried by earthquakes, and struck by magical lightning. The power of the Witch King was weakened but not broken. In the last hours as the seas rushed in to devour his realm, he and his followers cast dark spells. The palaces of the sorcerers broke free of the land forming huge floating palaces on which they escaped. These were known as the Black Arks of Naggaroth. The cataclysm left the High Elves too weak to pursue their evil kin, who made landfall in the bleak north of the New World. The Dark Elves named their new land Naggaroth, the land of chill.

With their High Elven knowledge of magic and the art of war, the Druchii easily conquered the land known as the New World. The human savages who inhabited those lands were enslaved and forced to help the Druchii construct their cities. Six were constructed in all over the following first few centuries of the Druchii's exile. The cities of Naggaroth are: Ghron the North Tower, Clar Karond the Tower of Doom, Hag Graef the Dark Crag, Har Ganeth the City of Executioners, Karond Kar, the Tower of Despair, and Naggarond, the Tower of Cold, where Malekith the Witch King of Naggarond holds court.

As one would expect from a society derived from treachery and murder, Dark Elf society is harsh and brutal. Most Druchii worship both Khaine, The Lord of Murder, and the Chaos God Slannesh. From an early age Dark Elf children are taught that upon their death they will join Khaine in his Kingdom and that His way is the way of all things; all blood belongs to the Lord of Murder and the more blood is spilt the greater their rewards will be when they die and their souls depart for the kingdom of Khaine. In this truth, many thousands of captives are ritually sacrificed upon alters as offerings to Khaine, the Bloody-Handed God.

Unlike their High Elf counterparts, the Dark Elves often mobilise raiding parties bent on slavery and conquest, and bands of Dark Elves are occasionally found throughout the Old World. In particular, the Dark Elven Corsairs are skilled warriors who revel in blood soaked combats that sporadically sack port towns, coastal villages and merchant vessels. The Dark Elves have major source of income is derived from such plunder. Dark Elves often raid other lands, including Ulthuan, the home of their enemies and ancestors the High Elves, where they take food, money and slaves.

The most savage sect of Khaine worshippers are known as the Brides of Khaine, more commonly called Witch Elves. A Witch Elf (Maibd) is considered a wife of Khaine, and are well known for their love of battle and are extremely zealous in proving their worth to Khaine.



DARK ELF CHARACTERS

At a time when the Elven race was young, a faction of the High Elves became disenchanted with their lot and may were seduced into the Gods of Chaos. In doing so, they lost all of the charm and wisdom natural to their kind, becoming bitter, twisted and hateful. Dark Elves resemble High Elves closely, though their complexion may be slightly paler and without the regal glow of the Asur. Dark Elves which frequent the Old World will often take on the guise of their less malevolent kindreds the High, Sea or Wood Elves, and will seldom reveal their true nature until the time is right. They delight in inflicting physical and emotional pain on innocents, and take great pride in criminal activities and anarchic behaviour. Dark Elves have the same Characteristics as the other elvenkind.

A Dark Elf living in the Old World has the following skills and talents:

Skills: Common Knowledge (Elves), Speak Language (Eltharin), Speak Language (Reikspiel)

Talents: Cool Headed or Warrior Born, Excellent Vision, Night Vision, Rancour of the Druchii

Dark Elven characters do not roll on the Elven Career Chart to determine their first career. Those using the Liber Fanatica Backgrounds would roll as usual. Dark Elven careers are more diverse, with Druchii Smugglers, Pit Fighters and Khainite Initiates being just a few examples.

NEW TALENTS

RANCOUR OF THE DRUCHII

The Dark Elves harbour a deep resentment and hatred for their High Elf kin. When in combat with High Elves their hatred spills forth into an unrelenting rage and a +10% bonus to Strength is gained.

SEA DRAGON PREPARATION

The Dark Elf Corsairs invariably wear a long coat derived from the skin of a Sea Dragon (OWB 93). Sea Dragon Cloaks must be continually treated with a protective slime or they fall to dust. Characters with this Talent know the correct method to prepare this slime, though the ingredients are hard to come by in the majority of the Old World (very rare) and often expensive. Dark elves living incognito amongst Old Worlders almost always prepare the protective coating and leave their cloak immersed in the slime inside a sealed barrel to prevent its decay.

CRY OF WAR

The Krynna learn the secret names of Khaine, and by screeching one of these blasphemous words at their enemy, the Krynna can freeze enemies with horror. The Krynna must make either a Charge Attack or a Surprise Attack when utilising this talent. The character gains the Frightening Talent for that round and therefore causes Fear.

DANCE OF DOOM

The Krynna learns to weave his movements in an uneven pattern and can use aids such as cloaks as effective cover to shield his actual positions, making him harder to hit. The character gains a Free Dodge Action per round and can therefore dodge twice per round with the Dodge Skill. Only one Dodge attempt can be made to counter each attack however. Additionally, if the character is aware of incoming missiles he always counts as Running when calculating chances to hit (i.e. - 20% BS).

HAND OF KHAINE

By weaving a mesmerizing, complex pattern in the air, the Krynna distracts his victim, leaving him open for an attack. The target makes a Challenging (-10) Willpower test, and should he fail he loses one half action that round. A single target can be affected by only one Hand of Khaine at a time, and once a successful WP test is made the Hand of Khaine will no longer affect the target for the duration of the combat. So skilled are the Krynna that the use of the Hand of Khaine is a Free Action.

TOUCH OF DEATH

The adepts of Bloody-Handed Khaine are masters of martial arts and quickly learn to strike specific points of the humanoid body in order to kill their targets instantly, even with their bare hands. A Krynna with the Touch of Death gains a +3 damage bonus when fighting unarmed. These bonuses are cumulative with Street Fighting so that +10%WS and +4 damage are made with unarmed attacks (i.e Damage SB). Additionally, an unarmed attack with Touch of Death does not double armour penalties.

DARK ELF CAREERS

4 basic careers and 4 advanced Dark Elf specific Careers are given below. Additionally, information that may be useful for playing PC or NPC dark elf characters, such as details of Khaine, the Lord or War and Murder, the Gods of Chaos, or the viscous Cold One lizard mounts can be found at <http://www.geocities.com/leonpoi19/wfrp.html>

SOURCES:

- Critical Hit Website - www.criticalhit.co.uk
- Original Khaine Careers by Matti Kekki
- Adaptation and other information by Mikko Savolainen
- Krynna Initiate and Adept images copyright 1999-2006 Claudio Pozas

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