

✠ VARIANT HUMANS FOR WFRP 4E ✠

Humans (Parravonese)

Skills: Animal Care, Climb, Cool, Gossip, Leadership, Intuition, Language (Bretonnian), Lore (Heraldry), Lore (Parravon), Melee (Basic), Ride, Ranged (Bow)

Talents: Doomed, Noble Blood or Beneath Notice, Seasoned Traveller, 2 Random Talents

Humans (Strigany)

Skills: Animal Care, Charm, Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Language (Strigany), Lore (Reikland), Melee (Basic), Row, Swim

Talents: Doomed, Seasoned Traveller, Rover, 2 Random Talents

In addition, you must take the following talent:

Blood of Strygos

Because of the dark reputation of the Strigany, others consider you lower Status than them unless they also have the Blood of Strygos Talent, where Status is compared as normal. Because of this, local law enforcers are always suspicious of you and question your motivations, with the exact implications determined by the GM.

Class	Career/Species	Parravonese	Strigany
Academics	Apothecary	1	1-2
	Engineer	-	-
	Lawyer	2	4
	Nun	3	5
	Physician	4	6
	Priest	5	7
	Scholar	6	8
	Wizard	7	9
Burghers	Agitator	8-10	10-11
	Artisan	11-13	12-13
	Beggar	14-15	14-15
	Investigator	16	16
	Merchant	17-18	17-18
	Rat Catcher	19	19
	Townsmen	20	20
	Watchman	21	21
Courtiers	Advisor	22	22
	Artist	23	23-24
	Duellist	24	25
	Envoy	25-28	26
	Noble	29-31	-
	Servant	32-34	27

Class	Career/Species	Parravonese	Strigany
	Spy	35-37	28
	Warden	38-39	29
Peasants	Bailiff	40-42	30
	Hedge Witch	43	31-32
	Herbalist	44	33-36
	Hunter	45-46	37-38
	Miner	47-48	39
	Mystic	49	40-44
	Scout	50	45-47
	Villager	51-56	48-49
Rangers	Bounty Hunter	57	50
	Coachman	58	51
	Entertainer	59-60	52-55
	Flagellant	-	56
	Messenger	61	57
	Pedlar	62-63	58-60
	Road Warden	64	61
	Witch Hunter	-	-
Riverfolk	Boatman	65-66	62-63
	Huffer	67-68	64-65
	Riverwarden	69	66
	Riverwoman	70-71	67-69
	Seaman	-	-
	Smuggler	72	70-72
	Stevedore	73	73-75
	Wrecker	74	76-77
Rogues	Bawd	75-76	78-79
	Charlatan	77	80-82
	Fence	78	83-84
	Grave Robber	79	85
	Outlaw	80-84	86-87
	Racketeer	85	88-89
	Thief	86-87	90-91
	Witch	88	92
Warriors	Cavalryman	89	93-94
	Guard	90	95
	Knight	91-97	-
	Pit Fighter	98	96-97
	Protagonist	99	98-99
	Soldier	100	100
	Slayer	-	-
	Warrior Priest	-	-

SIGNALLER

DWARF, HALFLING, HUMAN

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
	☠			✚		✚	⚔	✚	🛡

CAREER PATH (RANGER)

✚ Spotter — Brass 4

Skills: Climb, Consume Alcohol, Cool, Endurance, Gamble, Perception, Secret Signs (Semaphore Cipher), *Trade (Signaller)*

Talents: Acute Sense (Sight), Catfall, Speedreader, Read/Write

Trappings: Telescope, Rope, Uniform

⚔ Operator — Silver 1

Skills: Animal Care, Animal Training (Pigeon), Entertain (Storytelling), Lore (Local), Ranged (Crossbow), Language (Battle)

Talents: Ambidextrous, Night Vision, Nimble-Fingered, Tower of Memories

Trappings: Crossbow and 10 bolts, Deck of Cards or Dice, Writing Kit

☠ Chief Signalling Officer — Silver 4

Skills: Language (Any), Lore (Engineer), Ranged (Gunpowder), Trade (Engineer)

Talents: Diceman, Etiquette (Soldiers), Super Numerate, Tinker

Trappings: Book (Cryptography), Signal Tower, Symbol of Rank, Trade Tools (Engineer)

🛡 Branch Captain — Gold 1

Skills: Leadership, Research

Talents: Linguistics, Public Speaking, Schemer, Master Tradesman (Engineering)

Trappings: Quality Uniform, Signal Tower Line, Symbol of Rank, Map

SIGNALLER

The Imperial Signal Corps are responsible for the construction, maintenance and use of the signal towers that are beginning to appear across the Reikland landscape and beyond. This is part of a far-reaching and ambitious plan to create an extensive network of towers that will criss-cross the Empire, allowing speedy communication between all corners of the land. Initially a military endeavour, there are hopes that, in time, civilians will be able to make use of the network.

For a price, naturally. The towers are built and maintained by Dwarf engineers in the employ of the Imperial Signal Corps — much to the irritation of the Imperial Engineers School in Altdorf — whose bid was rejected.

The towers — identified according to some arcane and incomprehensible system of letters and numbers — vary significantly. Where possible, the builders seek to make use of existing structures — watch towers, keeps, stable ruins, but when no such structure is available, they construct a sturdy stone tower from scratch. The service men and women staffing the towers vary just as much as the towers. The more vital the route, and the more imminent the hostilities, the more martial the operators.

