

Provinces of the Empire

Averland

Skills: Animal Care, Charm Animal, Entertain (Speeches), Gossip, Language (Bretonnian), Language (Khazalid), Language (Mootish), Leadership, Lore (Averland), Melee (Basic), Ride (Horse), Trade (Farmer)

Talents: Doomed *or* Hatred (Greenskins), Etiquette (Dwarfs) *or* Additional Random Talent, Sharp *or* Suave, 2 Random Talents

Hochland

Skills: Animal Care, Charm, Cool, Haggle, Lore (Hochland), Melee (Basic), Outdoor Survival, Perception, Ranged (Blackpowder *or* Bow), Secret Signs (Hunters), Stealth (Rural), Track

Talents: Doomed *or* Rover, Marksman *or* Sharp, 3 Random Talents

Middenland

Skills: Animal Care, Cool, Evaluate, Gossip, Haggle, Intimidate, Language (Wastelander), Leadership, Lore (Middenland), Melee (Basic), Outdoor Survival, Ranged (Bow)

Talents: Doomed *or* Additional Random Talent, Menacing *or* Warrior Born, 3 Random Talents

Nordland

Skills: Consume Alcohol, Evaluate, Gossip, Haggle, Language (Norse), Language (Wastelander), Lore (Nordland), Melee (Basic), Ranged (Bow), Sail, Swim, Trade (Any)

Talents: Doomed *or* Additional Random Talent, Fisherman *or* Rover, Stout-hearted *or* Very Resilient, 2 Random Talents

Ostermark

Skills: Consume Alcohol, Cool, Endurance, Haggle, Intimidate, Intuition, Language (Gospodarinyi), Language (Ungol), Leadership, Lore (Ostermark), Melee (Basic *or* Polearm), Ranged (Bow)

Talents: Doomed *or* Additional Random Talent, Marksman *or* Coolheaded, 3 Random Talents

Ostland

Skills: Cool, Endurance, Gamble, Intimidate, Language (Gospodarinyi), Language (Ungol), Lore (Ostland), Melee (Basic), Navigation, Outdoor Survival, Sail, Swim

Talents: Doomed *or* Additional Random Talent, Very Resilient *or* Stone Soup, 3 Random Talents

Reikland

Skills: Animal Care, Charm, Cool, Evaluate, Gossip, Haggle, Language (Bretonnian), Language (Wastelander), Leadership, Lore (Reikland), Melee (Basic), Ranged (Bow)

Talents: Doomed, Savvy *or* Suave, 3 Random Talents

Stirland

Skills: Bribery, Cool, Evaluate, Gossip, Haggle, Language (Mootish), Leadership, Lore (Stirland), Melee (Basic), Ranged (Bow), Sleight of Hand, Stealth (Rural *or* Urban)

Talents: Doomed *or* Additional Random Talent, Nimble Fingered *or* Suave, 3 Random Talents

Sylvania

Skills: Animal Care, Athletics, Charm Animal, Charm, Cool, Endurance, Lore (Sylvania), Lore (Undead), Lore (Vampires), Melee (Basic *or* Polearm), Outdoor Survival, Stealth (Rural)

Talents: Coolheaded *or* Sharp, Flee!, 3 Random Talents

Talabecland

Skills: Animal Care, Charm Animal, Cool, Gossip, Haggle, Lore (Talabecland), Melee (Basic), Navigation, Outdoor Survival, Perception, Ranged (Bow), Track

Talents: Doomed *or* Accurate Shot, Marksman *or* Savvy, 3 Random Talents

Wissenland

Skills: Animal Care, Cool, Endurance, Haggle, Intuition, Language (Bretonnian), Language (Estalian *or* Tilean), Leadership, Lore (Wissenland), Melee (Basic), Ranged (Blackpowder), Trade (Farmer *or* Miner)

Talents: Doomed, Coolheaded *or* Savvy, 3 Random Talents



New Weapons, Armor & Qualities

Weapon	Price	Enc	Availability	Reach	Damage	Qualities & Flaws
BASIC						
Baton	4/-	1	Common	Short	SB+2	Pummel, Undamaging
Battle Axe	2 GC	2	Common	Average	SB+4	Hack
Dao	2 GC	1	Exotic	Average	SB+4	Precise
Flanged Mace	2 GC	1	Scarce	Average	SB+4	Impact, Tiring
Hand Spear	10/-	2	Common	Long	SB+4	Impale
Katana	3 GC	1	Exotic	Average	SB+4	Fast
Morningstar	1 GC	1	Scarce	Average	SB+4	Crushing
Scimitar	2 GC	1	Exotic	Average	SB+4	Defensive
Sigmarite Warhammer	2 GC	2	Common	Average	SB+4	Pummel
Tonfa	4 GC	0	Exotic	Very Short	SB+3	Defensive, Pummel
CAVALRY						
Cavalry Sabre	2 GC	2	Scarce	Average	SB+5	Defensive
(2H) Horseman's Pick	3 GC	3	Rare	Long	SB+5	Impale
FENCING						
Epee	5 GC	1	Scarce	Long	SB+3	Defensive, Fast, Impale, Undamaging
Saber	5 GC	1	Scarce	Long	SB+4	Defensive, Fast
BRAWLING						
Cestus	8/10	0	Common	Personal	SB+2	Pummel
Gauntlets	4 GC	1	Rare	Personal	SB+2	Defensive, Pummel
Hidden Wrist Blade	10 GC	0	Exotic	Personal	SB+1	Concealed, Impale
Katar	2 GC	1	Exotic	Short	SB+2	Impale
Pata	4 GC	1	Exotic	Average	SB+4	Defensive
Push Dagger	12/-	0	Common	Personal	SB+1	Concealed
Tiger Claws	3 GC 8/-	0	Exotic	Very Short	SB+3	Distract
FLAIL						
Chain and Sickle	2 GC 10/-	1	Exotic	Very Long	SB+4	Distract, Entangle, Wrap
(2H) Hydra Flail	4 GC	3	Rare	Long	SB+6	Damaging, Distract, Imprecise, Wrap
Morningstar Flail	3 GC	2	Rare	Average	SB+5	Crushing, Distract, Wrap
Nunchucks	12/-	0	Exotic	Short	SB+3	Distract, Pummel
Urumi Sword Whip	3 GC	1	Exotic	Long	SB+5	Distract, Entangle, Wrap
PARRY						
Sai	2 GC 5/-	0	Exotic	Very Short	SB+2	Defensive, Fast, Precise
POLEARM						
(2H) Bees de Corbin	6 GC	3	Rare	Very Long	SB+4	Impale, Penetrating
(2H) Bill	1 GC 8/-	3	Common	Very Long	SB+4	Hooked
(2H) Corseque	3 GC	2	Rare	Very Long	SB+4	Defensive, Impale, Trap Blade
(2H) Glaive	4 GC	3	Scarce	Very Long	SB+5	Hack, Hooked
(2H) Jade Dragon Staff	300 GC	2	Exotic	Long	SB+4	Defensive, Fine, Impact, Pummel, Unbreakable
(2H) Lucerne	6 GC	3	Rare	Very Long	SB+4	Crushing, Impale, Pummel
(2H) Maul	12/-	2	Common	Long	SB+4	Pummel
(2H) Naginata	4 GC	3	Exotic	Long	SB+4	Damaging, Defensive
(2H) Poleaxe	4 GC	3	Scarce	Long	SB+5	Defensive, Hack, Impact, Tiring
(2H) War Scythe	2 GC	2	Rare	Very Long	SB+5	Damaging
TWO-HANDED						
(2H) Boarding Axe	2 GC	2	Common	Long	SB+5	Hack
(2H) Carroburg Greatsword	15 GC	3	Exotic	Long	SB+6	Damaging, Defensive, Hack
(2H) Estoc	8 GC	3	Scarce	Long	SB+5	Damaging, Impale
(2H) Executioner Sword	8 GC	2	Scarce	Average	SB+5	Damaging, Precise
(2H) Flanged Mace	7 GC	3	Scarce	Average	SB+6	Impact, Pummel, Tiring
(2H) Jade Longsword	300 GC	2	Exotic	Long	SB+6	Damaging, Defensive, Fast, Fine, Penetrating, Unbreakable
(2H) Maximilian	15 GC	3	Exotic	Long	SB+6	Damaging, Penetrating
(2H) Morningstar	4 GC	3	Scarce	Average	SB+6	Crushing, Pummel, Slow
(2H) Nagamaki	15 GC	3	Exotic	Long	SB+5	Damaging, Hack, Precise
(2H) Nodachi	15 GC	3	Exotic	Long	SB+5	Damaging, Fast, Precise
(2H) Norseman's Axe	12 GC	4	Exotic	Long	SB+6	Hack, Impact
(2H) White Wolf Hammer	20 GC	4	Exotic	Average	SB+6	Impact, Pummel

Traits: Armor 1 (Leathers), Ranged +10 (Handgun, 50), Weapon +5 (Dagger)



Empire Archer—Silver 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	45	40	40	30	30	30	30	40	30	16

Talents: Deadeye Shot, Diceman, Drilled, Etiquette (Soldiers), Marksman, Rover, Strong Back 2

Skills: Athletics 40, Climb 55, Consume Alcohol 45, Cool 50, Dodge 40, Endurance 50, Gamble 40, Gossip 40, Language (Battle) 40, Melee (Basic) 45, Outdoor Survival 40, Play (Drum *or* Fife) 40, Ranged (Bow) 55

Traits: Armor 1 (Leathers), Ranged +7 (Bow, 50), Weapon +6 (Dagger)

Optional: Hardy, Stealthy, Ranged +8 (Longbow, 100)



Empire Crossbowman—Silver 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	45	30	40	30	30	30	30	40	30	15

Talents: Accurate Shot, Diceman, Drilled, Etiquette (Soldiers), Marksman, Rapid Reload 2, Strong Back, Sure Shot

Skills: Athletics 40, Climb 40, Consume Alcohol 45, Cool 50, Dodge 40, Endurance 50, Gamble 40, Gossip 40, Language (Battle) 40, Melee (Basic) 45, Outdoor Survival 40, Play (Drum *or* Fife) 40, Ranged (Crossbow) 55

Traits: Armor 1 (Leathers), Ranged +10 (Heavy Crossbow, 100), Weapon +5 (Dagger)



Empire Greatswords—Silver 5

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	50	40	40	45	40	30	30	30	45	30	16

Talents: Combat Aware 3, Diceman, Drilled 3, Enclosed Fighter, Etiquette (Soldiers) 2, Strike Mighty Blow 3, Strong Back 2, Unshakeable, Warrior Born

Skills: Athletics 45, Climb 55, Consume Alcohol 60, Cool 60, Dodge 40, Endurance 60, Gamble 45, Gossip 45, Heal 45, Intuition 50, Language (Battle) 45, Melee (Basic) 65, Melee (Two-handed) 75, Outdoor Survival 45, Perception 55, Play (Drum *or* Fife) 45

Traits: Armor 4 (Leathers & Half-plate), Champion, Weapon +12 (Zweihander)

Optional: Brute, Elite, Hardy, Swarm, Tough



Empire Sergeant—Silver 5

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	50	50	30	45	45	30	30	30	45	30	15

Talents: Combat Aware, Diceman 2, Drilled 3, Enclosed Fighter, Etiquette (Soldiers) 3, Marksman, Rapid Reload 3, Shieldsman 3, Strong Back 2, Unshakeable, War Leader 2, Warrior Born

Skills: Athletics 45, Climb 45, Consume Alcohol 60, Cool 60, Dodge 45, Endurance 60, Gamble 45, Gossip 45, Heal 45, Intuition 60, Language (Battle) 45, Leadership 45, Melee (Basic) 65, Melee (Parry) 65, Outdoor Survival 45, Perception 60, Play (Drum *or* Fife) 45, Ranged (Engineering) 65

Traits: Armor 3 (Half-plate), Ranged +9 (Repeater Pistol, 10), Weapon +7 (Sword & Shield)

Optional: Hardy, Leader, Ranged +10 (Repeater Rifle, 30), Tough