



APOTHECARY

Dwarf, Halfing, High Elf, Human

Skilled in chemistry and concoctions, you create and sell medicine of all kinds.

Apothecaries specialise in preparing pharmaceutical medication — commonly pills, draughts, and ointments — for sale to patients and doktors alike. Their workshops are filled with a dazzling array of bubbling alembics, overflowing beakers, worn mortar and pestles, and other physic-making paraphernalia. Some Apothecaries supplement their income selling illicit substances — from stimulants for desperate students, to hallucinogenic weirdroot for bored nobles or shady commissions from even shadier groups. Supplying these is lucrative, but also dangerous. Rare ingredients are expensive, so Apothecaries frequently have cash flow problems, and journey the wilds to collect their own ingredients. Many take temporary employment with expeditions, mercenaries, or the military for extra coin.

APOTHECARY ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			+	💀		+	+	🛡️	🔥

CAREER PATH

⊕ Apothecary's Apprentice — Brass 3

Skills: Consume Alcohol, Heal, Language (Classical), Lore (Chemistry), Lore (Medicine), Lore (Plants), *Trade (Apothecary)*, Trade (Poisoner)

Talents: Concoc, Craftsman (Apothecary), Etiquette (Scholar), Read/Write

Trappings: Book (Blank), Healing Draught, Leather Jerkin, Pestle and Mortar

⊗ Apothecary — Silver 1

Skills: Charm, Haggle, Lore (Science), Gossip, Language (Guilder), Perception

Talents: Criminal, Dealmaker, Etiquette (Guilder), Pharmacist

Trappings: Guild Licence, Trade Tools

⊗ Master Apothecary — Silver 3

Skills: Intuition, Leadership, Research, Secret Signs (Guilder)

Talents: Bookish, Master Tradesman (Apothecary), Resistance (Poison), Savvy

Trappings: Book (Apothecary), Apprentice, Workshop

⊕ Apothecary-General — Gold 1

Skills: Intimidate, Ride (Horse)

Talents: Acute Sense (Taste), Coolheaded, Master Tradesman (Poisoner), Savant (Apothecary)

Trappings: Commission Papers, Large Workshop

'Look for this sigil: white mortar, black pestle. Don't ask for our order without it or you'll be reported to the Watch. And lad, don't ever short our Apothecary; you'll spend the rest of your days wondering if the next drink will be your last.'

— Kathe the Unseen, Assassin

'Human chemistry? As shoddy as their architecture! And just as likely to kill you! I asked for tonic after a hard night's drinking. Had the flux for a week!'

— Thorica Norrasdott, Dwarf Merchant

Due to Physician Guild pressure, most towns ban Apothecaries from formally practicing medicine, but during play Apothecaries can easily fill the role of a healer. Indeed, they are versatile in this role because they can also identify dangerous and unusual substances the party may encounter, and even turn some into useful medicine.





ENGINEER

Dwarf, Halfling, Human

You create machines and constructions both useful and bizarre, and often downright deadly.

Engineers design and build mechanical devices or structures such as bridges, canals, or fortifications. Most are educated, Dwarfs at the hide-bound Dwarf Engineers Guild, Humans at forward-thinking establishments such as the Imperial Engineers' School at Altdorf, though self-taught prodigies are not unknown. Human Engineers value innovation and discovery, whereas Dwarfs favour traditional, tried-and-tested designs passed down for generations. Mining company engineers are well-paid; less so the State Army Engineers who maintain the Imperial war machines and act as sappers and bridge-builders. Master Engineers often find themselves leading teams on ambitious construction projects. Chartered Engineers are the most trusted in the Empire, called upon to design, test, and build such prestigious Imperial Commissions like the complex Steam Wheel Locks, which have revolutionised the speed of travel in the canals of the Vorbergland.

ENGINEER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		💀	🛠			+	+	🛡	

CAREER PATH

+ Student Engineer — Brass 4

Skills: Consume Alcohol, Cool, Endurance, Language (Classical), Lore (Engineer), Perception, Ranged (Blackpowder), *Trade (Engineer)*

Talents: Artistic, Gunner, Read/Write, Tinker

Trappings: Book (Engineer), Hammer and Spikes

🛠 Engineer — Silver 2

Skills: Drive, Dodge, Navigation, Ranged (Engineering), Research, Language (Guilder)

Talents: Craftsman (Engineer), Etiquette (Guilder), Marksman, Orientation

Trappings: Guild Licence, Trade Tools

💀 Master Engineer — Silver 4

Skills: Language (Khazalid), Leadership, Ride (Horse), Secret Signs (Guilder)

Talents: Etiquette (Scholar), Master Tradesman (Engineering), Sniper, Super Numerate

Trappings: Workshop

🛡 Chartered Engineer — Gold 2

Skills: Language (Any), Lore (Any)

Talents: Magnum Opus, Rapid Reload, Savant (Engineering), Unshakeable

Trappings: Guild License, Library (Engineer), Quality Trade Tools (Engineer), Large Workshop (Engineer)

'What will it do? Well, it's supposed to pluck the chicken, Smallnose. Stand well back!'

— Wolfgang Kugelschrieber, Inventor

Master Engineer Volker von Meinkopt found inspiration watching students reloading at the Imperial Gunnery School. He had a revelation: more barrels = more shots = more lethality. He soon produced the first repeating handgun, 'Von Meinkopt's Whirling Cavalcade of Death', and pistol, 'Von Meinkopt's Micro-mainspring of Multitudinous Precipitation of Pernicious Lead'. Not content to rest on those laurels, he then created the enormous nine-barrelled cannon, the Helblaster Volley Gun, which is utterly lethal to enemies and, all too often, its crew.'

— 'Great Engineers of the Empire', Lady Theodora Holzenauer, Engineer and Journalist

Some Engineers are drawn to investigate ancient Dwarf Holds, most now abandoned, for entombed within are the secrets of the master builders of old. Those who dare their depths may find millennia-old marvels, many of which are repurposed by Goblins and Skaven for their own nefarious purposes. Equally enticing are the stone sky bridges soaring above the Holds, some stretching for many miles, true wonders of bygone engineering that once connected thriving Dwarf settlements, forts, and farmlands.





LAWYER

Dwarf, Halfling, High Elf, Human

You navigate treacherous legal systems, defending clients and prosecuting the guilty.

Lawyers give legal counsel, interpret the law, and argue on behalf of their clients before the courts. They are often specialists in the laws of the province in which they practice, or in ecclesiastical law. Most are university educated and therefore rich and well-connected, although gifted individuals of low birth are sometimes apprenticed. Cult lawyers learn from their venerable peers, with those trained by the Cults of Verena and Sigmar especially well-regarded. Some Lawyers are hired as mediators, settling informal disputes outside costly courts, a practice favoured by Halflings. Others work for criminal gangs, exploiting legal loopholes to free their always-guilty clients. At the top end of society, Barristers are the only lawyers allowed to address higher appeal courts in the city-states, charging exorbitant prices for their services.

LAWYER ADVANCE SCHEME										
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	
			🛡	+		+	+	💀	⚔	

CAREER PATH

◆ Student Lawyer — Brass 4

Skills: Consume Alcohol, Endurance, Haggle, Language (Classical), Lore (Law), Lore (Theology), Perception, Research

Talents: Blather, Etiquette (Scholar), Read/Write, Speedreader

Trappings: Book (Law), Magnifying Glass

❖ Lawyer — Silver 3

Skills: Bribery, Charm, Gossip, Intuition, Language (Guilder), Secret Signs (Guilder)

Talents: Argumentative, Criminal, Etiquette (Guilder), Suave

Trappings: Court Robes, Guild Licence, Writing Kit

💀 Barrister — Gold 1

Skills: Art (Writing), Entertain (Speeches), Intimidate, Lore (Any)

Talents: Bookish, Cat-tongued, Impassioned Zeal, Savvy

Trappings: Office, Assistant (Student or Servant)

🛡 Judge — Gold 2

Skills: Cool, Lore (Any)

Talents: Commanding Presence, Kingpin, Savant (Law), Wealthy

Trappings: Gavel, Ostentatious Wig

'Sharks! No, worse! Leeches! But not the good kind that suck out bad humours, oh no. They're leeches that drain your coffers and leave you nothing to show for it.'

— Stefan Bachler, Merchant

'It is not what the lawyer says I may do that concerns me, but what is right by reason and justice. Such matters need then be the basis of our new law.'

— Lector Agatha von Böhrn, Supreme Law Lord of the Empire

Lawyers excel at getting people out of trouble, while adventurers excel at getting into it. They can use their knowledge of obscure local laws to avoid problems by suggesting unusual approaches to solve thorny dilemmas. After all, tying up a local thug in court is just as valuable, and arguably much safer, than tying one up in a basement.





NUN

Human

You are devoted to the service of your deity, having sworn vows for a life of service.

Nuns are members of religious orders, normally cloistered within an abbey, convent, or monastery. Most rise before the sun for morning prayer before toiling in fields, tending to the sick, or preserving important manuscripts. Vows of pilgrimage cause some to travel the Empire, while others take oaths to serve the community, moving amongst the people, tending to their spiritual needs. Devoted hermits and tenders to shrines are also thought of as 'Nuns' or 'Monks' by the folk of the Empire. Many Nuns learn valuable trades such as vintners, brewers or calligraphers. Abbesses use these activities to attract donations and patronage from the local nobility. Leaders of particularly large or martial Orders can gather significant influence both within their own cult and with the ruling classes of a province. For more on religion and the different Orders, see **Chapter 7: Religion and Belief**.

NUN ADVANCE SCHEME										
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	
			🛡	💀		+	+	⚔	+	

CAREER PATH

✚ Novitiate — Brass 1

Skills: Art (Calligraphy), Cool, Endurance, Entertain (Storyteller), Gossip, Heal, *Lore (Theology)*, Pray

Talents: Bless (Any), Stone Soup, Panhandle, Read/Write

Trappings: Religious Symbol, Robes

⚔ Nun — Brass 4

Skills: Charm, Melee (Any), Research, Trade (Brewer), Trade (Herbalist), Trade (Vintner)

Talents: Etiquette (Cultists), Field Dressing, Holy Visions, Invoke (Any)

Trappings: Book (Religion), Religious Relic, Trade Tools (Any)

💀 Abbess — Silver 2

Skills: Leadership, Lore (Local), Lore (Politics), Perception

Talents: Resistance (Any), Robust, Savant (Theology), Stout-hearted

Trappings: Abbey, Library (Theology)

🛡 Prioress General — Silver 5

Skills: Language (Any), Lore (Any)

Talents: Commanding Presence, Iron Will, Pure Soul, Strong-minded

Trappings: Religious Order

'They came thinking it a simple task to slay a few poor, hapless Brothers and take our relics. I ask Morr not judge too harshly the seven bandits we bury today, as Brother Hild has already inflicted punishment enough.'

— Abbot Ernst Halfhauser

'Quick! Come quick! The Sisters of Faith and Chastity are about to parade through the streets. I want to see if I can get a few coppers caught in their thorns. It brings luck for the whole year!'

— Bengt, Altdorf Street Rat

When a religious order discovers terrible secrets or fragments of prophecy, its leaders may feel they must act, sending brothers and sisters abroad. Abbeys along pilgrimage routes will often also send their members abroad to guard the many pilgrims traversing the lengthy holy roads across the Empire. And there are always itinerant Friars wandering the world, risking adventure with every new land they enter.





PHYSICIAN

Dwarf, Halfing, High Elf, Human

With a strong stomach and steady hand, you practice the art of medicine, striving to save lives.

Physicians study patients' symptoms and prescribe remedies and surgeries. While the healing arts are ancient, many deriving from Elven practices, the formal science of medicine is relatively new and not-entirely-trusted. Due to the Empire's history with necromancy and the safe-guards imposed by the Cult of Morr, studying cadavers is forbidden, making learning of anatomy hard. Medicine's reputation suffered further from swindlers selling 'miracle cure-alls' that do nothing or cause actual harm. Physicians learn their profession at a university or while apprenticed to a Guild Physician. Most cheap surgery is undertaken by back-street physicians known as barber-surgeons whose training is informal. Trained doctors with strong stomachs are in demand for the State Armies. The most famed Physicians almost exclusively tend to wealthy merchants and the nobility.

PHYSICIAN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
				💀	🛡️	+	+	+	✖️

CAREER PATH

Physician's Apprentice — Brass 4

Skills: Bribery, Cool, Drive, Endurance, Gossip, Heal, Perception, Sleight of Hand

Talents: Bookish, Field Dressing, Read/Write, Strike to Stun

Trappings: Bandages, Healing Draught

Physician — Silver 3

Skills: Charm, Haggle, Language (Gilder), Lore (Anatomy), Lore (Medicine), Trade (Barber)

Talents: Coolheaded, Criminal, Etiquette (Gilder), Surgery

Trappings: Book (Medicine), Guild Licence, Trade Tools (Medicine)

Doktor — Silver 5

Skills: Consume Alcohol, Intimidate, Leadership, Research

Talents: Etiquette (Scholars), Resistance (Disease), Savvy, Strike to Injure

Trappings: Apprentice, Workshop (Medicine)

Court Physician — Gold 1

Skills: Lore (Noble), Perform (Dancing)

Talents: Etiquette (Nobles), Nimble Fingered, Savant (Medicine), Strong-minded

Trappings: Courtly Attire, Letter of Appointment

'Come to Neuber for all your limb removals! I'll 'ave your arm off in seconds! I'll suture it a'fore you even wake up. My work's so fine you'll never miss it!'

— Gotthard Neuber, Barber-Surgeon

Beware the Brass Doktor.'

— Reikland Proverb warning against cheap Physicians

'They're bastards, all. I can't so much as give you a proper blood-letting without their leave. "Practicing medicine without a license" my arse. I know you can't afford them, deary. Here, luv, take this nice tea. What? Oh no, just tea is all. Just tea. And if you feel better, why, thank Shallya, eh?'

— Jana Palner, Part-time Surgeon

Physician's Guild fees are notoriously expensive, which can cause newer Physicians without steady clientele to seek alternate sources of income. Some Physicians consistently search for more effective treatments and new medicines, which can take them far afield. Others like to expand their knowledge of anatomy by studying grievous wounds first hand, and there are few better ways to do that than by travelling with adventurers.





PRIEST

Human

You carry the word of your god, tending to the spiritual needs of the masses.

Priests tend to congregations of the faithful throughout the Old World. While many are assigned to a specific temple, others choose a wandering life to reach worshippers who cannot, or will not, attend temple. They are expected to exemplify the beliefs of their religion — which vary greatly depending on which deity they serve. High Priests are responsible for a temple and all its Cult and lay members. Alongside Lectors, they will often be called upon to advise the ruling classes, with many active in local politics. Priests have many duties connected to their God, such as Priests of Manann's responsibility to consecrate new ships, or a Shallyan's duty to tend to the sick and wounded, so they touch on most aspects of life in the Empire. For more on religion and the different Orders, see **Chapter 7: Religion and Belief**.

PRIEST ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			+	🛡	+		💀	+	❖

CAREER PATH

✚ Initiate — Brass 2

Skills: Athletics, Cool, Endurance, Intuition, Lore (Theology), Perception, *Pray*, Research

Talents: Bless (Any), Holy Visions, Read/Write, Suave

Trappings: Religious Symbol, Robes

❖ Priest — Silver 1

Skills: Charm, Entertain (Storytelling), Gossip, Heal, Intimidate, Melee (Basic)

Talents: Blather, Bookish, Etiquette (Cultists), Invoke (Any)

Trappings: Book (Religion), Ceremonial Robes

💀 High Priest — Gold 1

Skills: Art (Writing), Entertain (Speeches), Leadership, Lore (Heraldry)

Talents: Acute Sense (Any), Hatred (Any), Impassioned Zeal, Strong-minded

Trappings: Quality Robes, Religious Relic, Subordinate Priests, Temple

🛡 Lector — Gold 2

Skills: Language (Any), Lore (Politics)

Talents: Master Orator, Pure Soul, Resistance (Any), Savant (Theology)

Trappings: Library (Theology), Subordinate High Priests

'For sound advice, I seek a Priest of Verena. For everything else, I seek a Priest of Ranald.'

— Wermer Losch, Merchant

'The Shallyan, just a girl she was, stroked my little Anton's forehead and whispered, and the screaming stopped. He smiled at me for the first time in days. I will never forget it. Oh, aye, he died not long after, but not in pain. Not in pain.'

— Sabine Schmidt, Fishmonger

'Listen, there is nothing to fear. Hexensnacht comes every year. We need only call on the Lord of Death to watch over us. So, come the midnight hour, we cry MORR! MORR! MORR!'

— Father Wilhelm Abgott, Priest of Morr

Some temple-bound Priests seek distractions to justify sojourns away. Disturbing matters heard from their congregations can send them on a quest for answers. Some High Priests find their administrative duties so far removed from the life they envisaged when they joined the Cult that they take extended pilgrimages away from their temple.





SCHOLAR

Dwarf, Halfing, High Elf, Human, Wood Elf

You dedicate your life to the pursuit and study of knowledge, wherever that may take you.

Scholars generally study at one of the Old World's learning institutions, foremost amongst them the university in Altdorf. Most specialise in one or two subjects, and many learn just enough to provide a useful career, or give them something to talk about at dinner parties. Poorer Scholars act as scribes, reading and writing notes for others as most of the Empire's citizens are illiterate. Others become tutors educating the wealthy.

The most gifted Masters are invited to join a university, with renowned Professors delivering popular lectures to hundreds of Students. Dwarfs and High Elves are less likely to be employed in an Imperial institution, though they may tour the Empire in search of esoteric knowledge.

SCHOLAR ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			+	⚒		🛡	+	+	💀

CAREER PATH

Student — Brass 3

Skills: Consume Alcohol, Entertain (Storytelling), Gamble, Gossip, Haggle, Language (Classical), *Lore* (Any), Research

Talents: Carouser, Read/Write, Savvy, Super Numerate

Trappings: Alcohol, Book, Opinions, Writing Kit

Scholar — Silver 2

Skills: Art (Writing), Intuition, Language (Any), *Lore* (Any), Perception, Trade (Any)

Talents: Bookish, Etiquette (Scholars), Speedreader, Suave

Trappings: Access to a Library, Degree

Fellow — Silver 5

Skills: Entertain (Lecture), Intimidate, Language (Any), *Lore* (Any)

Talents: Linguistics, Public Speaker, Savant (Any), Tower of Memories

Trappings: Mortarboard, Robes

Professor — Gold 1

Skills: Entertain (Rhetoric), *Lore* (Any)

Talents: Magnum Opus, Master Orator, Savant (Any), Sharp

Trappings: Study

'None of us thought much of her. Scrawny thing the Captain dragged out a library in Altdorf, name of Sosber. Kept to herself. Nose in a book. But when we finally faced the Corpse Render, when so-called warriors ran, she stood fast. Her quiet voice rang with steel as she called out where to strike. Not the heads as you'd think, no, but the body. Steel slew the beast that day, but knowledge made it possible.'

— Oskar Reisdorf, Mercenary

Poor Scholars who cannot or will not tutor often need funds to continue their research. A few search the dark corners of the world for lost secrets and ancient tomes. Others are hired to accompany adventuring expeditions where their knowledge can be put to more practical use.

Scholar is a useful Career, with access to rare Lore skills, a good way for the GM to share information with players. Played with common-sense they can counter-balance rash and martially-inclined characters' tendencies to solve every problem with a blade. Scholars can use their knowledge to solve puzzles or come up with unusual strategies and tactics.





WIZARD

High Elf, Human, Wood Elf

Feared and distrusted by the citizens of the Empire, you legally wield powerful and dangerous magic.

Wizards channel one of the eight ‘Winds of Magic’ only spellcasters perceive, to cast potent spells. To legally cast magic in the Empire, a Human must follow the Articles of Imperial Magic and belong to one of the Eight Colleges of Magic in Altdorf — each dedicated to a specific wind, as Wizards can only safely channel one. After graduation, Apprentices become Wizards and serve the Empire. Wizards carefully study and practice their art, which, according to the Articles, they can only use outside their colleges in defence of their own life, or against the enemies of the Empire. Many Wizards are attached to the Empire State Army, and although they are treated with cautious suspicion, none can deny their effectiveness on the battlefield.

WIZARD ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+				💀	🔥		+	+	🛡️

CAREER PATH

Wizard's Apprentice — Brass 3

Skills: Channelling (Any Colour), Dodge, Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Grimoire, Quarterstaff

Wizard — Silver 3

Skills: Charm, Cool, Gossip, Intimidate, Language (Battle), Language (Any)

Talents: Arcane Magic (Any Arcane Lore), Detect Artefact, Fast Hands, Sixth Sense

Trappings: Magical License

Master Wizard — Gold 1

Skills: Animal Care, Evaluate, Lore (Warfare), Ride (Horse)

Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing

Trappings: Apprentice, Light Warhorse, Magical Item

Wizard Lord — Gold 2

Skills: Language (Any), Lore (Any)

Talents: Combat Aware, Frightening, Iron Will, War Wizard

Trappings: Apprentice, Library (Magic), Workshop (Magic)

I don't care what promises they make, or what colleges they belong to, they are dangerous abominations. I am continuing to petition for their destruction in the name of Sigmar, for the good of us all.'

— Reikhardt Mair, Witch Hunter

Many Wizards leave the Colleges of Magic in debt for the cost of their tuition. These Wizards may be keen to find immediate employment, or seek out their fortune on land, at sea, or anywhere else they might be able to find relics, artefacts or lost tomes of magical lore. Journeying Wizards, eager to prove themselves, are actively encouraged to test their skills across the Empire by hunting down whatever dangers threaten the local populace.

Wizards are excellent characters to add some firepower to a group, but it can be intimidating for new players to have to learn a whole additional set of rules for spells. Because of this the GM should be aware that they might initially need some extra support to ensure that they are using these rules effectively and to the group's best advantage. You'll choose the colour of magic you study when you take the Arcane Magic Talent. For more on magic see **Chapter 8: Magic**.





AGITATOR

Dwarf, Halfling, Human

Charismatic and articulate, you champion your cause in the face of establishment opposition.

Agitators lobby for political causes using print, protest, and public speaking. They muster the down-trodden populace's sympathy and support but must be wary of drawing the attention of Sigmarites or Dwarfs interested in maintaining established traditions. The most dangerous Agitators have destabilised the rule of nobles, towns, and even entire provinces. Pamphleteers nail signs to billboards, or distribute them in market squares, though often those they seek to reach cannot read.

Religious Agitators can make a good living as street preachers, receiving donations from pious devotees and attracting flagellants and zealots as followers. Agitators who survive long enough to become Demagogues are often supported by powerful, hidden allies pursuing change for their own motives.

AGITATOR ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
💀	+			🛡️	🔥		+		+

CAREER PATH

✚ Pamphleteer — Brass 1

Skills: Art (Writing), Bribery, Charm, Consume Alcohol, Gossip, Haggle, Lore (Politics), Trade (Printing)

Talents: Blather, Gregarious, Panhandle, Read/Write

Trappings: Writing Kit, Hammer and Nails, Pile of Leaflets

❖ Agitator — Brass 2

Skills: Cool, Dodge, Entertain (Storytelling), Gamble, Intuition, Leadership

Talents: Alley Cat, Argumentative, Impassioned Zeal, Public Speaker

Trappings: Leather Jack

💀 Rabble Rouser — Brass 3

Skills: Athletics, Intimidate, Melee (Brawling), Perception

Talents: Cat-tongued, Dirty Fighting, Flee!, Step Aside

Trappings: Hand Weapon, Pamphleteer

♦ Demagogue — Brass 5

Skills: Lore (Heraldry), Ride (Horse)

Talents: Etiquette (Any), Master Orator, Schemer, Suave

Trappings: 3 Pamphleteers, Patron, Printing Press, Impressive Hat

'ALTDORF FOR ALTDORFERS! MIDDENLANDERS OUT!'

— Pamphlet, Street of a Hundred Taverns, Altdorf

'Mark my words, if you're looking to root out the agents of the Spinner of Fate, follow the clamouring in the streets. They can't resist it. They'll surface, sooner or later.'

— Adrian Hoven, Cleric-Captain, Knights of the Fiery Heart

Agitators often move around, in search of larger crowds or fleeing the authorities. They may become leaders of motley groups of the restless and disaffected, exhorting — or even extorting — them to fight for a greater cause.

Altdorf has a legendary reputation for deep fogs and riots. Perhaps this happens because Altdorf is the Imperial Capital, or maybe its because the Grey College draws swathes of treacherous *Ulg*, the Grey Wind of Magic, to the city. Whatever the case, it seems that whenever the fog draws in from the Altdorf Flats, mobs rise in the streets, and woe betide any watchmen who try to silence their right to be heard.





ARTISAN

Dwarf, Halfling, High Elf, Human, Wood Elf

A skilled craftsperson, you take pride in your work, creating products for sale and commission.

Artisans produce goods, ranging from everyday necessities sold by Bakers and Chandlers, to weapons and riverboats crafted by Smiths and Shipwrights. The Empire's larger towns and cities have guilds to protect local Artisans from fraudsters, as an Artisan's entire livelihood can be jeopardised by unskilled competitors hawking cheap low-quality merchandise. Guild Artisans observe strict quality standards, with those failing to meet them blackballed and forbidden to trade locally.

Artisans work at all levels of society not just producing goods, but also repairing them. They are employed by navies to maintain vessels, by armies to manage war machines and siegeworks, and by merchant houses of all sizes to transform raw materials into sellable goods.

ARTISAN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
	+	+			+	🛡	💀	⚒	

CAREER PATH

+

 Apprentice Artisan — Brass 2

Skills: Athletics, Cool, Consume Alcohol, Dodge, Endurance, Evaluate, Stealth (Urban), *Trade (Any)*

Talents: Artistic, Craftsman (any), Strong Back, Very Strong

Trappings: Chalk, Leather Jerkin, d10 rags

✖ Artisan — Silver 1

Skills: Charm, Haggle, Lore (Local), Gossip, Language (Guilder), Perception

Talents: Dealmaker, Etiquette (Guilder), Nimble Fingered, Sturdy

Trappings: Guild Licence, Trade Tools

💀 Master Artisan — Silver 3

Skills: Intuition, Leadership, Research, Secret Signs (Guilder)

Talents: Acute Sense (Taste or Touch), Master Tradesman (Any), Read/Write, Tinker

Trappings: Apprentice, Workshop

🛡 Guildmaster — Gold 1

Skills: Bribery, Intimidate

Talents: Briber, Magnum Opus, Public Speaker, Schemer

Trappings: Guild, Quality Clothing

'Sorry, mistress, all the shoes are gone! I forgot to put the milk out last night. The Spite must have taken them.'

— Wiebke, Cobbler's Apprentice and Thief

'You must understand, my boy, that Wurbad's wine has a reputation. This bottle looks like it was blown through a Hochland long rifle. Simply unacceptable.'

— Frau Glasmeister, Glassblowers' Guildmaster

Artisans in training can be sent to practice under other masters. The constant pressure to achieve perfection is so stifling that young Artisans sometimes take a break to pursue more liberating enterprises, sometimes supporting the army or navy.

Dwarf Guilds don't usually admit Humans, and Dwarfs are traditionally allowed to practice their trade in Imperial cities without joining a local Guild. This can cause conflict as the Guilds are rarely pleased with skilled competition. Halflings are not so particular, and most will happily join Human Guilds (if admitted) and allow Humans to join their Guilds. Elves do not have Artisan's Guilds, and though they could join one it is unlikely they would lower themselves to do so.





BEGGAR

Dwarf, Halfling, Human

Street-smart, you make a living from the charity of others using persuasion and charm.

The countryside rumour that Altdorf's streets are lined with gold is a cruel taunt to its Beggars. They rely upon the generosity of strangers and scraps scavenged from the mud and detritus of city life, though posturing dandies will happily dispose of a few pfennigs to make them go away. The law affords them little protection and the watch has no sympathy for loiterers.

Paupers often land on the streets as orphans and have been in and out of Mercy Houses all their lives. Once the basic skills of scrounging and panhandling are learned, Beggars can advance their techniques using disguises and sympathy ploys. Other Paupers are not destitute but simply employed in some of the worst occupations, on the lowest rung of the social ladder, like Gong Farmers, Bone Pickers, and Rag and Bone Men.

BEGGAR ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
💀			+	🛡	+			⚔	+

CAREER PATH

Pauper — Brass 0

Skills: Athletics, Charm, Consume Alcohol, Cool, Dodge, Endurance, Intuition, Stealth (Urban)

Talents: Panhandle, Resistance (Disease), Stone Soup, Very Resilient

Trappings: Poor Quality Blanket, Cup

Beggar — Brass 2

Skills: Entertain (Acting), Entertain (Any), Gossip, Haggle, Perception, Sleight of Hand

Talents: Alley Cat, Beneath Notice, Criminal, Etiquette (Criminals)

Trappings: Crutch, Bowl

Master Beggar — Brass 4

Skills: Charm Animal, Leadership, Lore (Local), Secret Signs (Vagabond)

Talents: Blather, Dirty Fighting, Hardy, Step Aside

Trappings: Disguise Kit, Hiding Place, Pauper Follower

Beggar King — Silver 2

Skills: Bribery, Intimidate

Talents: Cat-tongued, Fearless (Watchmen), Kingpin, Suave

Trappings: Lair, Large Group of Beggar Followers

'Please, frau, I beg humbly for enough coppers to buy bread tonight. Even a pfennig would do — Gutbäcker is selling day-olds.'

— Elsie, Halfling Panhandler

'I lost my leg in the Battle of Bögenwasser. Both hands were eaten by a Squig when Goblins ambushed our patrol near Bögenauer. All to protect the Reikland and our Emperor.'

— Klaas, Veteran Soldier

'You can have Königplatz next week — I need you loud and dirty on Luitpoldstrasse today. For why? Best not ask, all you need to know is the Cutters want the Watch distracted. I make it my business not to offend the Cutters, and if you want a prosperous career you'll follow my example.'

— 'The Kaiser', Altdorf Beggar-King

The only direction from rock-bottom is upward. Some Beggars will eagerly leave the gutter behind for adventuring opportunities, so long as they aren't being exploited as battle-fodder. Those unable to afford a porter might hire a Beggar instead, and a Beggar's savvy is useful when penniless and hungry. And, if it all goes wrong, it's easy to return to the begging life.





INVESTIGATOR

Dwarf, Halfling, High Elf, Human

Perceptive and suspicious, you probe deep into the heart of any crime, and find answers.

Most Investigators pursue cases involving stolen property, missing persons, or murders, although some research stories for the emerging newsheets, or even blackmail crime suspects for ‘hush money’. Investigative techniques include footprint tracking, cross-examination, deductive reasoning and — if necessary — breaking and entry. Where secular investigators operate on the edge of the law or for an institution like the watch of a Merchant House, religious investigators — most commonly serving Sigmar and Verena — follow stricter ethical codes.

Some experienced Investigators cultivate matter-of-fact airs of sophistication to improve their credibility. While Master Investigators often sell themselves as ‘observation specialists’ possessing skills they claim cannot be learned. Considerable self-promotion is required to become one of the famous Detectives who receive job offers from across the Old World.

INVESTIGATOR ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
				+	+	💀	+	🛡	⚒

CAREER PATH

† Sleuth — Silver 1

Skills: Charm, Climb, Cool, Gossip, Intuition, Perception, Stealth (Urban), Track

Talents: Alley Cat, Beneath Notice, Read/Write, Sharp

Trappings: Lantern, Lamp Oil, Journal, Quill and Ink

⚔ Investigator — Silver 2

Skills: Consume Alcohol, Dodge, Lore (Law), Melee (Brawling), Pick Lock, Sleight of Hand

Talents: Etiquette (Any), Savvy, Shadow, Tenacious

Trappings: Leather Jack, Hand Weapon, Magnifying Glass, Lockpick

💀 Master Investigator — Silver 3

Skills: Bribery, Evaluate, Leadership, Lore (Any)

Talents: Bookish, Break and Enter, Sixth Sense, Suave

Trappings: Assistant, Office

🛡 Detective — Silver 5

Skills: Intimidate, Lore (any)

Talents: Acute Sense (Any), Savant (Any), Speedreader, Tower of Memories

Trappings: Network of Informants, Spyglass

I regret to inform you that your husband is buried in Frau Kohl's vegetable garden, beneath the turnips. That will be 6 shillings and 4 pence, please.'

— Hemlock Surelight, Elven Sleuth

We can deduce from this splintered door the thief exited with assistance from a very large creature. But said creature couldn't have descended the narrow stairwell. This leaves only two possible conclusions. Either it materialised from thin air, or else our thief is a shape-changer...

— Zavant Konniger, ‘Sage-Detective’

As I am sure you know, I am the world's greatest detective. You 'ave 'eard of Alphonse, no?

— Alphonse Hercules de Gascoigne, Diminutive Bretonnian Detective

Investigators are sometimes hired to solve mysteries far too dangerous to tackle alone, which can be the informal creation of an adventuring party. Of course, the very nature of mysteries can result in each solved case leading to yet another mystery. Investigators may therefore enjoy steady employment, provided they're able to identify willing customers for every new mystery they uncover.





MERCHANT

Dwarf, Halfling, High Elf, Human

Shrewd and numerate, you buy low to sell high, making more money than most will ever see.

Most Merchants trade in simple goods such as alcohol, textiles, woodcraft, and pottery. For the ambitious, rare exotic goods such as Dwarf gromril or Eastern spices command higher profits, but risk longer transport routes and require strong foreign contacts. Merchants cannot sell in most towns without approval from (and payments to) a Merchants' Guild, powerful institutions rivalling the noble courts in political influence. Local commerce is managed by Traders who ship goods between backwater villages and nearby towns.

Traders can join guilds by apprenticing under Master Merchants as junior business partners. Powerful Merchant Princes owning warehouses and sales offices in multiple cities enjoy the same status as minor nobles. In addition to trading, some Merchants also branch out into banking, moneylending, and investing.

MERCHANT ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
🛡				💀	+		✖	+	+

CAREER PATH

Trader — Silver 2

Skills: Animal Care, Bribery, Charm, Consume Alcohol, Drive, Gamble, Gossip, *Haggle*

Talents: Blather, Dealmaker, Read/Write, Suave

Trappings: Abacus, Mule and Cart, Canvas Tarpaulin, 3d10 Silver Shillings

Merchant — Silver 5

Skills: Evaluate, Intuition, Language (Any), Language (Guilder), Lore (Local), Perception

Talents: Briber, Embezzle, Etiquette (Guilder), Savvy

Trappings: Riverboat or 2 Wagons, Guild License, 20 GC

Master Merchant — Gold 1

Skills: Cool, Language (Classical), Navigation, Secret Signs (Guilder)

Talents: Cat-tongued, Etiquette (Any), Numismatics, Sharp

Trappings: Town House with Servants, Warehouse, 100 GC

Merchant Prince — Gold 3

Skills: Lore (Any), Intimidate

Talents: Iron Will, Luck, Schemer, Wealthy

Trappings: 2 Riverboats or 4 Wagons, Large Town Estate, 2 Warehouses, 1000 GC, Quality Clothing

'If Nuln wants trade wars, so be it, I'll see their river blockaded and raise taxes on guns. After all, the Emperor owes me a few favours...'

— Leo van Haagen, Marienburg Merchant Prince

'How did I become a millionaire? Well, when I was a girl with only a pfennig to my name, I went to the local farmer and bought an apple. Then I walked to the market and sold the apple for two pfennigs. The next day I bought two apples from the farmer and walked to the market again and sold the apples for four pfennigs. And so it went on, every day; I walked to the farm bought some apples, and then walked to the market to sell them at a profit. And by the time I was twenty-five years old, my grandfather died and left me a million crowns.'

— Johanna Sainzburg, Fresh Fruit Magnate

Merchants share a certain kinship with adventurers, often hiring them over professional caravan guards. Adventurers are adaptable and enterprising by nature, making them ideal candidates for partnership in a trading company, bringing Merchants into contact with all manner of colourful characters.





RAT CATCHER

Dwarf, Halfling, Human

You spare civilisation from being overrun by vermin with help from your trusty, canine companion.

Rat Catchers patrol every town and city, and for good reason. The Empire's streets are clogged with food scraps and foulness, perfect breeding grounds for vermin. Rat Catchers earn their crusts by killing these rats, clearing their nests from cellars, and by delving the Empire's hopelessly infested sewer systems... provided they're brave enough to face the other things down there. When apprenticed, Rat Catchers usually adopt a stray puppy that they train for ratting. The toughest Rat Catchers are hired by towns as Sewer Jacks to hunt giant rats and other subterranean nasties. On rare occasions, entire towns are overrun and later reclaimed with the aid of Exterminators.

RAT CATCHER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+	🛡	⚔	💀				+	

CAREER PATH

+

 Rat Hunter — Brass 3

Skills: Athletics, Animal Training (Dog), Charm Animal, Consume Alcohol, Endurance, *Melee (Basic)*, Ranged (Sling), Stealth (Underground or Urban)

Talents: Night Vision, Resistance (Disease), Strike Mighty Blow, Strike to Stun

Trappings: Sling with Ammunition, Sack, Small but Vicious Dog

⚔ Rat Catcher — Silver 1

Skills: Animal Care, Gossip, Haggle, Lore (Poison), Perception, Set Trap

Talents: Enclosed Fighter, Etiquette (Guilder), Fearless (Rats), Very Resilient

Trappings: Animal Traps, Pole for Dead Rats

💀 Sewer Jack — Silver 2

Skills: Climb, Cool, Dodge, Ranged (Crossbow Pistol)

Talents: Hardy, Stout-hearted, Strong Legs, Tunnel Rat

Trappings: Davrich Lantern, Hand Weapon, Leather Jack

🛡 Exterminator — Silver 3

Skills: Leadership, Track

Talents: Fearless (Skaven), Menacing, Robust, Strong-minded

Trappings: Assistant, Large and Vicious Dog, Sack of Poisoned Bait (10 doses of Heartkill)

'See there by the midden-heap, Otmar? There's a big one! Make sure it's dead before you pick it up. It'll bite yer hand with its poisonous teeth.'

— Annaliese Rattenfänger, Sewer Jack

'Sorry, mate. The rest of the guild deal with the rats. Me and me mates deal with the bigger ones in the sewers. Tide of them down there, there is...'

— Märten Stormdal, Ubersreik Exterminator

Rat Catchers move to new towns when the rats become 'too big' or 'too clever', or when competition becomes fierce. When journeying, they may befriend those who welcome help from a streetwise slinger, and Rat Catchers are willing to venture into places normal people won't.

If you want to play a character who may be aware of the 'too big' and 'too clever' Skaven (see page 336), Rat Catcher is for you. However, the Skaven frequently assassinate any who spread rumours of their existence. Because of this, wise Ratcatchers are unlikely to admit what they know, some even using their professional opinion to actively discredit 'tall tales' of 'rat men'.





TOWNSMAN

Dwarf, Halfling, High Elf, Human

Ambitious and socially mobile, you are the hardworking glue that holds urban society together.

Townspeople meet these thriving centres of trade and commerce's demand for workers. They fill various roles for private artisans or municipal councils: Bankers, Clerks, Hawkers, Innkeepers, Newspaper Vendors, Ostlers, Shopkeepers, Toll-keepers, Washers, and many more. Pay rates vary; some can haggle for extra commission, whereas civil employees such as lamplighters and toll-keepers are paid fixed salaries. There is little opportunity for promotion, but those with determination, savvy, and luck might eventually own property or a business.

The most successful Townsmen often join local councils overseeing civic matters, with Burgomeisters — the most important municipal leaders — often enjoying the same social status as Merchant Princes and Guildmasters.

TOWNSMAN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			❖	+	💀	+	🛡	+	+

CAREER PATH

⊕ Clerk — Silver 1

Skills: Charm, Climb, Consume Alcohol, Drive, Dodge, Gamble, Gossip, *Haggle*

Talents: Alley Cat, Beneath Notice, Etiquette (Servants), Sturdy

Trappings: Lodgings, Sturdy Boots

❖ Townsman — Silver 2

Skills: Bribery, Evaluate, Intuition, Lore (Local), Melee (Brawling), Play (Any)

Talents: Dealmaker, Embezzle, Etiquette (Any), Gregarious

Trappings: Modest Townhouse, Servant, Quill and Ink

💀 Town Councillor — Silver 5

Skills: Cool, Lore (Law), Perception, Research

Talents: Briber, Public Speaker, Read/Write, Supportive

Trappings: Coach and Driver, Townhouse

♦ Burgomeister — Gold 1

Skills: Lore (Politics), Intimidate

Talents: Commanding Presence, Master Orator, Schemer, Suave

Trappings: Chains of Office, Coach and Footman, Quality Clothing, Large Townhouse with Gardens and Servants

'I'm afraid you'll have to remove your backpacks in this shop and leave polearms at the door. The owner deducts broken ceramics from me wage.'

— Frida, Part-time Shopkeeper

Townspeople are part of a growing class of citizen with both time and money at their disposal. Many take one or two days off a week and can easily fit in a life of adventure between shifts or after closing time. Some may wish to go even further afield, and if the Townsman has some money put aside, it should be simple to negotiate some time off with an employer. It's very common for citizens of the Empire to go on pilgrimages for weeks or months at a time. Skilled workers are always in demand, and there will likely be a role waiting when they come home.





WATCHMAN

Dwarf, Halfling, High Elf, Human

You maintain the peace and keep the rabble in line so your town doesn't descend into anarchy.

Watchmen are employed by local authorities to patrol streets throughout the Empire. Most are little more than well-meaning keepers of the peace, and few know the laws they're supposed to enforce. Corruption is rampant, and many Watchmen enlist purely for the authority to hurt people or to support local criminal gangs. Some can earn triple their wages by turning a blind eye.

Only a few towns and cities have professional Watchmen paid to understand and uphold the law; instead, the Emperor's Peace is normally maintained by the local State Army, who man walls, guard gates, and patrol the streets according to the instructions of their superiors.

WATCHMAN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+			💀				🛡️	⚔️

CAREER PATH

Watch Recruit — Brass 3

Skills: Athletics, Climb, Consume Alcohol, Dodge, Endurance, Gamble, Melee (Any), Perception

Talents: Drilled, Hardy, Strike to Stun, Tenacious

Trappings: Hand Weapon, Leather Jack, Uniform

Watchman — Silver 1

Skills: Charm, Cool, Gossip, Intimidate, Intuition, Lore (Local)

Talents: Break and Enter, Criminal, Night Vision, Sprinter

Trappings: Lantern and Pole, Lamp Oil, Copper Badge

Watch Sergeant — Silver 3

Skills: Entertain (Storytelling), Haggle, Leadership, Lore (Law)

Talents: Disarm, Etiquette (Soldiers), Fearless (Criminals), Nose for Trouble

Trappings: Breastplate, Helm, Symbol of Rank

Watch Captain — Gold 1

Skills: Lore (Politics), Ride (Horse)

Talents: Public Speaker, Robust, Kingpin, Schemer

Trappings: Riding Horse with Saddle and Tack, Quality Hat, Quality Hand weapon, Quality Symbol of Rank

'So I go up to Middenheim, Ulric's own country, and what did I find? I swear more than half of their City Watch are women! I would have stayed up there for the rest of my career if I could've.'

— Jana Tennisohn, Chief Inspektor (retired), Nuln City Watch

'Sorry, sir, I've got a Halfling killer, a Weirdroot smuggling ring, a gang war, and a noble threatening to have me arrested by my own Station. Your missing cat will have to wait until tomorrow.'

— Sergeant Harri Makkenpieser, Altdorf City Watch

Not every Watchman is crooked, but those with morals are soon jaded by the corruption inherent in the system. By joining adventuring parties, principled Watchmen can champion justice on their own terms. Experience of the street makes Watchmen effective combatants in a small party, and their presence can help legitimise a wandering band of ne'er-do-wells.





ADVISOR

Dwarf, Halfling, High Elf, Human, Wood Elf

Wise and well-informed, you provide advice and guidance so your employer prospers.

Advisors provide counsel to those they serve. Well-versed in the political and social conditions of their employer's domain, they are privy to confidential and sensitive information. While many Advisors are born into their positions, others actively seek noble patronage as a path to wealth and power. Some young royals pick their university or childhood friends as their first Aide, trusting them to say what no-one else will.

Long years at court or in service to a lesser noble pave the way to the loftier heights of their careers. Many Advisors do not serve the nobility at all, instead lending their extensive capabilities to criminals, warlords, merchants, cults, or guilds.

ADVISOR ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			+	+	+			💀	🛡️

CAREER PATH

+Aide — Silver 2

Skills: Bribery, Consume Alcohol, Endurance, Gossip, Haggle, Language (Classical), *Lore (Politics)*, Perception

Talents: Beneath Notice, Etiquette (Any), Gregarious, Read/Write

Trappings: Writing Kit

Advisor — Silver 4

Skills: Charm, Cool, Evaluate, Gamble, Intuition, *Lore (Local)*

Talents: Blather, Criminal, Schemer, Supportive

Trappings: Livery

💀 Counsellor — Gold 1

Skills: Entertain (Storytelling), Leadership, Language (Any), *Lore (Any)*

Talents: Argumentative, Briber, Carouser, Cat-tongued

Trappings: Quality Clothing, Aide

🛡️ Chancellor — Gold 3

Skills: *Lore (Heraldry)*, Ride (Horse)

Talents: Commanding Presence, Embezzle, Kingpin, Suave

Trappings: Riding Horse with Saddle and Harness, Quality Courtly Garb, Staff of Advisors and Aides

'Sigmar votes with Reikland for three. The dead Emperor, Mootland, and Reikland will vote the same way, taking Reikland to six. As you know, you need seven votes to become emperor. Given Ar'Ulric always votes for Middenheim, it's highly unlikely the Imperial seat will return to Nuln while the House of Third Wilhelm flourishes. Best hope for a daughter, your Grace. A marriageable one.'

— Krammond, Advisor to the Elector Count of Nuln, 2475 IC

If there is something peculiar or dangerous happening within their employer's domain, then an Advisor is well-placed to investigate. At the higher levels of the career, a Counsellor or Chancellor will have their own trusted staff they can rely on to look after matters if they take a short leave of absence. Advisors can approach different classes of people, including the most difficult to access, and they are already in a position where they are expected to ask questions on behalf of their employer.





ARTIST

Dwarf, Halfling, High Elf, Human, Wood Elf

You possess an artistic gift, one that transcends daily life and uplifts the souls of others.

Artists use their talents — for painting, sculpting, writing and similar — to create works of fine art. Often their careers begin as Apprentices to experienced Master Artists, though some are simply prodigies. The best can attract a patron, and some end up teaching, forming their own schools of art and attracting the wealthiest of benefactors to their fashionable salons.

Sadly, most Artists spend their lives in a vain attempt to prove their value to a society that rarely appreciates them. Some make ends meet through different means: satirising nobles and politicians in cartoons for the Altdorf broadsheets, sketching suspects for watch captains, writing social commentary, or even forging the work of more renowned artists.

ARTIST ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
		+		+		+	盾	骷髅	火柴

CAREER PATH

+

 Apprentice Artist — Silver 1

Skills: Art (Any), Cool, Consume Alcohol, Evaluate, Endurance, Gossip, Perception, Stealth (Urban)

Talents: Artistic, Sharp, Strong Back, Tenacious

Trappings: Brush or Chisel or Quill Pen

火柴 Artist — Silver 3

Skills: Climb, Gamble, Haggle, Intuition, Language (Classical), Trade (Art Supplies)

Talents: Carouser, Criminal, Gregarious, Nimble Fingered

Trappings: Sling Bag containing Trade Tools (Artist)

骷髅 Master Artist — Silver 5

Skills: Charm, Leadership, Lore (Art), Lore (Heraldry)

Talents: Acute Sense (Any), Dealmaker, Etiquette (any), Nose for Trouble

Trappings: Apprentice, Patron, Workshop (Artist)

盾 Maestro — Gold 2

Skills: Research, Ride (Horse)

Talents: Ambidextrous, Kingpin, Magnum Opus, Read/Write

Trappings: Large Workshop (Artist), Library (Art), 3 Apprentices

'Please remain still, my lord. It is rather difficult to capture the majesty of your countenance if you continue to scratch yourself so. Perfect! Now hold that pose for just a few seconds more if you please. And there you've gone and done it again. Might I suggest you pay a visit to the apothecary? He may have several effective remedies for lice, especially if you find your incessant squirming as bothersome as I do...'

— Gottlieb Toman, Painter, prior to his execution

Attracting suitable patrons is not always a simple matter, so Artists of all stripes find themselves traveling abroad in search of one. Even those who have the means to support themselves take to the road in search of new sights to paint, sculpt, or inspire them. Holy frescos and reliefs dedicated to the gods are often commissioned in faraway temples, churches, and abbeys.





DUELLIST

Dwarf, High Elf, Human

Your blade is an instrument of justice, bound by long tradition and employed with deadly precision.

Duellists fight on behalf of others — settling matters of honour between organisations or individuals — or as surrogates for the law, representing the accused or the accuser in trials by combat. For some Duellists the act of fighting is reward enough for the considerable risks they face. Training is dangerous, leaving some apprentices crippled or scarred for life. Those who live long enough to learn from their mistakes can aspire to the fame of a Blademaster, teaching their techniques to eager students. Judicial Champions duel on behalf of governments and nobles, and their blades can determine the fates of nations. Some modern Duellists, especially hot-headed Altdorf students, favour pistols. This is regarded by the older generation as dishonourable and foolhardy.

DUELLIST ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+	+		+	+			◆	

CAREER PATH

◆ Fencer — Silver 3

Skills: Athletics, Dodge, Endurance, Heal, Intuition, Language (Classical), Melee (Any), Perception

Talents: Beat Blade, Distract, Feint, Step Aside

Trappings: Hand Weapon or Rapier, Sling

Bag containing Clothing and 1d10

Bandages

❖ Duellist — Silver 5

Skills: Charm, Cool, Gamble, Melee (Parry), Ranged (Blackpowder), Trade (Gunsmith)

Talents: Combat Reflexes, Etiquette (Any), Fast Shot, Reversal

Trappings: Main Gauche or Sword-breaker, Pistol with Gunpowder and Ammunition

◆ Duelmaster — Gold 1

Skills: Intimidate, Leadership, Melee (Basic), Perform (Acrobatics)

Talents: Ambidextrous, Disarm, Dual Wielder, Riposte

Trappings: Quality Rapier, Hand Weapon, Trusty Second, 2 Wooden Training Swords

◆ Judicial Champion — Gold 3

Skills: Lore (Law), Melee (Any)

Talents: Combat Master, Menacing, Reaction Strike, Strike to Injure

Trappings: 2 Quality Weapons

First blood, ye fool! First blood! And here ye've gone 'n run 'im through!

- Ortolf Ehardt, Burgher

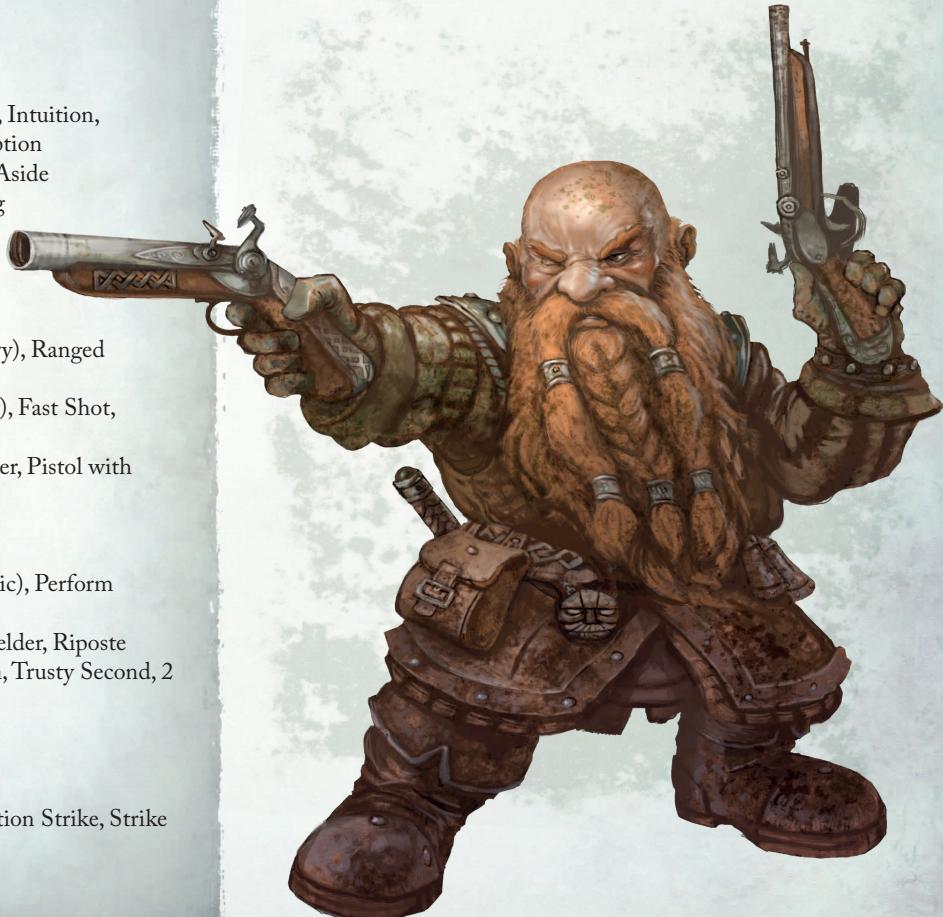
In my defence, sir, he was the first to do any sort of bleeding.

- Rosabel Viernau, Duellist

Always make sure you have Doktor Schuller on site. Deniability? Good question. Pay her in advance, treat her with civility, and she'll turn around. Then she sees nothing until the duel is over, one way or another.

- Blademaster Aleksandr Amblestadt's advice to his students.

Both inexperienced and esteemed Duellists alike travel the Empire in search of opponents with which to bolster their reputations. For others, the hunt for a veteran instructor drives them to explore the furthest flung of the Old World's locales. Masters of foreign techniques are also sought by Duellists who wish to add unique styles of fighting to their repertoires. As skilled combatants, Duellists often augment their livelihood with mercenary work, even acting as guards for caravans and riverboats in a pinch. Although Dwarfs have no interest in fencing with flimsy swords and the frippery of the duelling scene, they have long traditions of using combat to resolve bitter disputes, and will travel far to enhance their skills.





ENVY

Dwarf, Halfling, High Elf, Human, Wood Elf

An articulate emissary, you travel far and wide, negotiating favourable pacts and treaties.

Experts in negotiation and social interaction, Envoys act as agents serving the interests of the Empire, a regional estate, a foreign entity, or a merchant house. Intrigue abounds in courtly circles, and such a career choice is a risky proposition that only grows more perilous at the highest levels of government. Even when granted some manner of immunity against foreign laws or customs, Ambassadors must tread carefully.

Envoy must first prove their abilities in a lesser capacity as a Herald, assisting Diplomats in hammering out the tedious minutiae of deals, or representing merchants, guilds, or cults, building their reputations with each pact they establish. Some Envoy find employ with Mercenary Companies; the best of these can secure a profit for their employers without shedding a drop of blood.

ENVOY ADVANCE SCHEME										
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	
			+	💀	+		⚔	🛡	+	

CAREER PATH

+

Herald — Silver 2

Skills: Athletics, Charm, Drive, Dodge, Endurance, Intuition, Ride (Horse), Row

Talents: Blather, Etiquette (Nobles), Read/Write, Suave

Trappings: Leather Jack, Livery, Scroll Case

⚔ Envoy — Silver 4

Skills: Art (Writing), Bribery, Cool, Gossip, Haggle, Lore (Politics)

Talents: Attractive, Cat-tongued, Etiquette (any), Seasoned Traveller

Trappings: Quill and Ink, 10 sheets of parchment

💀 Diplomat — Gold 2

Skills: Intimidate, Language (Any), Leadership, Navigation

Talents: Carouser, Dealmaker, Gregarious, Schemer

Trappings: Aide, Quality Clothes, Map

🛡 Ambassador — Gold 5

Skills: Language (Any), Lore (Any)

Talents: Briber, Commanding Presence, Noble Blood, Savvy

Trappings: Aide, Best Quality Courtly Clothes, Staff of Diplomats, Herald

'Watch that one. She's got a tongue like a snake and nary a scruple. Still, she's got a weakness for Elven wine and handsome young footmen. I'm sure you can arrange something... scandalous.'

— Odmar Horst, Guild Envoy

'My advice to his Imperial Majesty to ensure we maintain our vital trade link with Karak Ziflin: grow a beard and keep your promises.'

— Letter to the High Lord of the Chair, from Ambassador Willemijna von Kotzdam

Envoy travel a great deal, meeting countless individuals from all walks of life, cultivating contacts across the Old World. They are sometimes expected to get their hands dirty to ensure their master's wishes are fulfilled. If failure doesn't lead to their immediate death, they might find themselves on the run from their own employers.





NOBLE

Dwarf, High Elf, Human, Wood Elf

As the scion of a noble bloodline, you stand proudly from the common rabble.

The blood of highborn ancestors courses through the veins of the nobility, granting Nobles the power to rule, make laws, and dispense justice. Nobles often inherit vast wealth and holdings, although only those with a direct line of succession can expect to wield any genuine power. Many spend their lives consolidating this wealth and power through business, politics, and conquest. Those without substantial inheritance must make their own way in the world, joining the State Army or navy as a commissioned officer, or commit to service of one of the gods. It is common to find Nobles working for more powerful noble houses, such as sending their daughters to serve as hand maidens to royalty.

NOBLE ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+				+		+	💀	🛡	⚒

CAREER PATH

✚ Scion — Gold 1

Skills: Bribery, Consume Alcohol, Gamble, Intimidate, Leadership, Lore (Heraldry), Melee (Fencing), Play (Any)

Talents: Etiquette (Nobles), Luck, Noble Blood, Read/Write

Trappings: Courtly Garb, Foil or Hand Mirror, Jewellery worth 3d10 GC, Personal Servant

❖ Noble — Gold 3

Skills: Charm, Gossip, Language (Classical), Lore (Local), Ride (Horse), Melee (Parry)

Talents: Attractive, Briber, Carouser, Suave

Trappings: 4 Household Servants, Quality Courtly Garb, Courtly Garb, Riding Horse with Saddle and Harness or Coach, Main Gauche or Quality Cloak, Jewellery worth 50 GC

💀 Magnate — Gold 5

Skills: Language (Any), Intuition, Lore (Politics), Perception

Talents: Coolheaded, Dealmaker, Public Speaker, Schemer

Trappings: 2 sets of Quality Courtly Garb, 200 GC, Fiefdom, Jewellery worth 200 GC, Signet Ring

🛡 Noble Lord — Gold 7

Skills: Lore (Any), Track

Talents: Commanding Presence, Iron Will, Warleader, Wealthy

Trappings: 4 sets of Best Quality Courtly Garb, Quality Foil or Hand Mirror, 500 GC, Jewellery worth 500 GC, Province

'Everyone thinks that Nobles have it easy, but it's a treacherous life and you're always standing in someone's way. I'd rather take my chances out here with you lot than risk assassins back home. Give me a herd of Beastmen any day.'

— 'Lugner' Rodziner, Tenth of his Line

Many Nobles serve their families abroad in the hopes they can advance their station and earn acclaim amongst their peers. Others, bored by pampered living, search for excitement as adventurers and would-be heroes. Scions with few prospects sometimes seek their fortunes far from courtly intrigue and betrayal, taking up other occupations to expand their options.

The GM should consider carefully whether to allow players to choose the Noble career. It comes with a lot of trappings and temporal power, especially at the higher levels of the career.





SERVANT

Dwarf, Halfling, Human

You serve the great and the good, performing tasks in support of your employer.

Most who serve the nobility come from peasant stock, grateful to escape the beleaguered masses tending the fields. Servants are taught comportment along with the skills necessary to cook, clean, bottle, and groom on behalf of their betters. They are provided with room, board, and a wage, but the quality of a Servant's life depends on how well treated they are. Some Servants dress their employer, cook or serve meals, manage stores of wine and other consumables, or tend to the grounds.

Experienced Servants can aspire to the role of personal Attendant, or even Steward, managing the domestic affairs of their employer and overseeing other Servants. Those directly serving royalty are often drawn from noble stock rather than the peasantry.

SERVANT ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
		+	+	+			+		+

CAREER PATH

Menial — Silver 1

Skills: Athletics, Climb, Drive, Dodge, *Endurance*, Intuition, Perception, Stealth (Any)

Talents: Beneath Notice, Strong Back, Strong-minded, Sturdy

Trappings: Floor Brush

Servant — Silver 3

Skills: Animal Care, Consume Alcohol, Evaluate, Gamble, Gossip, Haggle

Talents: Etiquette (Servants), Shadow, Tenacious, Well-prepared

Trappings: Livery

Attendant — Silver 5

Skills: Charm, Cool, Intimidate, Lore (Local)

Talents: Embezzle, Resistance (Poison), Suave, Supportive

Trappings: Quality Livery, Storm Lantern, Tinderbox, Lamp Oil

Steward — Gold 1

Skills: Leadership, Melee (Basic)

Talents: Etiquette (any), Numismatics, Read/Write, Savvy

Trappings: Hand Weapon, Fine Clothes, Servant

'Only a fool mistreats those entrusted to cook food and pour wine. Believe me, there's no end of damage a spiteful servant can wreak upon the unwise.'

— Baron Gerber Jochutzmann

'Why she insists on takin' that blasted cat with her is beyond me. Between her wardrobes, her travelling library, and her damned butterfly collection, I'm at my wit's end! And when it gets lost — oh, it will, believe me — she'll expect me to find her a new one. Sigmar! Where does one find a leopard kitten in Ubersreik?'

— Reynald, Lady Kirstin Gottlieb's Porter

A Servant may be required to accompany their employer, travelling from winter to summer domains, or visiting the great cities. This can provide opportunities for adventures around the Empire. Bored heirs, closeted by over-protective parents, might treat their young Servants more like friends, providing them with encouragement and funds to seek out adventures, living vicariously through them when they report back with tales of derring-do. Favoured Servants are, on occasion, entrusted with duties that take them beyond their familiar surroundings, or even loaned to other family members or peers.





SPY

Dwarf, Halfling, High Elf, Human, Wood Elf

You are the eyes and ears of another, exposing secrets and spreading lies.

Spies are brave (or foolhardy) individuals who secretly gather information for their clients. A well-placed Spy is an asset to anyone desiring knowledge of an opponent's activities. Many take months, even years, cultivating an unremarkable identity with ties to one or more groups or individuals. Their actions are risky. If caught, Spies are rarely executed quickly and often tortured at length. Many Informers are forced into spying via blackmail or other threats. A skilled Spy will earn well, but extrication from such activities can be more perilous than the activities themselves. Given Spies avoid undue attention, they aren't typically known by their reputations unless those reputations are as anonymous as they are.

SPY ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
❖				💀	✚		🛡	✚	✚

CAREER PATH

✚ Informer — Brass 3

Skills: Bribery, Charm, Cool, Gamble, *Gossip*, Haggle, Perception, Stealth (Any)

Talents: Blather, Carouser, Gregarious, Shadow

Trappings: Charcoal stick, Sling Bag containing 2 different sets of clothing and Hooded Cloak

❖ Spy — Silver 3

Skills: Climb, Entertain (Act), Intuition, Melee (Basic), Secret Signs (Any), Sleight of Hand

Talents: Etiquette (Any), Lip Reading, Read/Write, Secret Identity

Trappings: Informer, Hand Weapon, Disguise Kit, Ring of Informers, Telescope

💀 Agent — Gold 1

Skills: Animal Care, Animal Training (Pigeon), Language (Any), Leadership

Talents: Attractive, Cat-tongued, Master of Disguise, Mimic

Trappings: Book (Cryptography), Ring of Spies and Informers, Loft of Homing Pigeons, Quill and Ink

🛡 Spymaster — Gold 4

Skills: Lore (Any), Research

Talents: Briber, Schemer, Suave, Tower of Memories

Trappings: Office and Staff, Large Spy Ring of Agents, Spies, and Informers

'Treason? That's it? For the love of... why didn't I qualify for high treason? I've done plenty of other terrible things. Should I list them off for you? What's that? It's not personal? Well, it is now, you prig-powdered gaff'

— Sieben Dietmund, Accused of Treason and Contempt

Spies are found throughout the Old World and in service to many prominent organisations. During their investigations, Spies are easily embroiled in plots both sinister and benign. They are often forced to flee when their identities or allegiances are exposed. These individuals use their abilities to disguise their true nature and avoid capture. Joining a group of unwitting heroes under false pretences as part of an escape attempt has led more than one Spy to an adventuring career.





WARDEN

Dwarf, Halfling, High Elf, Human

You oversee another's territory, ensuring it is properly maintained and, if necessary, protected.

Wardens see to the care and stewardship of their employer's holdings. Failure to improve — or, at the very least, maintain — an employer's lands or provisions is often met with disfavour. In some instances, multiple wardens work together to keep their employer's estate in correct order.

A Warden's oversight can cover a variety of duties: ensuring the upkeep of a grand estate, overseeing a lord's hunting grounds, or caring for a rarely-visited holidaying home. Wardens might keep watch over forested or agricultural lands, or see to the maintenance of lakes, rivers, or ponds. Those in the employ of the richest and most powerful can rise to immensely powerful positions themselves.

WARDEN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔	+	+				🛡		+	💀

CAREER PATH

✚ Custodian — Silver 1

Skills: Athletics, Charm Animal, Consume Alcohol, Cool, Endurance, Intuition, Lore (Local), Perception

Talents: Menacing, Night Vision, Sharp, Strike to Stun

Trappings: Keys, Lantern, Lamp Oil, Livery

⚔ Warden — Silver 3

Skills: Animal Care, Melee (Basic), Outdoor Survival, Ranged (Bow), Ride (Horse), Swim

Talents: Animal Affinity, Etiquette (Servants), Strider (any), Rover

Trappings: Hand Weapon *or* Bow with 10 arrows, Riding Horse with Saddle and Harness, Leather Jack

💀 Seneschal — Gold 1

Skills: Bribery, Charm, Gossip, Leadership

Talents: Embezzle, Numismatics, Read/Write, Supportive

Trappings: Breastplate, Ceremonial Staff of Office, Staff of Wardens and Custodians

🛡 Governor — Gold 3

Skills: Evaluate, Language (Any)

Talents: Commanding Presence, Etiquette (any), Savant (local), Suave

Trappings: Aide, Governor's Residence, Servant

'Yes, m'lord, the duke has been a-bed this last decade. And, yes, m'lord, I am running his estate. No, m'lord, I don't see that changing any time soon. After all, in Penzkirchen, my word is now law... Arrest him!'

— W. Edvart Kurtz, Governor of Penzkirchen

Wardens rarely travel unless their duties call for it. That said, even those assigned to oversee an estate's lands or hunting grounds must make regular patrols to assess the property's condition and to discourage poachers. When between jobs, Wardens often find work as guides or hunters, and such activities can lead to much excitement or terror. Wardens with a grudge against former masters might even be inclined to provide enemies with confidential information regarding their old estates.





BAILIFF

Dwarf, Halfling, Human

You are an official trusted by local rulers to administer their lands efficiently and firmly.

Nobles entrust Bailiffs to gather dues from their lands. Some Bailiffs are respected and upstanding, attending throng at the temple of Sigmar every week. Others are bullies, happy to enforce their lord's rights over property and possessions with threats and violence. Long-serving bailiffs often become trusted servants of the local noble family and enjoy considerable perks. Reeves have a broader reach and greater responsibility. They keep order and maintain the borders of the lord's lands, resolving disputes with neighbouring estates.

Some magistrates are lay-members of the cult of Verena, seeking guidance and wisdom from blind Justice on any difficult cases they judge. However, most provincial magistrates simply find themselves arbitrating a series of petty disputes over livestock and farmland borders.

BAILIFF ADVANCE SCHEME										
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	
+				+	💀			🛡	+	🔥

CAREER PATH

+ Tax Collector — Silver 1

Skills: Cool, Dodge, Endurance, Gossip, Haggle, *Intimidate*, Melee (Basic), Perception

Talents: Embezzle, Numismatics, Strong Back, Tenacious

Trappings: Hand weapon, small lock box

🔥 Bailiff — Silver 5

Skills: Bribery, Charm, Evaluate, Intuition, Leadership, Lore (Local)

Talents: Break and Enter, Criminal, Public Speaking, Strike to Stun

Trappings: Leather Jack, 3 Tax Collectors

💀 Reeve — Gold 1

Skills: Animal Care, Lore (Heraldry), Navigation, Ride (Horse)

Talents: Kingpin, Menacing, Nose for Trouble, Read/Write

Trappings: Horse with Saddle and Tack, Breastplate, Bailiff

🛡 Magistrate — Gold 3

Skills: Language (Classical), Lore (Law)

Talents: Commanding Presence, Iron Will, Savvy, Schemer

Trappings: Library (Law), Quality Robes, Seal of Office

'Aye, it's been a poor harvest, but dues are dues. I'll take half now and half on Marktag. How's that? It's the best I can offer, can't say fairer than that.'

— Lena Sauer, Bailiff

'I'll go up and have a look at the grazing land in question myself. Until then, I want no trouble from any of your boisterous offspring, do I make myself clear, Bauer, Meier? And you will pay equal shares for the damage to the inn, or you will forfeit any claim you might, or might not have, on the land.'

— Lorenz Schulte, Reeve of Elster Vale

Most Bailiffs have a degree of autonomy, granting them ample opportunity to turn their attention to private matters, or to hire others to do so on their behalf. As many also have broad authority in the areas they influence, they are frequently sent by their employers to resolve problems, which can often lead to unexpected places.





HEDGE WITCH

Human

Wise and secretive, you guide your community using ancient magic handed down for generations.

Witch Hunters use the term ‘Hedge Witch’ for any illegal spellcaster, but this was not always so. Once Hedge Witches were respected members of rural communities, practising magics older than the forests. But decades of persecution since the founding of the Colleges of Magic have left the few surviving Hedge Witches disparate and broken. They hide in the quietest corners of the Old World, their smoky huts and creaking hovels standing astride the boundary between civilisation and the trackless wilds. Most Hedge Witches are solitary to protect themselves from prying strangers, but their talents are often known to locals. Their knowledge of warding evil is usually secret, but their herbalism, midwifery, and healing arts are quickly sought in times of need.

HEDGE WITCH ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			+	+		+	+	🛡	💀

CAREER PATH

+

Hedge Apprentice — Brass 1

Skills: Channelling, Endurance, *Intuition*, Language (Magick), Lore (Folklore), Lore (Herbs), Outdoor Survival, Perception

Talents: Fast Hands, Petty Magic, Rover, Strider (Woodlands)

Trappings: 1d10 Lucky Charms, Quarterstaff, Backpack

❖ Hedge Witch — Brass 2

Skills: Cool, Gossip, Heal, Lore (Local), Trade (Charms), Trade (Herbalist)

Talents: Aethyric Attunement, Animal Affinity, Arcane Magic (Hedgecraft), Sixth Sense

Trappings: Antitoxin Kit, Healing Poultice, Trade Tools (Herbalist)

❀ Hedge Master — Brass 3

Skills: Haggle, Lore (Genealogy), Lore (Magic), Lore (Spirits)

Talents: Craftsman (Herbalist), Magical Sense, Pure Soul, Resistance (Disease)

Trappings: Isolated Hut, Apprentice

🛡 Hedgewise — Brass 5

Skills: Intimidate, Pray

Talents: Acute Sense (Any), Master Craftsman (Herbalist), Night Vision, Strong-minded

Trappings: Assortment of Animal Skulls, Ceremonial Cloak and Garland

‘We tell the folk that the offering o’fish is for Grandfather Reik, ‘cause it makes them feel safer than having to explain the river is home to an ‘ungry spirit. It keeps the spirit safe, too.’

— Alt Zaunreiter, Hedgewise

A Hedge Witch is often the first to notice supernatural foul play. The subsequent investigations often lead to all sorts of dangers and adventure. When Witch Hunters come to town, Hedge Witches often take a leave of absence, lying low or travelling elsewhere until danger is passed.

The Hedgefolk are known by many names across the Empire, but have one thing in common: the goal of preserving their ancient traditions from destruction. Hedge Witches have little love for the Colleges of Magic, knowing any child taken by them will likely never return to serve their community, instead pressed into service in some far-off war. Whenever possible they hide children they consider ‘blessed’ from passing wizards, although occasionally one will be sent to the Colleges — as a sacrifice or a spy, who can say?





HERBALIST

Halfling, High Elf, Human, Wood Elf

Skilled botanists who use Rhya's bounty to create cures for many ailments.

Medicines from apothecaries are expensive and rarely available in the Reikland's hinterlands, so peasants rely on the healing power of plants gathered, doctored, and administered by Herbalists. Most Herbalists' lore is verbally passed down from master to apprentice, so names for illnesses and treatments often vary from village to village. The most experienced Herbwives are sent for in cases of mysterious or stubborn sicknesses. Herbalists dedicate time to visiting the sick, diagnosing their ailments and searching for herbs to treat them with. Some Herbalists ply a darker trade, sought out by those who can pay a high price for the illicit substances they offer. Although an untrue stereotype, it's a standing joke in the trade that Halfling Herbalists are only interested in pipeweed and wyrdrift.

HERBALIST ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			+	+	+	✖	🛡	🟡	💀

CAREER PATH

Herb Gatherer — Brass 2

Skills: Charm Animal, Climb, Endurance, Lore (Herbs), Outdoor Survival, Perception, Swim, *Trade (Herbalist)*

Talents: Acute Sense (Taste), Orientation, Rover, Strider (any)

Trappings: Boots, Cloak, Sling Bag containing Assortment of Herbs

Herbalist — Brass 4

Skills: Consume Alcohol, Cool, Gossip, Haggle, Heal, Lore (Local)

Talents: Dealmaker, Nimble Fingered, Sharp, Sturdy

Trappings: Hand Weapon (Sickle), Healing Poultice, Trade Tools (Herbalist)

Herb Master — Silver 1

Skills: Intuition, Leadership, Lore (Medicine), Trade (Poisons)

Talents: Craftsman (Herbalist), Field Dressing, Hardy, Savvy

Trappings: Herb Gatherer, 3 Healing Poultices, Healing Draught, Workshop (Herbalist)

Herbwise — Silver 3

Skills: Drive, Navigation

Talents: Concoct, Master Tradesman (Herbalist), Resistance (Poison), Savant (Herbs)

Trappings: Pony and Cart

'This is beyond my skill to heal. The wound's been infected and it's tainting his blood; he needs a doctor, or Shallya's aid. I can give you something to make sure he's comfortable on the journey to town. And something for you, too, to calm your nerves.'

— Kurtis Schwarz, Herbalist

With knowledge of poultices and potions, Herbalists can easily find a place with a band of travellers or mercenaries. When particularly virulent diseases take hold, Herbwives often send their apprentices to far off places in search of rarer herbs, and some find themselves in all manner of unexpected trouble. The Wood Elves' knowledge of plants and herbs is legendary. In the Grey Mountains it is said that The Goddess Shallya wandered Athel Loren to learn their lore when Ranald was dying of an affliction she could not cure. High Elves who study the art of herbalism follow Lileath the Maiden's teachings, and it's rumoured there is an ancient elven library in Marienburg which records the medicinal use of every plant in the Old World, although no Human has yet been granted access.





HUNTER

Dwarf, Halfing, High Elf, Human, Wood Elf

Tough, independent killers who make a living off the fur and flesh of wild creatures.

'Taal's Bounty' is a common greeting in Hochland, where locals proclaim a proud hunting heritage that goes back to the time of Sigmar. Most in the Empire hunt, either as a hobby, a profession, or a necessity, and many Hunters turn to poaching when times are lean.

Particularly skilled Hunters might be engaged as a noble's Huntsmaster, granting access to fine weapons, horses, and falcons. Elves and Dwarfs have little care for the boundaries of men and will occasionally venture deep into Human territory tracking a challenging prize. Stories of the Wood Elves' Wild Hunt petrify children of the Grey Mountains, and not without cause, for if any intruder strays too close to Elven lands, then the hunters quickly become the hunted.

HUNTER ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+	+	+	+	+	+	+		

CAREER PATH

† Trapper — Brass 2

Skills: Charm Animal, Climb, Endurance, Lore (Beasts), *Outdoor Survival*, Perception, Ranged (Sling), Set Trap

Talents: Hardy, Rover, Strider (any), Trapper

Trappings: Selection of Animal Traps, Hand Weapon, Sling with 10 Stone Bullets, Sturdy Boots and Cloak

❖ Hunter — Brass 4

Skills: Cool, Intuition, Melee (Basic), Ranged (Bow), Secret Signs (Hunter), Stealth (Rural)

Talents: Accurate Shot, Fast Shot, Hunter's Eye, Marksman

Trappings: Bow with 10 arrows

💀 Tracker — Silver 1

Skills: Navigation, Ride (Horse), Swim, Track

Talents: Acute Sense (any), Deadeye Shot, Fearless (Animals), Sharpshooter

Trappings: Backpack, Bedroll, Tent

🛡 Huntsmaster — Silver 3

Skills: Animal Care, Animal Training (Any)

Talents: Fearless (Monsters), Robust, Sniper, Sure Shot

Trappings: Riding Horse with Saddle and Tack, Kennel of Hunting Dogs

'My lord, those tracks... we're not following a stag. There are Turnskins in these woods.'

— Gundred Maynir, Huntsmaster

'Are you trying to tell me hunting's not a sport because both sides don't know they're playing? Might I suggest you'd been hunting the wrong game.'

— Graf Bernard Leutze von Holthausen

A common punishment for hunter caught poaching is to lose two fingers. Faced with being unable to draw a bow, many will cut and run before the punishment can be administered, preferring to take a chance in the forests. Around the fertile villages of the Suden Vorbergland, Hunters are losing ground to farmers as the trees are cut back and nobles reserve what hunting is left for sport. The Imperial Army is always on the lookout for reliable, local hunters to support their army as they march, acting as support archers or scouts. A life of adventure awaits any Hunter willing to take the Emperor's Shilling.





MINER

Dwarf, Halfling, Human

A hewer of stone, you pursue back-breaking work in the darkest depths of the world.

Many prospectors are tempted by stories of gold in the Skaag Hills, but real mining is hard work down dark, dangerous tunnels. Adept at constructing supports and assessing mineral ores for their value, Miners are alert to unexpected dangers from explosive gas to tunnelling Greenskins, and are notoriously tough, both physically and mentally. Prospectors usually work on commission, with a license to prospect in return for sharing finds with the local lord. Some noble houses' fortunes are built on the rich mines in their lands, and often Miners in these pits will be criminals or debtors pressed into service. Quarrymen hewing open-face stone ostensibly have a safer job than those underground, but accidents are common and Beastman attack from the forest is an ever-present danger.

MINER ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔	+	+	+	💀				+	🛡

CAREER PATH

Prospector — Brass 2

Skills: Cool, Endurance, Intuition, Lore (Local), Melee (Two-handed), Outdoor Survival, Perception, Swim

Talents: Rover, Strider (Rocky), Sturdy, Tenacious

Trappings: Charcoal Stick, Crude Map, Pan, Spade

Miner — Brass 4

Skills: Climb, Consume Alcohol, Evaluate, Melee (Basic), Secret Signs (Miner), Trade (Explosives)

Talents: Night Vision, Strike Mighty Blow, Strong Back, Very Strong

Trappings: Davrich Lamp, Hand Weapon (Pick), Lamp Oil, Leather Jack

Master Miner — Brass 5

Skills: Gossip, Lore (Geology), Stealth (Underground), Trade (Engineer)

Talents: Careful Strike, Craftsman (Explosives), Tinker, Tunnel Rat

Trappings: Great Weapon (Two-handed Pick), Helmet, Trade Tools (Engineer)

Mine Foreman — Silver 4

Skills: Charm, Leadership

Talents: Argumentative, Strong-minded, Embezzle, Read/Write

Trappings: Crew of Miners, Writing Kit

'After your supplies from the store are deducted, and your load of sixteen tons added, you made...let me see... no, you actually owe us two for today. Another day older and deeper in debt, boy.'

— Frederika, Victualler of the Delfgruber Minehead.

Many independent Miners find themselves thrust into peril when set upon by Goblins or other subterranean horrors. Some find the rewards of this life more lucrative, if not less dangerous, than slaving away for a mine owner for a pittance. Prospectors have many opportunities for adventure and can easily pull together a band of like-minded folk eager for riches and glory.

To Dwarfs, mining is not an occupation limited to commoners. Rather, they are considered artisans of great skill and are well-respected amongst the Dawi. Possessed of a keen sense for stone, Dwarfs are drawn to valuable seams and seemingly have a sixth-sense for when to shore up passages. Some Dwarf clans hold such pride in their mining ability that they march to war armed with picks rather than axes.





MYSTIC

Human, Wood Elf

You have a talent for divining the future, or for convincing others you can...

Searching for meaning in a dangerous world, people turn to Mystics for a glimpse of their future. Wandering caravans of Strigany are a common sight in Reikland, and locals scrape together coin to hear their fortune, and buy charms and love potions. Most Mystics are perceptive and intuitive, able to divine their customers' hopes and fears and give readings just specific enough to be believable. Mystics must be careful, and walk a fine line between accusations of trickery and heretical witchery. Mystics demonstrate their talent in a wide variety of ways: palmists and card readers are common amongst the Strigany, while a Wood Elf is more likely to interpret the signs and symbols to be found around them in nature, or to be inspired by dreams and visions. Many cults also have their own Seers and Sages, each prophesising the future through the paradigm of their beliefs.

MYSTIC ADVANCE SCHEME										
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	
				+	💀	+	🛡	⚔	+	

CAREER PATH

Fortune Teller — Brass 1

Skills: Charm, Entertain (Fortune Telling), Dodge, Gossip, Haggle, *Intuition*, Perception, Sleight of Hand

Talents: Attractive, Luck, Second Sight, Suave

Trappings: Deck of Cards or Dice, Cheap Jewellery

Mystic — Brass 2

Skills: Bribery, Cool, Entertain (Prophecy), Evaluate, Intimidate, Lore (Astrology)

Talents: Detect Artefact, Holy Visions, Sixth Sense, Well-prepared

Trappings: Selection of Amulets

Sage — Brass 3

Skills: Art (Writing), Charm Animal, Entertain (Storytelling), Language (Any)

Talents: Nose for Trouble, Petty Magic, Read/Write, Witch!

Trappings: Trade Tools (Writing)

Seer — Brass 4

Skills: Lore (Prophecy), Channelling (*Azyr*)

Talents: Arcane Magic (Celestial), Magical Sense, Menacing, Strong-minded

Trappings: Trade Tools (Astrology)

'I'll tell you for why we have wheels on our houses: it's because no-one likes to hear the cold truth of Morr a-coming, and if there's one thing for sure, Morr is always a-coming. So, it ain't because we're cheaters, but because we are honest folk!'

— Honest Chupra, Strigany Pedlar

I never met a Priest who could tell me what the future holds. Well, unless you count the Priest of Morr who Doomed me for thruppence, but don't they say that death and taxes are the only things we can be certain of?

— Sylvestr Jutzenbach, Ostermarker Noble

Mystics might seek a life of adventure if their insights draw the attention of priests and witch hunters. Dreams and visions also provide an incentive to join a band of adventurers: perhaps the Mystic foresees a terrible future ahead if action is not taken? No matter their motivation, once on the road, Mystics can easily ply their trade wherever they should travel.





SCOUT

Dwarf, Halfling, High Elf, Human, Wood Elf

Intrepid and resourceful, you guide others through the dangerous wilds of the Old World.

Among an illiterate populace where maps are rare, local knowledge can mean the difference between life and death for travellers. Scouts are experts at finding safe paths through the backwoods and muddy roads of the Empire. Local guides will accompany their clients, warning of upcoming dangers, sharing village gossip or showing the best places to forage. Experienced Scouts will barely be seen by their employers as they explore the trails ahead and keep a watchful eye out for hidden dangers. While most Scouts keep to familiar territory, some specialise in safely navigating unmapped terrain. Explorers might venture even further into treacherous and hostile territory, filling in the blank spaces on their maps. Most Scouts do not tackle dangers themselves, preferring to slip away quietly to warn their companions and enable their employers to avoid potential hazards completely.

SCOUT ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+	+	+	+	+	+	+		

CAREER PATH

◆ Guide — Brass 3

Skills: Charm Animal, Climb, Endurance, Gossip, Lore (Local), Melee (Basic), Outdoor Survival, Perception

Talents: Orientation, Rover, Sharp, Strider (any)

Trappings: Hand Weapon, Leather Jack, Sturdy Boots and Cloak, Rope

❖ Scout — Brass 5

Skills: Athletics, Navigation, Ranged (Bow), Ride (Horse), Stealth (Rural), Track

Talents: Combat Aware, Night Vision, Nose for Trouble, Seasoned Traveller

Trappings: Bow and 10 Arrows, Mail Shirt

◆ Pathfinder — Silver 1

Skills: Animal Care, Haggle, Secret Signs (Hunter), Swim

Talents: Acute Sense (Sight), Sixth Sense, Strong Legs, Very Resilient

Trappings: Map, Riding Horse with Saddle and Tack, Saddlebags with 2 weeks' Rations, Tent

◆ Explorer — Silver 5

Skills: Language (any), Trade (Cartographer)

Talents: Hardy, Linguistics, Savant (Local), Tenacious

Trappings: Selection of Maps, Trade Tools (Cartographer)

'You don't want to be going off the road down by the bluff without a guide. There's man-traps in them woods what the reeve put down to catch poachers. Almost 'ad old Billi's leg off last week it did.'

— Gwyn, Scout

Scouts can be invaluable to a group of adventurers, especially those venturing out from a city for the first time to find their fortune. Reliable and knowledgeable Guides may find themselves asked to stay on and act as Scouts, although many still act the loner, slipping in and out of the woods to protect the group from ambush or warn of enemies ahead.





VILLAGER

Dwarf, Halfling, Human

You are the beating heart of rural life, working the countryside to feed civilisation.

Sigmar's bountiful Empire provides an abundant harvest of crops, livestock, and other marketable goods, so there is always plenty of work to be found in the countryside. Villagers make up most of the Empire's population and perform a variety of valuable roles, including Farmers, Charcoal Burners, Woodsmen, Millers, Herders, and many more. Most villages fall under the domain of a noble family, where day-to-day administration of the estate is overseen by a bailiff. Village affairs are usually managed by a village council of local tradesmen and farmers led by an Elder. A village Councillor or Elder can hold significant local influence overseeing many decisions concerning the surrounding land.

VILLAGER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
❖	+	+	+	+		🛡			💀

CAREER PATH

❖ Peasant — Brass 2

Skills: Animal Care, Athletics, Consume Alcohol, Endurance, Gossip, Melee (Brawling), Lore (Local), Outdoor Survival

Talents: Rover, Strong Back, Strong-minded, Stone Soup
Trappings: None

❖ Villager — Brass 3

Skills: Dodge, Drive, Entertain (Storytelling), Haggle, Melee (Basic), Trade (Any)

Talents: Animal Affinity, Hardy, Tenacious, Very Strong

Trappings: Leather Jerkin, Hand Weapon (Axe), Trade Tools (as Trade)



💀 Councillor — Brass 4

Skills: Bribery, Charm, Intimidate, Leadership

Talents: Craftsman (Any), Dealmaker, Stout-hearted, Very Resilient

Trappings: Mule and Cart, Village Home and Workshop

💀 Village Elder — Silver 2

Skills: Intuition, Lore (History)

Talents: Master Tradesman (Any), Nimble Fingered, Public Speaker, Savant (Local)

Trappings: The Respect of the Village

'It's a hard life, for sure, but it's a good one. Every year the lady from the manor sends out her guard to clear out the forest and drive off the beastmen and the like. The family keep us safe, we keep their flocks. It's a fair trade most of the time.'

— Gunnli Ackermann, Shepherdess

'Look, you can sneer at me all you want, but Konrad the Hero his-bloomin'-self was from a village just like mine, so don't you be talking us down, you hear! Us villagers are good folk!'

— Erika Bauer, Farmer

The pastoral safety of a sheltered village is an unspeakable bore for some young Villagers who listen avidly to the tales of faraway lands. Of course, the stories they hear from wandering Pedlars and Strigany, all fuelling schemes to escape, bear little relation to the harsh reality of Empire life. During winter, when food is short, and the fields do not need tending, young folk venturing to nearby towns and cities for work often never return, soon caught in the net of civilisation's excitement and adventure.





BOUNTY HUNTER

Dwarf, Halfling, High Elf, Human, Wood Elf

Ruthless and determined, you pursue your quarry to the bitter end: for justice, or for money.

Bounty Hunters track down fugitives and outlaws for coin. Most are legally appointed by provincial courts and receive warrant papers granting licence to seize or sometimes kill the target. While some are motivated by Verena's justice, most are more concerned by the rewards, often finding the 'dead' in 'dead or alive' to be the most convenient route to their fortune. Many Bounty Hunters start as Thief-Takers, those hired by crime victims to retrieve stolen goods. Over time, those with an established reputation may find permanent work from a merchant or noble house, guild, or cult, or may build a company of Bounty Hunters, working as a group to collect the largest rewards.

BOUNTY HUNTER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+	+	+	+	+		+		

CAREER PATH

Thief-taker — Silver 1

Skills: Bribery, Charm, Gossip, Haggle, Intuition, Melee (Basic), Outdoor Survival, Perception

Talents: Break and Enter, Shadow, Strike to Stun, Suave

Trappings: Hand Weapon, Leather Jerkin, Rope

Bounty Hunter — Silver 3

Skills: Athletics, Endurance, Intimidate, Ranged (Crossbow), Ranged (Entangling), Track

Talents: Marksman, Relentless, Seasoned Traveller, Strong Back

Trappings: Crossbow and 10 bolts, Leather Skullcap, Manacles, Net, Warrant Papers

Master Bounty Hunter — Silver 5

Skills: Animal Care, Climb, Ride (Horse), Swim

Talents: Accurate Shot, Careful Strike, Dual Wielder, Sprinter

Trappings: Mail Shirt, Riding Horse and Saddle

Bounty Hunter General — Gold 1

Skills: Drive, Lore (Law)

Talents: Deadeye Shot, Fearless (Bounties), Hardy, Sure Shot

Trappings: Draught Horse and Cart, Mail Shirt, 4 Pairs of Manacles

'It's amazing just how many boys will wrap themselves in manacles if you smile sweetly enough. And if that doesn't work, it's out with the knives!'

— Anke Dorflinger, Bounty Hunter

In their pursuit of wanted criminals, Bounty Hunters often stumble into unplanned adventures. As independent operatives, Bounty Hunters are perfectly suited to dropping their day job to pursue whatever business is afoot. Further, given their broad base of skills are always in demand, it is not uncommon to see Bounty Hunters turning their hand to adventuring full-time, hiring their skills out in return for payments. Bounty Hunters are a perfect starting career as they present a solid mixture of social and combat skills allowing you to contribute no matter the circumstances.





COACHMAN

Dwarf, Halfling, Human

Determined and rugged, you deliver passengers safely by coach despite the daily dangers you face.

For many, the coach is the only way to get from one town to the next. The wild places between team with Beastmen, Bandits, and worse, but with just a team of fresh horses and a blunderbuss, brave and hardworking Coachmen make travel possible. To help evade danger, most coaching companies relentlessly pursue speed, and their employees have a reputation for ruthlessness towards other travellers on the roads, never trusting anyone. Coachmen often start as Postilions, riding the lead horse of the team through wind and rain. Instead of transporting passengers, some Coachmen deliver mail, work as chauffeurs for nobles, drive cabs or goods wagons, or the big omnibuses of the great cities, or even become a getaway driver.

COACHMAN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
💀	✚		✚	🛡	⚒			✚	

CAREER PATH

✚ Postilion — Silver 1

Skills: Animal Care, Charm Animal, Climb, *Drive*, Endurance, Perception, Ranged (Entangling), Ride (Horse)
Talents: Animal Affinity, Seasoned Traveller, Trick-Riding, Tenacious

Trappings: Warm Coat and Gloves, Whip

⚒ Coachman — Silver 2

Skills: Consume Alcohol, Gossip, Intuition, Lore (Local), Navigation, Ranged (Blackpowder)
Talents: Coolheaded, Crack the Whip, Gunner, Strong-minded
Trappings: Blunderbuss with 10 Shots, Coach Horn, Leather Jack, Hat

💀 Coach Master — Silver 3

Skills: Animal Training (Horse), Intimidation, Language (any), Lore (Routes)
Talents: Accurate Shot, Dealmaker, Fearless (Outlaws), Nose for Trouble
Trappings: Mail Shirt, Pistol, Quality Cloak

🛡 Route Master — Silver 5

Skills: Charm, Leadership
Talents: Fearless (Beastmen), Marksman, Orientation, Rapid Reload
Trappings: Fleet of Coaches and Horses, Maps

'Get 'em fed in a quarter bell. No second portions. We ain't paid for that. Coach Mistress eats last but save 'er the best. One minute longer than the quarter and I take a pfennig off you, the Mistress takes a shilling off me, and Castle Rock Coaches will be in here as quick as silver.'

— Bettina Hoch, Innkeeper

'Three days I was stuck in Weissbruck during the storms. Not a single thing came in and out. Then just when I thought I'd miss my appointment in Bogenhafen there appeared three coaches coming up the frozen track, all together. Bloody typical! You wait days for a coach, and then three come along at once.'

— Stelle Grabbe, Merchant

Good Coachmen are always in demand for unusual, dangerous or illegal jobs. A Coachman looking for a change may find winter is a good time to take a break, as cross-country services are greatly reduced. Coaching companies are always ready to snap up experienced coachmen, so returning to work is usually simple.





ENTERTAINER

Dwarf, Halfling, High Elf, Human, Wood Elf

Whether high-born or low-brow, you distract people from the harsh realities of life.

Entertainers crop up all over the Old World, and many wander the Reikland's roads, earning their crust. Some stay put at a single theatre, some work as individuals, some as part of a troupe. The worst are little more than itinerant beggars, the best lauded in the company of counts and princes. It is not an easy life and the people will not tolerate poor acts, running them out of town pelted with rotten vegetables.

The most common Entertainers are the perennial crowd-pleasers like jesters, singers, actors, musicians, acrobats, dancers, and jugglers, but the Old World is also home to more obscure and bizarre acts.

ENTERTAINER ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔	💀		🛡		+	+			+

CAREER PATH

Busker — Brass 3

Skills: Athletics, Charm, *Entertain* (Any), Gossip, Haggle, Perform (Any), Play (any), Sleight of Hand

Talents: Attractive, Mimic, Public-Speaking, Suave

Trappings: Bowl, Instrument

Entertainer — Brass 5

Skills: *Entertain* (Any), Ride (Any), Melee (Basic), Perform (Any), Play (Any) Ranged (Throwing)

Talents: Contortionist, Jump Up, Sharpshooter, Trick Riding

Trappings: Costume, Instrument, Selection of Scripts (that you can't yet read), Throwing Weapons

Troubadour — Silver 3

Skills: Animal Care, Animal Training (Any), Art (Writing), Language (Any)

Talents: Blather, Master of Disguise, Perfect Pitch, Read/Write

Trappings: Trained Animal, Writing Kit

Troupe Leader — Gold 1

Skills: Drive, Leadership

Talents: Dealmaker, Etiquette (Any), Seasoned Traveller, Sharp

Trappings: Draught Horses and Wagon (Stage), Wardrobe of Costumes and Props, Troupe of Entertainers

*A wandering minstrel I,
A thing of shreds and patches,
Of ballads, songs, and snatches,
And dreamy lullaby!*

— Libretto from The Emperor of Nippon, by Guillibert and Solomon

How do you get to the Luitpold Theatre? Practise!

— Well known Altdorf joke

Musician and prodigy, Vladimira Tchaikofiev, toured the courts of the Empire performing her compositions for the great and good. On her triumphant return to her native Kislev, during the reign of Bloody Katerin, she premiered her first opera, "The Vampire Counts of Stirland" based on her travels in Sylvania. Unconventionally, she always chose to conduct with a silver baton.

— 'A Defence Against Necromancy', Patriarch Felip Iyrtu, 2415IC, from the 1st year required reading list, Amethyst College

The open road, a new village every night, the smell of greasepaint and the roar of the crowd — life itself can be an adventure for the Entertainer as they bring excitement to the humdrum, everyday reality of those they captivate. Given their existence on the edge of respectable society, curious Entertainers all-too-often find real adventures of their own.





FLAGELLANT

Human

Just when you abandoned all hope, your suffering and the righteousness of Sigmar saved you!

Forgiveness does not come easily, only through struggle, pain, and doing Sigmar's will. Flagellants travel the Empire, flogging themselves in penance for their sins, and the sins of others. They are determined to serve Sigmar until the end of the world, something they believe is imminent. All good folk are expected to welcome, help, and feed them, and to pray with them.

Most Flagellants wander in large groups, guided by a Prophet of Doom who interprets Sigmar's will. Some follow armies, whipping themselves into a frenzy as battle is joined and fighting without any thought for their own safety. Others wander by themselves, believing they best serve Sigmar by righting the wrongs he guides them towards.

FLAGELLANT ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+	+	+	💀				⚒️	🛡️

CAREER PATH

✚ Zealot — Brass 0

Skills: Dodge, Endurance, Heal, Intimidate, Intuition, Lore (Sigmar), Melee (*Flail*), Outdoor Survival

Talents: Berserk Charge, Frenzy, Read/Write, Stone Soup

Trappings: Flail, Tattered Robes

❖ Flagellant — Brass 0

Skills: Art (Icons), Athletics, Cool, Language (Classical), Lore (The Empire), Ranged (Sling)

Talents: Hardy, Hatred (Heretics), Flagellant, Implacable

Trappings: Placard, Religious Symbol, Sling

💀 Penitent — Brass 0

Skills: Charm, Language (any), Lore (Theology), Perception

Talents: Field Dressing, Furious Assault, Menacing, Seasoned Traveller

Trappings: Religious Relic

✠ Prophet of Doom — Brass 0

Skills: Entertain (Speeches), Leadership

Talents: Battle Rage, Fearless (Heretics), Frightening, Impassioned Zeal

Trappings: Book (Religion), Followers (including Penitents, Flagellants, and Zealots)

'We strike this flesh and spill this blood, for his Empire, in the name of Sigmar!'

— Viktorina Schwefel, Flagellant

'We had some flagellants going through the village a couple of months back. Terrible they were: the agony, the pain, the suffering, and that was just watching them. We knew what to do. We knew we had to open our doors and feed them and pray with them. But in the end, we just hid in the cellar until they'd gone. Scary folk.'

— Wulfrum Barth, villager

'The Ende is Nigh!'

— Common placard carried by Flagellants

It's not hard for Flagellants to stumble upon an adventure, especially involving recognised foes of Sigmar. Flagellants can continue their lifestyle as they adventure, relying on the honest folk of the Empire to offer them food, drink and shelter as they trudge ever onwards to the end of all things.





MESSENGER

Dwarf, Halfling, High Elf, Human, Wood Elf

Swift and sure-footed, nothing stops you delivering your messages on time.

When the postal service is unsecure or too slow, people send a Messenger. Several courier companies provide express services, competing to show they are the fastest and safest. Most Messengers take their duties very seriously, guarding their packages with their lives. Some courier companies have arrangements with coaching houses allowing their Messengers to swap tired horses for fresh ones, for top-speed delivery.

Runners are employed to carry urgent messages in cities. Many larger settlements host competitions to celebrate the fastest, with the winners taking prizes and lucrative job contracts. Messengers can also be found working for the military, noble houses, large merchant houses, and for criminal gangs seeking to maintain their privacy.

MESSENGER ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
❖			+	+	+			💀	🛡

CAREER PATH

❖ Runner — Brass 3

Skills: Athletics, Climb, Dodge, Endurance, Gossip, Navigation, Perception, Melee (Brawling)

Talents: Fleet Footed, Sprinter, Step Aside

Trappings: Scroll Case

❖ Messenger — Silver 1

Skills: Animal Care, Charm, Cool, Lore (Local), Melee (Basic), Ride (Horse)

Talents: Crack the Whip, Criminal, Orientation, Seasoned Traveller

Trappings: Hand Weapon, Leather Jack, Riding Horse with Saddle and Tack

💀 Courier — Silver 3

Skills: Charm Animal, Bribery, Consume Alcohol, Outdoor Survival

Talents: Nose for Trouble, Relentless, Tenacious, Trick Rider

Trappings: Backpack, Saddlebags, Shield

🛡 Courier-Captain — Silver 5

Skills: Intimidate, Leadership

Talents: Dealmaker, Hatred (Outlaws), Kingpin, Very Resilient

Trappings: Couriers, Mail Shirt, Writing Kit

'Are you Herr Schmidt of Hochplatz, Kemperbad? Erm, do you know a Herr Schmidt of Hochplatz, Kemperbad? Erm, do you know a Hochplatz? Kemperbad?'

— Willi Winkle, Messenger on his first day

'It looked like an interesting package, if you know what I mean. I thought I'd just have a quick peek. Thought it was to his girlfriend. Thought it might be a bit, you know, juicy. How was I to know it was all that boring spying stuff. Where's Bretonnia, anyway?'

— Rufus Drucht, Messenger who single-handedly busted the Bloody Bretonnian spy ring, then lost his job.

Messages can contain all sorts of information, and some lead to adventure should they be intercepted. The easiest way for any villain (or innocent party) to get hold of such information will be to waylay a Messenger. If this happens, it will be the Messenger's duty to follow things through until the message is recovered. As Messengers are usually freelance, paid per package delivered, it is simple enough to drop everything then pick-up work when they return.





PEDLAR

Dwarf, Halfling, Human

Worldly-wise and free of interference, you wander the Empire selling your wares where you will.

Pedlars traipse from village to hamlet, selling goods and services such as knife sharpening, mending, and tinkering. Most carry cheap stock readily available in larger towns, including small luxuries such as ribbons and hair pins. Pedlars are always welcome as even suspicious folk like to treat themselves to baubles and knickknacks.

Some Pedlars also take on messenger work; others act as *de facto* town criers, bringing news and gossip to the quietest corners of the Empire in exchange for bed-and-board. Given the dangers on the road, some Pedlars prefer to keep a stall at a regular town marketplace. It is also common to find them on pilgrim routes making a living selling relics to the devout.

PEDLAR ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			+	💀		+	🛡	+	🔥

CAREER PATH

✚ Vagabond — Brass 1

Skills: Charm, Endurance, Entertain (Storytelling), Gossip, *Haggle*, Intuition, Outdoor Survival, Stealth (Rural or Urban)

Talents: Fisherman, Flee!, Rover, Tinker

Trappings: Backpack, Bedroll, Goods worth 2d10 Brass, Tent

❖ Pedlar — Brass 4

Skills: Animal Care, Charm Animal, Consume Alcohol, Evaluate, Ride (Horse), Trade (Tinker)

Talents: Dealmaker, Orientation, Seasoned Traveller, Strong Back

Trappings: Mule and Saddlebags, Goods worth 2d10 Silver, Selection of Pots and Pans, Trade Tools (Tinker)

💀 Master Pedlar — Silver 1

Skills: Drive, Intimidate, Language (any), Perception

Talents: Numismatics, Sturdy, Well-prepared, Very Resilient

Trappings: Cart, Goods worth at least 2d10 Gold

♦ Wandering Trader — Silver 3

Skills: Lore (Local), Lore (Geography)

Talents: Cat-tongued, Strong-minded, Suave, Tenacious

Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, 50 Silver in Coin

'This here is an absolutely unique, one-of-a-kind, only-one-in-existence, work of art. If you want more, don't worry, I've got another couple of dozen on the back of the cart.'

— Delberz Trötte, Trader

Hearing of profits to be made in far-off lands and listening to the stories of well-travelled merchants is always going to whet the appetite of an ambitious Pedlar. Being self-reliant, they can follow up on any adventure, making a decent profit along the way. They can also gain access to strongholds and settlements without awkward questions.





ROAD WARDEN

Halfling, Human

With a wary eye and ready weapon, you tour the highways of the Empire enforcing the law.

Road Wardens protect travellers from the bandits, Greenskins, Beastmen and other dangers that threaten the Empire's highways. The Wardens are supported by a system of tolls, taxes they often collect personally. Successful Road Wardens are well-received and respected, and often have bunks in each inn along their route. Most main-road Road Wardens are part of the State Army, patrolling primary thoroughfares during peace time, so are well-trained and resplendent in neat uniforms. Less-travelled roads make do with local equivalents, some of whom take advantage of their position and lack of supervision for their own gain. Some Wardens prefer sitting in their safe, fortified toll stations to clearing the roads, but travellers often balk at handing over coin when the roads are dangerous and in disrepair.

ROAD WARDEN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+	+	+	+			◆		◆

CAREER PATH

◆ Toll Keeper — Brass 5

Skills: Bribery, Consume Alcohol, Gamble, Gossip, Haggle, Melee (Basic), Perception, Ranged (Crossbow)

Talents: Coolheaded, Embezzle, Marksman, Numismatics

Trappings: Crossbow with 10 Bolts, Leather Jack

❖ Road Warden — Silver 2

Skills: Animal Care, Endurance, Intimidate, Intuition, Outdoor Survival, Ride (Horse)

Talents: Crack the Whip, Criminal, Roughrider, Seasoned Traveller

Trappings: Hand Weapon, Mail Shirt, Riding Horse with Saddle and Harness, Rope

◆ Road Sergeant — Silver 4

Skills: Athletics, Charm, Leadership, Ranged (Blackpowder)

Talents: Etiquette (Soldiers), Fearless (Outlaws), Hatred (any), Nose for Trouble

Trappings: Squad of Road Wardens, Pistol with 10 Shots, Shield, Symbol of Rank

◆ Road Captain — Gold 1

Skills: Lore (Empire), Navigation

Talents: Combat Aware, Commanding Presence, Kingpin, Public Speaker

Trappings: Light Warhorse, Pistol with 10 Shots, Quality Hat and Cloak, Unit of Road Wardens

'What can I say, it's a pfennig a leg. Them's the rules. Nothing I can do about it. Perhaps you should try to find a different route to get your bees to Grünburg.'

— Andreas Muller, jobsworth Toll Keeper

'So, I was stopped by a road warden t'other day. She said I should beware an unscrupulous character out patrolling the roads and charging hapless travellers a thruppence to let them pass. I thanked the warden for the valuable advice. "Taal guide you," she said, "that will be thruppence."

— Ullrich the Pedlar

Road Wardens frequently find adventure. Anything untoward happening in the countryside is often close to a well-patrolled roadside. When trouble occurs, Road Wardens are summoned to resolve any problems. If they follow up and become involved in an investigation, they are simply doing their job, and might even secure extra pay for their time, even if the resulting adventure takes them far from their regular beat.





WITCH HUNTER

Human

You hunt the illegal witches plaguing the Empire by any and all means necessary.

There are few so feared and respected as the Witch Hunter, and they are given extraordinary leeway in performing their duties. Typically armed with silvered blades and a brace of pistols — for lead is not so easily dispelled — they stalk all corners of the Old World ready to dispense judgement on any witch they find, or any who would harbour them. Most Witch Hunters in the Empire are attached to the Cult of Sigmar. Secular Witch Hunters are sometimes employed by provincial government, though these are little more than specialist bounty hunters. The Colleges of Magic also have Witch Hunters called Wizards Vigilant who pursue rogue wizards, necromancers, and daemonologists — they believe it is wisest to set a witch to catch a witch.

I ain't met a witch yet that won't catch fire.'

— Father Linken Donatus, Priest of Sigmar, murdered by a rogue pyromancer

If you're not a witch, you have nothing to fear.'

— Walter Keller, Witch Hunter Captain, said the night before the burning of Almshof

A Witch Hunter's existence is one of constant adventure, often ranging the length and breadth of the grand provinces. They are called upon whenever the foul influence of unsanctioned magic emerges, and are expected to hunt it down. The bigger the reputation a Witch Hunter earns, the more dangerous the foes assigned, and the greater the adventures that follow. If you play a Witch Hunter, it is worth while making sure others aren't playing a Hedge Witch or Witch as this may immediately bring the party into conflict.

WITCH HUNTER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+		+				◆	+	◆

CAREER PATH

† Interrogator — Silver 1

Skills: Charm, Consume Alcohol, Heal, *Intimidate*,

Intuition, Lore (Torture), Melee (Brawling), Perception

Talents: Coolheaded, Menacing, Read/Write, Resolute

Trappings: Hand Weapon, Instruments of Torture

❖ Witch Hunter — Silver 3

Skills: Cool, Gossip, Melee (Basic), Lore (Witches), Ranged (Any), Ride (Horse)

Talents: Dual Wielder, Marksman, Seasoned Traveller, Shadow

Trappings: Crossbow Pistol or Pistol, Hat (Henin), Leather Jack, Riding Horse with Saddle and Tack, Rope, Silvered Sword

💀 Inquisitor — Silver 5

Skills: Endurance, Leadership, Lore (Law), Lore (Local)

Talents: Fearless (Witches), Nose for Trouble, Relentless, Strong-minded

Trappings: Quality Clothing, Subordinate Interrogators

◆ Witchfinder General — Gold 1

Skills: Lore (Chaos), Lore (Politics)

Talents: Frightening, Iron Will, Magical Sense, Pure Soul

Trappings: Best Quality Courtly Garb, Subordinate Witch Hunters





BOATMAN

Dwarf, Halfling, High Elf, Human

You ply the dangerous waters of the Old World, transporting people, goods, and the latest news.

Boats and barges travel the Empire's waterways, bringing goods from the remotest corners of the provinces to the greatest cities. These shallow-drafted vessels can travel much further upriver than larger ships, and a comprehensive network of canals adds to their reach. Barge Masters are expert river sailors and have an exhaustive knowledge of their rivers. A Boat-hand is the dogsbody, but will learn the ropes swiftly. Boatmen crew merchant barges carrying cargo to and from markets, either working for themselves or for a larger Merchant House. Many Boatmen are also ferrymen, taking passengers across rivers, or to and from towns. In large towns, some also crew rivertaxis, sail pleasure vessels, or otherwise pilot boats on the behalf of others.

BOATMAN ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
		+	+	✖	+	💀	🛡		

CAREER PATH

† Boat-hand — Silver 1

Skills: Consume Alcohol, Dodge, Endurance, Gossip, Melee (Brawling), Row, Sail, Swim

Talents: Dirty Fighting, Fisherman, Strong Back, Strong Swimmer

Trappings: Hand Weapon (Boat Hook), Leather Jack, Pole

✖ Boatman — Silver 2

Skills: Athletics, Entertain (Storytelling), Haggle, Intuition, Lore (Riverways), Perception

Talents: Etiquette (Guilder), Seasoned Traveller, Very Strong, Waterman

Trappings: Rope, Rowboat

💀 Bargeswain — Silver 3

Skills: Climb, Entertain (Singing), Heal, Trade (Boatbuilding)

Talents: Dealmaker, Embezzle, Nose for Trouble, Strike Mighty Blow

Trappings: Backpack, Trade Tools (Carpenter)

♦ Barge Master — Silver 5

Skills: Leadership, Navigation

Talents: Menacing, Orientation, Pilot, Public Speaker

Trappings: Hat, Riverboat and Crew

'Someday a real rain will come. So, don't forget your hat, madam.'

— Travis Binckel, Rivertaxi

'Beware of forking. I say this as an experienced barge-swain. If you approach a dangerous rock or other river hazard be sure to go astarboard and stay astarboard while laying astarboard, or go alarboard and stay alarboard while laying alarboard. Or you will fork, and you might sink. And no-one wants to sink their forking barge.'

— Jacob Walles, Barge-swain who sank his forking barge

A boatman will not need to seek out adventure, for more than likely adventure will come to them. Boats are useful to nearly everyone, and therefore useful to almost any adventure plot; they also make an excellent base of operations. Boatmen will not need to worry about following investigation and adventure if the plot stays on or close to the river. Even if the plot leaves the river, they could still easily allow a talented Boathand to look after their business while they take a break from river life.





HUFFER

Dwarf, Halfling, Human

You pilot ships and boats through the most treacherous waters of the Old World.

Huffers are specialist river guides with expert knowledge of local river systems. They are a common sight near the most dangerous stretches of the Empire's rivers and can command significant wages for what many view as easy work. Others view it as cheap compared to the potential cost of lost cargo.

Many Huffers specialise in a single, notorious stretch of water, while others make their money at certain times of the year when the waters are at their worst. Other Huffers have broader knowledge and will guide vessels for their entire journey, effectively acting as navigators. This is especially true of merchant ships with particularly valuable cargo at difficult times of the year.

HUFFER ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+			+	+				💀	⚔️

CAREER PATH

† Riverguide — Brass 4

Skills: Consume Alcohol, Gossip, Intuition, Lore (Local), *Lore (Riverways)*, Perception, Row, Swim

Talents: Fisherman, Night Vision, Orientation, Waterman

Trappings: Hand Weapon (Boat Hook), Storm Lantern and Oil

❖ Huffer — Silver 1

Skills: Charm, Cool, Entertain (Storytelling), Language (Any), Melee (Basic), Navigation

Talents: Dealmaker, Etiquette (Guilder), Nose for Trouble, River Guide

Trappings: Leather Jerkin, Rope, Row Boat

💀 Pilot — Silver 3

Skills: Haggle, Intimidate, Lore (Local), Lore (Wrecks)

Talents: Acute Sense (Sight), Pilot, Sea Legs, Very Strong

Trappings: Pole, Storm Lantern and Oil

◆ Master Pilot — Silver 5

Skills: Leadership, Sail

Talents: Sixth Sense, Sharp, Strong Swimmer, Tenacious

Trappings: Boathand, Small Riverboat

'A great big ship came in from Marienburg, low in the water and packed to the gunwales. I said that it would cost them a crown to take them through the Furdienst. Steep, yes, but it was a big ship. The arrogant Wastlander scoffed, said he'd do it himself. But sure enough, they drifted right into the shallows and were holed. They lost a good part of their cargo and it took them a week to repair the damage. Reckon it cost them a bit more than a crown.'

— Ilsa Dasche, Huffer

As an expert for hire, Huffers are often hired by wealthy patrons, frequently brought in as specialists on journeys of discovery. Even when travelling into the unknown, Huffers are useful for their broad range of knowledge concerning river conditions and piloting. Because of the regional and seasonal nature of the work, many Huffers are ready to drop everything and travel to where they're needed. This freedom transfers well to the adventuring lifestyle, and also suits those seeking to return to Huffing should adventuring not supply their needs.





RIVERWARDEN

Halfling, Human

Strong-backed and sure, you patrol the riverways in pursuit of lawbreakers and troublemakers.

A clarion call across the waterways heralds the arrival of the Imperial River Patrol, a river-borne police force known as much for its harassing thugs as for its good work. Most riverside villages and inns set aside moorings for them as, without them, worse criminals would rule the waters. The overworked patrols concentrate on egregious crimes, resolving petty misdemeanours with spot fines. On major trade-routes, the patrols have larger vessels manned by 'Shipswords' trained to tackle larger threats like Greenskins or Trolls.

Some Riverwardens rarely see the water, instead manning remote outposts overlooking strategically important waters. Others crew fast riverboats charged to intercept smugglers in the night. The largest Riverwarden vessels are effectively sea-worthy warships, bristling with cannon and mortars, ready for almost any eventuality.

RIVERWARDEN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
✖	+	+		💀				🛡	+

CAREER PATH

✖ River Recruit — Silver 1

Skills: Athletics, Dodge, Endurance, *Melee (Basic)*, Perception, Row, Sail, Swim

Talents: Strong Swimmer, Strong Back, Very Strong, Waterman

Trappings: Hand Weapon (Sword), Leather Jack, Uniform

✖ Riverwarden — Silver 2

Skills: Bribery, Charm, Intimidate, Gossip, Lore (Riverways), Ranged (Blackpowder)

Talents: Criminal, Gunner, Fisherman, Seasoned Traveller

Trappings: Lantern and Oil, Pistol with 10 shot, Shield

💀 Shipsword — Silver 4

Skills: Climb, Cool, Intuition, Leadership

Talents: Fearless (Wreckers), Hatred (Any), Pilot, Sea Legs

Trappings: Grappling Hook, Helmet, Mail Shirt

🛡 Shipsword Master — Gold 1

Skills: Lore (Law), Navigation

Talents: Commanding Presence, Kingpin, Menacing, Orientation

Trappings: Patrol Boats and Crew, Symbol of Rank

'So back in the day, when I was a riverwarden, Big Willi came round to tell me I had to leave a certain shipment alone. He said I should just let it through and everything would be alright. Of course, I was young, wasn't I? I told the ship's Master all about it. And was I rewarded for my honesty? Nah, Big Willi came round and beat me up, and the next day I was drummed out of the river patrol. They were all in it together, weren't they?'

— Nikki Schnelling, ex-riverwarden

A diligent Riverwarden, searching vessels and following up leads, might stumble across any sort of nefarious plot or sinister cargo. Riverwardens typically work month-long shifts, but this means they also have months off. This structure is ideal for adventuring: as a Riverwarden need not desert their post to pursue private matters, or even have to persuade their Sergeant that it is their duty to follow up crimes. They can head off, investigate, and be back long before their next cycle begins.





RIVERWOMAN

Dwarf, Halfling, Human

Rivers carry most of the Old World's traffic, and you stand in the heart of that excitement.

The fertile banks of the great rivers of the Empire are densely populated, and the folk working day-in, day-out in the nearby waters and marshes provide much of the fresh fish, eels, and crustaceans feeding the towns and cities. Unlike the inland villages, those on the great rivers frequently receive outsiders who trade and restock, meaning Riverwomen are somewhat more open and diverse, and often the first with news from distant lands. There are any number of diverse jobs supported by the river. Many harvest the Reik's bounty: fisherfolk (using rod, spear, or net), eelers (using traps or pots), or diggers for shellfish. Many live in riverside villages labouring, dredging, or lugging, and maintaining the Reik's many thousands of vessels.

RIVERWOMAN ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔			+	💀	+	+			🛡

CAREER PATH

☩ Greenfish — Brass 2

Skills: Athletics, Consume Alcohol, Dodge, *Endurance*, Gossip, Outdoor Survival, Row, Swim

Talents: Fisherman, Gregarious, Strider (Marshes), Strong Swimmer

Trappings: Bucket, Fishing Rod and Bait, Leather Leggings

⚔ Riverwoman — Brass 3

Skills: Gamble, Lore (Local), Lore (Riverways), Ranged (Entangling), Ranged (Throwing), Set Trap

Talents: Craftsman (Boatbuilder), Rover, Strong Back, Waterman

Trappings: Eel Trap, Leather Jerkin, Net, Spear

💀 Riverwise — Brass 5

Skills: Charm, Intuition, Melee (Polearm), Perception

Talents: Savant (Riverways), Stout-hearted, Tenacious, Very Strong

Trappings: Row Boat, Storm Lantern, Oil

🛡 River Elder — Silver 2

Skills: Entertain (Storytelling), Lore (Folklore)

Talents: Master Craftsman (Boatbuilder), Public Speaker, Sharp, Strong-minded

Trappings: Hut or Riverboat

If I drop this branch in the water now, it will eventually get to Marienburg. Unless it sticks in the mud, of course.'

— Jemima the Greenfish

'They say the whole Empire will eventually float by if you sit by the Reik long enough. Well, I've sat here, rod in hand, for twenty years, watching the flow downriver. The things I could tell you. I've seen war and I've seen peace. I've seen good times and bad. I've seen happiness and sorrow. And in all that time, I can honestly say, I've not caught a single bloody fish.'

— Thys Lange, the Reikland's worst Fisherman

A Riverwoman will feel at home on any stretch of water, and their skills ensure they can drop everything, confident that they will be able to find work elsewhere should they need to. A Riverwoman is well-placed to get the lowdown on the more iniquitous side of river life and may have contacts among the river's lowlifes. With their knowledge and experience they can make all the difference to a water-based expedition or investigation.





SEAMAN

Dwarf, Halfing, High Elf, Human

A life on the ocean waves calls to you, though many Reiklander Seamen never see the sea...

Seamen sail the high seas in the Imperial Navy or for one of the Merchant houses. The Reikland may have no coast, but the River Reik from the Wasteland to Altdorf is miles wide and full of ocean-going vessels. The Imperial First Fleet that patrols these waters rarely sees the open sea, because the taxes to pass warships through Marienburg are exorbitantly high.

Seamen can always find work, whether as cabin staff on an Imperial battleship or on the crew of a small trading sloop. Some Seamen travel the world by working to pay their passage. The Reik also houses many 'Missions', buildings provided by the Imperial Navy for their staff, many of which employ Seamen.

SEAMAN ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔				💀	+	+	+	🛡	+

CAREER PATH

† Landsman — Silver 1

Skills: Climb, Consume Alcohol, Gamble, Gossip, Row, Melee (Brawling), *Sail*, Swim

Talents: Fisherman, Strider (Coastal), Strong Back, Strong Swimmer

Trappings: Bucket, Brush, Mop

⚔ Seaman — Silver 3

Skills: Athletics, Dodge, Endurance, Entertain (Singing), Language (any), Melee (Basic)

Talents: Catfall, Sea Legs, Seasoned Traveller, Strong Legs

Trappings: Hand Weapon (Boat Hook), Leather Jerkin

💀 Boatswain — Silver 5

Skills: Cool, Leadership, Perception, Trade (Carpenter)

Talents: Old Salt, Strike Mighty Blow, Tenacious, Very Strong

Trappings: Trade Tools (Carpenter)

🛡 Ship's Master — Gold 2

Skills: Charm, Navigation

Talents: Orientation, Pilot, Public Speaking, Savvy

Trappings: Shipping Charts, Sailing Ship and Crew, Sextant, Spyglass

I can see the Sea!

— Marian Zelman, Optimistic Reiklander Sailor

'Yeah, I've sailed through Marienburg. Bloody Wastelanders made it as difficult as possible for us to get out to sea. I swear the huffer took us three times round the islands just for fun before we even smelled salt water. And they taxed us twice for everything. Even the ship's cat got taxed. Glad to be home, to be honest.'

— Thom Wesserbrug, Boatswain

Beyond Marienburg, the whole world awaits a Seaman: the perilous Sea of Claws, the unfathomable Great Ocean, the exotic Thousand Islands, the Southern Sea, the Black Gulf. And at home, a Seaman can spend a whole life plying the Reik's waters and never have the same day twice.





SMUGGLER

Dwarf, Halfling, High Elf, Human

You smuggle cargo, avoiding taxes and risking riverwarden inspections to secure maximum profit.

Most trade is legally taxed by local lords, as well as illegally taxed by bandits and protection rackets. Smugglers see themselves as charitable helpers: merchants make more profit, customers pay less coin, morally flexible Riverwardens take a cut, outlaws are avoided, and more besides. It takes experience and ingenuity to circumvent all the bailiffs, custom officials, excisemen, and busy bodies keen to stop them, but Smugglers dare the risks to support themselves and their families.

Smugglers come in many forms, perhaps transporting tiny, high-value goods for nobles, or large cargoes for shady merchants. Some Smugglers also deal in illicit goods, a crime that will incur significantly more repercussions than a burned finger or smugglers' brand.

SMUGGLER ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
				❖	+	+	💀	+	🛡

CAREER PATH

❖ River Runner — Brass 2

Skills: Athletics, Bribery, Cool, Consume Alcohol, Row, Sail, *Stealth (Rural or Urban)*, Swim

Talents: Criminal, Fisherman, Strider (Marshes), Strong Back

Trappings: Large Sack, Mask or Scarves, Tinderbox, Storm Lantern and Oil

❖ Smuggler — Brass 3

Skills: Haggle, Gossip, Lore (Local), Melee (Basic), Perception, Secret Signs (Smuggler)

Talents: Dealmaker, Etiquette (Criminals), Waterman, Very Strong

Trappings: 2 Barrels, Hand Weapon, Leather Jack, Row Boat

💀 Master Smuggler — Brass 5

Skills: Evaluate, Intimidate, Intuition, Lore (Riverways)

Talents: Briber, Fearless (Riverwardens), Pilot, Strong Swimmer

Trappings: River Runner, Speedy Riverboat

♦ Smuggler King — Silver 2

Skills: Language (Any), Leadership

Talents: Kingpin, Savvy, Strider (Coastal), Sea Legs

Trappings: Disguise Kit, Small Fleet of Riverboats

'See, this is where the bottle of best Bordeleaux goes. The river wardens will search behind here, and find it, and confiscate it. That's what we want because it means they don't find the twelve bottles we have hidden under here. And if they find those, all is not lost, because they will be so pleased with themselves they won't even bother searching over there where there's twenty-four bottles.'

— Hansel Solomon, Smuggler

Smugglers find adventure, even though they usually want things to stay quiet and uneventful. Any number of things can go wrong on a smuggling mission, and even if things go right, there will always be the lure of the next job, likely bigger and better than the last. Whole adventures can be played out solely on smuggling missions. Similarly, it will be easy for a smuggler to find gainful employment away from their usual work. Someone with a trick up their sleeve, an eye for detail, and a cool head when things get hot is always going to be a desirable companion on dangerous expeditions and adventures.





STEVEDORE

Dwarf, Halfling, Human

You may officially load cargo for coin, but everyone knows the Stevedores rule the docklands.

With their sole right to load and unload vessels, Stevedore Guilds can slow or even stop trade. This grants power, with many docksides effectively ruled by the guilds. In larger towns, several gangs might violently compete for supremacy. Scowling Foremen deal with guild matters and blow their whistles to summon their gangs from riverside inns, either for fresh work or to defend their territory.

A Stevedore might work alone in a riverside village, or in a large gang on a busy, chaotic city dockside. Sometimes they might be part of a criminal gang that just moves a bit of cargo on the side to cover their tracks. Some Stevedores are enforcers, making sure everyone else is working hard.

STEVEDORE ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		🛠	+	+			🛡	💀	

CAREER PATH

Dockhand — Brass 3

Skills: Athletics, Climb, Consume Alcohol, Dodge, Endurance, Gossip, Melee (Basic), Swim

Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong

Trappings: Hand Weapon (Boat Hook), Leather Gloves

Stevedore — Silver 1

Skills: Bribery, Entertain (Storytelling), Gamble, Intimidate, Perception, Stealth (Urban)

Talents: Criminal, Etiquette (Guilders), Strong Legs, Tenacious

Trappings: Guild Licence, Leather Jerkin, Pipe and Tobacco, Porter Cap

Foreman — Silver 3

Skills: Cool, Evaluate, Intuition, Leadership

Talents: Dealmaker, Embezzle, Etiquette (Criminals), Public Speaking

Trappings: Gang of Stevedores, Whistle

Dock Master — Silver 5

Skills: Charm, Lore (Taxes)

Talents: Kingpin, Menacing, Numismatics, Read/Write

Trappings: Office and Staff, Writing Kit

'Look, I know we specialise in coal, but don't fence us in, we'll port anything if the coin's good. So, let's do it afore the deal porters arrive; anything goes here, mate.'

— Albert Pförtner, Coal Porter

'Listen, boy. Don't think them dockers have it easy. It's dangerous, claustrophobic work, with heavy goods and high stacks, and if it's done wrong, the cargo may overbalance, perhaps even capsizing the boat. What I'm saying is, pay the Stevedores right — and if you want a boat to sink, pay them extra.'

— Aleida Fuchs, Merchant

Amid the humdrum and repetition of the dockside there are good opportunities for adventure as a Stevedore. Stevedore gangs are virtually a law unto themselves, and they fight for every foot of riverside that they command. Stevedores are useful characters to have around, able to handle themselves, and deal with lowlives.





WRECKER

Dwarf, Human, Wood Elf

You lure vessels to a watery doom and make off with their cargo.

Sometimes the gods send riverfolk an unexpected windfall as goods wash up from an ill-fated vessel. Sometimes the gods need a helping hand: that's where Wreckers come in. Laying devious traps and sending disorienting signals, Wreckers lure unwary river traffic onto sand banks and rocks, then loot the wreck, no matter how any surviving crew may protest.

Some Wreckers pride themselves on their clever traps, making any wreck seem like an accident, and keeping a plausible distance from the actual looters. Some board ships by force and throw its crew overboard, expert at spotting under-armed boats with valuable cargo. These River Pirates are hunted by road and riverwardens, constantly moving to evade the authorities.

WRECKER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	💀	+		+				⚒️	🛡️

CAREER PATH

Cargo Scavenger — Brass 2

Skills: Climb, Consume Alcohol, Dodge, Endurance, Row, *Melee (Basic)*, Outdoor Survival, Swim

Talents: Break and Enter, Criminal, Fisherman, Strong Back

Trappings: Crowbar, Large Sack, Leather Gloves

Wrecker — Brass 3

Skills: Bribery, Cool, Intuition, Navigation, Perception, Set Traps

Talents: Flee!, Rover, Strong Swimmer, Trapper

Trappings: Hand Weapon (Boat Hook), Leather Jack, Storm Lantern and Oil

River Pirate — Brass 5

Skills: Gossip, Intimidate, Ranged (Crossbow), Stealth (Rural)

Talents: Dirty Fighting, Etiquette (Criminals), Menacing, Waterman

Trappings: Crossbow with 10 Bolts, Grappling Hook and Rope, Riverboat

Wrecker Captain — Silver 2

Skills: Leadership, Lore (Riverways)

Talents: Furious Assault, In-fighter, Pilot, Warrior Born

Trappings: Fleet of Riverboats and Wrecker Crew, Keg of Ale, Manacles

'We spied this juicy ripe sloop on its way to Carroburg just as night was falling, and lit some fires on the left bank to make them think the village was a few hundred yards closer. They tacked to starboard just like we planned and hit the sand bank dead on. Sweet as. How were we to know the boat was transporting a company of pistoliers?'

— Greta Lachsmann, shortly before her hanging

'Look, if we let the crew live, they'll tell the wardens where we operate, so the only sensible thing is to kill 'em all.'

— Mandel Stein, Pragmatic River Pirate

A well-planned and executed wrecking is an adventure in itself: avoiding the authorities, disposing of the goods, keeping people's mouths shut, and spending the ill-gotten gains all present their own opportunities and dangers. And who knows what cargo they will find, and who may come pursuing those who stole it. Wreckers who come across such adventure will have no trouble leaving their old lives behind or returning to them again when times are lean.





BAWD

Halfling, High Elf, Human

Street-wise and mercenary, you make a living selling illicit goods in the seedier side of town.

Bawds guide folk to establishments offering a variety of illegal and immoral services. Though many Humans and Dwarfs have objections to such activities, most Halflings and High Elves are quite matter-of-fact about drug-dens, brothels, or other houses of vice.

Bawds include drug-dealers, dancers, hustlers and artists' models. Many famous masterpieces of the modern era have been posed for by Bawds plucked from the street. Traveling armies are followed by camp followers, with Bawds among them looking to make coin in any way they can. Ringleaders, proprietors of establishments where Bawds gather, can accrue significant empires providing services to all types of rogues, from fences who need discreet access to rich clients, to providing safe bolt-holes for gang bosses and crime lords.

BAWD ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
				⚒	+	+	🛡	💀	+

CAREER PATH

✚ Hustler — Brass 1

Skills: Bribery, Charm, Consume Alcohol, Entertain (Any), Gamble, Gossip, Haggle, Intimidate

Talents: Attractive, Alley Cat, Blather, Gregarious

Trappings: Flask of Spirits

⚒ Bawd — Brass 3

Skills: Dodge, Endurance, Intuition, Lore (Local), Melee (Basic), Perception

Talents: Ambidextrous, Carouser, Criminal, Resistant (Disease)

Trappings: Dose of Weirdroot, Quality Clothing

💀 Procurer — Silver 1

Skills: Cool, Evaluate, Language (any), Lore (Law)

Talents: Dealmaker, Embezzle, Etiquette (Any), Suave

Trappings: A Ring of Hustlers

🛡 Ringleader — Silver 3

Skills: Leadership, Lore (Heraldry)

Talents: Briber, Kingpin, Numismatics, Savvy

Trappings: Townhouse with Discreet Back Entrance, a Ring of Bawds

'Come to the Hammer and Bucket, home of the best music and entertainment in old Altdorf town! You will not be disappointed!'

— Raynald Schmid, Bawd

'Scoff all you like, but those clothes cost money. For a lad born 'neath the dung heap, he lives a life of luxury.'

— Hertel Netzhoch, Innkeep

Bawds living in urban areas sometimes travel to flee plagues and religious persecutions, the latter of which crop up all-to-frequently in areas dominated by Sigmar worship. Others, such as those who rove with entertainers, consider travel as part and parcel of their occupation. Those who secure a patron might have significant lengths of time left to their own devices.





CHARLATAN

Halfling, High Elf, Human

Unscrupulous and charming, you separate fools from their money; thankfully, there is no shortage of fools...

A Charlatan traffics in trust, yet profits from treachery. By preying on emotions and psychological weaknesses, Charlatans offer their 'mark' a prize that is too good to be true. Social privilege provides no protection, and even the loftiest citizens can fall victim to a skilled Charlatan. In addition to a knack for lying, a lack of conscience is also of benefit to Charlatans.

Charlatans include Swindlers, Con Artists, Gamblers, and other Scoundrels seeking to prey on the gullible. Halflings often operate distraction cons in small family groups. Young High Elves, slumming it with Humans, treat their cons as one big game, not motivated by profit, but to prove their superiority. Some experienced Charlatans work with artists, who forge documentation for a cut of any profits.

CHARLATAN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
				+	💀	+	🟡	⚔️	+

CAREER PATH

+ Swindler — Brass 3

Skills: Bribery, Consume Alcohol, Charm, Entertain (Storytelling), Gamble, Gossip, Haggles, Sleight of Hand

Talents: Cardsharp, Diceman, Etiquette (Any), Luck

Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Dice

⚔️ Charlatan — Brass 5

Skills: Cool, Dodge, Entertain (Acting), Evaluate, Intuition, Perception

Talents: Blather, Criminal, Fast Hands, Secret Identity

Trappings: 1 Forged Document, 2 Sets of Quality Clothing, Selection of Coloured Powders and Water, Selection of Trinkets and Charms

💀 Con Artist — Silver 2

Skills: Language (Thief), Lore (Heraldry), Pick Lock, Secret Signs (Thief)

Talents: Attractive, Cat-tongued, Dealmaker, Read/Write

Trappings: Disguise Kit, Lock Picks, Multiple Forged Documents

🛡️ Scoundrel — Silver 4

Skills: Lore (Genealogy), Research

Talents: Gregarious, Master of Disguise, Nose for Trouble, Suave

Trappings: Forged Seal, Writing Kit

'I've carried this across countless leagues from the highest towers of the Elves. See how it sparkles in the moonlight? Only magic can cause this inner light! Unbelievable as it may be, I must grudgingly part with it. For such power, any price is but a trifle!'

— Wolmar Rotte, Con Man

'The last living heir of Lord Schwalb, you say? Hogwash! You're the fifth 'heir' to call this afternoon! How much did you pay for that scrap of paper? Better yet, who's the swindler what sold it to you?'

— Gerold Behn, Irritated Butler

To avoid rousing suspicion, Charlatans rarely stay in one area for long. Few Swindlers openly admit to their calling, preferring instead to masquerade as anyone other than themselves. Because of this, there is little stopping Charlatans from pursuing side-matters of interests; equally, afterwards, they can return to grafting anywhere with rich fools willing to part with coin on naught but a promise.





FENCE

Dwarf, Halfling, Human

A shrewd assessor of valuables, you'll buy anything, legal or not, and turn it around for a tidy profit.

A Fence buys thieves' spoils and sells it on for profit, often to those unaware the goods are stolen. Successful Fences sometimes operate as pawn brokers, importers, or other merchants. Others prefer to remain mobile, trafficking only in portable items. Though the average Fence deals in goods and valuables, there are also well-informed specialists who focus on information and forbidden knowledge. Some Fences move stolen items across the Empire. A painting stolen in Altdorf is easier to sell in Talabheim to an audience unaware of the theft. When high profile items vanish, Fences are also the first individuals to be consulted by those looking to acquire them. Some Fences even take commissions from clients, connecting them with those who can steal to order.

FENCE ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
				+	+	✗	💀	🛡	+

CAREER PATH

Broker — Silver 1

Skills: Charm, Consume Alcohol, Dodge, *Evaluate*, Gamble, Gossip, Haggle, Melee (Basic)

Talents: Alley Cat, Cardsharp, Dealmaker, Gregarious

Trappings: Hand Weapon, Stolen Goods worth 3d10 Shillings

Fence — Silver 2

Skills: Cool, Intimidate, Intuition, Perception, Secret Signs (Thief), Trade (Engraver)

Talents: Criminal, Etiquette (Criminals), Numismatics, Savvy

Trappings: Eye-glass, Trade Tools (Engraver), Writing Kit

Master Fence — Silver 3

Skills: Bribery, Entertain (Storytelling), Lore (Art), Lore (Local)

Talents: Kingpin, Strike to Stun, Suave, Super Numerate

Trappings: Pawnbroker's Shop

Black Marketeer — Silver 4

Skills: Lore (Heraldry), Research

Talents: Dirty Fighting, Iron Will, Menacing, Briber

Trappings: Hired Muscle, Network of Informants, Warehouse

I know it's stolen. You know it's stolen. Even old Sigmar knows it's stolen. So when I ask you if it's stolen, don't insult me by telling me it isn't stolen. Lucky for you, I deal in stolen, so stop panicking.

— Elene Weslach, Mover

'Why am I called a Fence? Well, it's because I provide you with some de-fence from being caught, innit. So, you go thief, and I'll make sure you don't have to worry about how to shift the merchandise. Think of me like your partner-in-crime.'

— 'Boil' Vakram, Fence

The search for buyers and sellers, or the need to escape a terrible situation, can take a Fence anywhere. They can be found across the Empire and in many regions beyond its borders. Up-and-coming Brokers transport illicit goods between Old World cities in search of buyers. Others, looking to make a name for themselves elsewhere, attempt to make their own niches in existing city underworlds. Given that their interests often collide, Fences and merchants make occasional bedfellows, as well. With all of this criminal activity and movement, trouble often follows.





GRAVE ROBBER

Halfling, Human

You brave the threat of necromancy, stealing from the dead to line your own pockets.

Trafficking in bodies and body parts is lucrative, with high demand from universities and physicians for fresh cadavers. As well as the scholarly market, corpses sometimes interred with all manner of valuables can be found beneath the ravenstones in the tombs of Morr's Gardens. Because their labours are obvious, illegal, and sacrilegious, Grave Robbers usually work under cover of darkness. Body Snatchers have been known to cut out the middle man and take beggars or other unfortunates straight off the streets. Tomb Robbers avoid the legal dangers of looting the recently dead, and instead journey to ancient ruins and barrows, risking the restless dead and brigands alike. Peculiarly, some successful Treasure Hunters find themselves celebrated as heroes, their treasures sold to, and displayed by, the aristocracy. It's even rumoured that the great wealth of one of the Knightly Orders came from a group of their members plundering a foreign tomb.

GRAVE ROBBER ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
❖	+		+		💀	🛡	+		+

CAREER PATH

❖ Body Snatcher — Brass 2

Skills: Climb, Cool, Dodge, Endurance, Gossip, Intuition, Perception, *Stealth (Any)*

Talents: Alley Cat, Criminal, Flee!, Strong Back

Trappings: Crowbar, Handcart, Hooded Cloak, Tarpaulin

❖ Grave Robber — Brass 3

Skills: Bribery, Drive, Evaluate, Haggle, Lore (Medicine), Melee (Basic)

Talents: Break and Enter, Night Vision, Resistance (Disease), Very Strong

Trappings: Backpack, Hand Weapon, Spade, Storm Lantern and Oil

💀 Tomb Robber — Silver 1

Skills: Lore (History), Pick Lock, Research, Set Trap

Talents: Read/Write, Strike Mighty Blow, Tenacious, Tunnel Rat

Trappings: Hand Weapon (Pick), Horse and Cart, Leather Jack, Rope, Trade Tools (Thief)

🛡 Treasure Hunter — Silver 5

Skills: Navigation, Trade (Engineer)

Talents: Fearless (Undead), Sixth Sense, Strong-minded, Trapper

Trappings: Bedroll, Maps, Tent, Trade Tools (Engineer), Writing Kit

'You can't take it with you... but I can certainly take it with me.'

— Symon Schreiber, Grave Robber

'It's not just the jewels, Herbert. Look at all the bones! There's professors in Altdorf who'd pay good money for these!'

— Tyle 'the Ghoul' Grubsch, Body Snatcher

'The nightmares of Khemri still haunt me. The curses cast by those long-dead tyrants have sealed my fate. I only hope Morr can put a stop to the necromancy that rots my bones and blackens my heart.'

— Lady Estelle Hauptleiter, Treasure Hunter (deceased)

Grave Robbers easily take to the adventuring life, especially if their nocturnal sojourns are discovered by unsympathetic authorities. They may also be sought out by antiquarians who wish to engage their expert services in the excavation of a tomb, or perhaps they will feel compelled to track down a suspected necromancer who is using corpses for nefarious purposes.





OUTLAW

Dwarf, Halfing, High Elf, Human, Wood Elf

You prey upon travellers, extracting a toll from the vulnerable and the unsuspecting.

Outlaws ply the roads of the Old World in search of vulnerable travellers and merchant caravans. They lead dangerous and often hardscrabble lives. Many do not see themselves as criminals, but as oppressed groups trying to live their lives free from outside constraints. Many Wood Elf outlaws fit this description, pushing back against the Humans proliferating at the edge of the forests, willing to take more drastic action than others of their kind. Particularly savvy and brutal Outlaws may form bands of their own, sometimes even uniting several bands under a single banner. Such Bandit Kings are feared and reviled by noble and peasant alike. Though few Outlaws discriminate in choosing their prey, some claim to protect the common man. These do-gooders focus their larceny on greedy nobles and, in return, locals may provide them with food, information, and safe harbour.

OUTLAW ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+	+	+	+					◆

CAREER PATH

◆ Brigand — Brass 1

Skills: Athletics, Consume Alcohol, Cool, Endurance, Gamble, *Intimidate*, Melee (Basic), Outdoor Survival
Talents: Combat Aware, Criminal, Rover, Flee!

Trappings: Bedroll, Hand Weapon, Leather Jerkin, Tinderbox

❖ Outlaw — Brass 2

Skills: Dodge, Heal, Lore (Local), Perception, Ranged (Bow), Stealth (Rural)
Talents: Dirty Fighting, Marksman, Strike to Stun, Trapper
Trappings: Bow with 10 Arrows, Shield, Tent

● Outlaw Chief — Brass 4

Skills: Gossip, Intuition, Leadership, Ride (Horse)
Talents: Rapid Reload, Roughrider, Menacing, Very Resilient
Trappings: Helmet, Riding Horse with Saddle and Tack, Sleeved Mail Shirt, Band of Outlaws

■ Bandit King — Silver 2

Skills: Charm, Lore (Empire)
Talents: Deadeye Shot, Fearless (Road Wardens), Iron Will, Robust
Trappings: 'Fiefdom' of Outlaw Chiefs, Lair

'They were children, not brigands. Starving, filthy, sickly. They held us under the sight of their arrows and we stood fast... my son's age, they were. Children. Killed six of us...'

— Valentin Behr, Road Warden

'...and he says, "Titus, why d'you carry them shears?" And I says, "These?" And he says, "Aye, those're the only shears I see." So I laughed and answered: "Sometimes they don't want to take off their rings like I ask 'em to. When I show 'em the shears, most of 'em change their tune right quick. And if they don't...". Hehehe.'

— Titus Widmann, Outlaw

Outlaw bands are not all wild mobs, so many can be reasoned with if approached correctly. An Outlaw might be asked to accompany a group of adventurers as a guide or to protect them, especially if the group are trying to stop unholy activity in a Bandit King's domain. Individual Outlaws may find it simple to join an adventuring band, although they may need to disguise themselves if they go anywhere the Outlaw is wanted.





RACKETEER

Dwarf, Halfling, Human

You are part of an organised criminal gang, collecting debts and extorting money from the weak.

Racketeers extort money from law-abiding citizens and merchants, providing 'protection' or some similar fraudulent 'service'. If the 'fees' are not paid on time, the victims, their families, and their livelihoods are at considerable risk. Large gangs bribe or intimidate local authorities to ignore their activities; their Thugs are always willing to kill — or worse — to keep business running smoothly. Thugs are employed to collect debts of all kind, especially those incurred through gambling losses or high-interest-rate loans. In a world brimming with poverty, the promise of easy wealth is an allure countless fools are unable to ignore. The more organised the graft, the larger and more complex the organisations running them become. While the smallest rackets are run by small gangs with limited territory beyond a building or two, the largest can span cities or even entire provinces, and the Crime Lords who run them can wield extraordinary power.

RACKETEER ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		+	+					🛡	💀

CAREER PATH

Thug — Brass 3

Skills: Consume Alcohol, Cool, Dodge, Endurance, Intimidate, Lore (Local), Melee (Brawling), Stealth (Urban)

Talents: Criminal, Etiquette (Criminals), Menacing, Strike Mighty Blow

Trappings: Knuckledusters, Leather Jack

Racketeer — Brass 5

Skills: Bribery, Charm, Evaluate, Gossip, Language (Estalian or Tilean), Melee (Basic)

Talents: Dirty Fighting, Embezzle, Strike to Stun, Warrior Born

Trappings: Hand Weapon, Hat, Mail Shirt

Gang Boss — Silver 3

Skills: Intuition, Leadership, Perception, Ranged (Crossbow)

Talents: Fearless (Watchmen), Iron Will, Resistance (Poison), Robust

Trappings: Crossbow Pistol with 10 Bolts, Gang of Thugs and Racketeers, Lair

Crime Lord — Silver 5

Skills: Lore (Law), Lore (Politics)

Talents: Commanding Presence, Kingpin, Frightening, Wealthy

Trappings: Network of Informers, Quality Clothing and Hat, Subordinate Gang Bosses

'I hope you have Hazelmann's money because I really hate the sound of breaking fingers.'

— Claus Betelhof, Well-Mannered Racketeer

IF YOU CAN'T PAE THE DEBT, DON'T MAKE THE BET'

— Sign in Bosco's Bones (Altdorf gambling house)

'or bosco wil brake ya legs'

— Bosco's Bones Sign Addendum scrawled in chalk

Thugs and Racketeers are always willing to resort to threats and violence, making them valuable members of any party that expects to face aggressive opposition. Gang Bosses might even take their business on the road, looking to expand their territory or explore new opportunities for intrigue and profit. Given the competitive nature of such rackets, even the most powerful Crime Lords might find themselves deposed by opponents or treachery. Forced to hide or flee, such experienced crooks can seek to use a group of experienced adventurers to their advantage.





THIEF

Dwarf, Halfling, Human

You steal from others in order to line your own pockets, and you're rather good at it.

Thieves steal all manner of wealth and goods from their fellow man. From the lowliest footpad to the wildest burglar, the thought of an honest day's work in return for a respectable wage is little more than a bad joke. Thieves often organize themselves into gangs alongside charlatans, racketeers, and fences to further their mutual wealth. Bitter feuds between such illicit organisations have been known to last for years or even decades. The lowliest Thieves target individuals, picking pockets or waylaying victims in rat-infested alleyways. Burglars avoid confrontation by breaking into businesses and residences, carrying off portable valuables. More ambitious thieves scope out their targets for days or weeks, even going so far as to infiltrate their target locations to get a more precise lay of the land. Working with other professional burglars, such experts can organise heists of which their lesser peers can only dream.

THIEF ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
		💀		+	+	✖		+	🛡️

CAREER PATH

⊕ Prowler — Brass 1

Skills: Athletics, Climb, Cool, Dodge, Endurance, Intuition, Perception, *Stealth (Urban)*

Talents: Alley Cat, Criminal, Flee!, Strike to Stun

Trappings: Crowbar, Leather Jerkin, Sack

✖ Thief — Brass 3

Skills: Evaluate, Gossip, Lore (Local), Pick Lock, Secret Signs (Thief), Sleight of Hand

Talents: Break and Enter, Etiquette (Criminals), Fast Hands, Shadow

Trappings: Trade Tools (Thief), Rope

⊗ Master Thief — Brass 5

Skills: Bribery, Gamble, Intimidate, Ranged (Crossbow)

Talents: Night Vision, Nimble Fingered, Step Aside, Trapper

Trappings: Crossbow Pistol with 10 Bolts

█ Cat Burglar — Silver 3

Skills: Charm, Set Trap

Talents: Catfall, Scale Sheer Surface, Strong Legs, Wealthy

Trappings: Dark Clothing, Grappling Hook, Mask or Scarves

'One creaky floorboard in the whole place and I'm the one to find it...'

— Alette Zimmermann, Thief, Jailed

'What the...? Those aren't dogs... they're bears!'

— Marx the Mauled, Unlucky Thief

'No, the list of charges does not include, "Stealing the magistrate's heart away." You must have me confused with a magistrate who has a heart'

— Leonora Nithardt, Magistrate

Thieves who run afoul of the law are obliged to hide or flee from justice, putting many would-be inmates on the run. Sometimes the very items stolen by Thieves are of such exorbitant value or supernatural quality they seem to attract trouble like a mouldering corpse draws flies, which can lead them into all sorts of unexpected adventures. Of course, a Burglar's talents are always valuable to adventurers, and reliable examples can expect to be well-compensated for their skills.





WITCH

Human

Wilful and ambitious, you strive to master magic without an officially sanctioned licence to operate.

Any with the rare talent to wield magic must, by law, be trained by wizards of the College of Magic. Not everyone accepts such a fate; some hide their powers or go on the run. Such folk are called Witches. They risk insanity and damnation as magic burns through them without correct tutelage, and rarely understand the nature of the forces in which they dabble. Others embrace their burgeoning powers wholeheartedly, accepting the risks. Witches come in all varieties, with the talent to wield magic playing no favourites. Some are benign figures simply seeking freedom. Others are nobles refusing to accept they are Witches, for to do so is to be disinherited. Yet others are terrified of what they may become, so run away. Whatever the case, few will admit what they are, as all risk burning by over-zealous Sigmarites.

WITCH ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+			+	⚒			🛡	+	💀

CAREER PATH

† Hexer — Brass 1

Skills: Channelling, Cool, Endurance, Gossip, Intimidate, *Language (Magick)*, Sleight of Hand, Stealth (Rural)

Talents: Criminal, Instinctive Diction, Menacing, Petty Magic

Trappings: Candles, Chalk, Doll, Pins

❖ Witch — Brass 2

Skills: Charm Animal, Dodge, Intuition, Melee (Polearm), Perception, Trade (Herbalist)

Talents: Arcane Magic (Witchery), Attractive, Second Sight, Witch!

Trappings: Quarterstaff, Sack, Selection of Herbs, Trade Tools (Herbalist)

💀 Wyrd — Brass 3

Skills: Bribery, Charm, Hagggle, Lore (Dark Magic)

Talents: Animal Affinity, Fast Hands, Frightening, Magical Sense

Trappings: Backpack, Cloak with Several Pockets, Lucky Charm

◆ Warlock — Brass 5

Skills: Lore (Daemonology), Lore (Magic)

Talents: Aethyric Attunement, Luck, Strong-minded, Very Resilient

Trappings: Robes, Skull

'Do you think only wizards can wield magic? Think again! I, too, have such understanding, and I refuse to become a slave to the so-called Colleges.'

— Apprentice Franz Zimmel of the Gold Order,
3 months before being captured by a Witch Hunter

Witches lead dangerous lives. Though some pose as wizards, such deceptions are easily discerned by anyone with any knowledge of magic. Nevertheless, bands of adventurers — especially those without unwavering faith or moral qualms — rarely care for the specifics of a Witch's education so long as the methods used are effective and have no truck with the Dark Gods. Although unsanctioned witchery is illegal — carrying the death penalty — most wizards have a brief experience as a Witch before entering the Colleges of Magic. This is acknowledged by both the Colleges and the cults, so a Witch, if discovered, should submit to the authorities. Training in the Colleges could be covered as time between adventures, meaning the Witch can return at a later date in the Wizard career, or it could become the focus of a new adventure.





CAVALRYMAN

High Elf, Human, Wood Elf

A dashing and fearless rider, you bring speed, versatility, and skill-at-arms to the battlefield.

Whether it's units of Pistoliers, Outriders, Demilancers, Horse Archers, or similar, Cavalrymen are deployed for maximum strategic advantage. On campaign, that means scouting, raiding, harassing the enemy lines, or defending foragers. On the battlefield, they are also particularly versatile, able to strike quickly and melt away. For speed of movement, scouting, versatility, and sheer élan, Cavalrymen cannot be rivalled. Swift, lightly-armoured cavalry is employed by most armies, including forces of the cults and less formal armed bands including mercenaries or private armies. Bretonnian armies make use of mounted men at arms, while Wood Elf Gladeriders are some of the most feared light cavalry in the Old World.

'Any pistolier not dead by thirty is a scoundrel.'

—General Lasaal, Reikland's 5th Regiment of Cavalry

'An outrider came by yesterday, checking to see if we were safe. Gosh, he was so handsome and dashing, who wouldn't want to go outriding with him? He grabbed my buns and was off like the wind. Never paid for them, mind.'

—Lena Fluffe, Walfenburg baker

A cavalryman currently in the State Army is not just going to drop everything on a whim. Should they have something they wish to personally pursue, they will require permission from senior officers, perhaps buy out their commission if they have one, or go absent without leave. As an alternative, they could be ordered to investigate matters of importance by their superiors? Mercenary cavalrymen have more flexibility to strike out adventuring, being little more than hired swords.

CAVALRYMAN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	✖	+		💀	+				🛡️

CAREER PATH

✚ Horseman — Silver 2

Skills: Animal Care, Charm Animal, Endurance, Language (Battle), Melee (Basic), Outdoor Survival, Perception, *Ride (Horse)*

Talents: Combat Aware, Crack the Whip, Lightning Reflexes, Roughrider

Trappings: Leather Jack, Riding Horse with Saddle and Tack

❖ Cavalryman — Silver 4

Skills: Charm, Consume Alcohol, Cool, Gossip, Melee (Cavalry), Ranged (Blackpowder)

Talents: Etiquette (Soldiers), Gunner, Seasoned Traveller, Trick Riding

Trappings: Breastplate, Helmet, Light Warhorse with Saddle and Tack, Pistol with 10 Shots, Shield

💀 Cavalry Sergeant — Gold 1

Skills: Intimidate, Intuition, Leadership, Lore (Warfare)

Talents: Combat Reflexes, Fast Shot, Hatred (Any), Warleader

Trappings: Sash

🛡️ Cavalry Officer — Gold 2

Skills: Gamble, Lore (Heraldry)

Talents: Accurate Shot, Inspiring, Reaction Strike, Robust

Trappings: Deck of Cards, Quality Clothing





GUARD

Dwarf, Halfing, High Elf, Human, Wood Elf

Your job is simple: keep undesirables out.

The best way to keep something safe is to post a guard. Guarding looks easy enough, it's usually standing around doing very little. Guards live and die, quite literally, by how they behave during that one moment when they are required to spring into action. The best can command high wages and are entrusted with the lives of the Empire's finest personages and most valuable items. Guards are everywhere, from the Imperial palace down to bouncers who stand outside taverns all night, ready to throw drunkards into the street. They also include grave wardens — those who defend Morr's Gardens in the dead of night, watchful for grave robbers — and temple guards who defend holy sites and important priests. Merchants often employ many Guards to defend their valuable stock. Some claim bodyguards have it best because they stay close to their esteemed employers, and often partake of a life far beyond that which their station would normally allow.

GUARD ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		💀	+	⚒	+		🛡		

CAREER PATH

✚ Sentry — Silver 1

Skills: Consume Alcohol, Endurance, Entertain (Storytelling), Gamble, Gossip, Intuition, Melee (Basic), Perception

Talents: Diceman, Etiquette (Servants), Strike to Stun, Tenacious

Trappings: Buckler, Leather Jerkin, Storm Lantern with Oil

⚒ Guard — Silver 2

Skills: Athletics, Cool, Dodge, Intimidate, Melee (Polearm), Ranged (Bow)

Talents: Relentless, Reversal, Shieldsman, Strike Mighty Blow

Trappings: Bow with 10 Arrows, Sleeved Mail Shirt, Shield, Spear

💀 Honour Guard — Silver 3

Skills: Heal, Language (Battle), Lore (Etiquette), Melee (Two-handed)

Talents: Fearless (Intruders), Jump Up, Stout-hearted, Unshakeable

Trappings: Great Weapon or Halberd, Helmet, Uniform

🛡 Guard Officer — Silver 5

Skills: Leadership, Lore (Warfare)

Talents: Combat Master, Furious Assault, Iron Will, Robust

Trappings: Breastplate

'I stood outside the shrine for thirty days and thirty nights, without fail. No-one got in and no-one got out. Of course, it turned out I was stood outside the wrong door.'

— Ernst Bluchard, Ex-Temple Guard of Manann

'If you're not on the list, you're not coming in!'

— Anonymous Altdorf guard to the Grand Theogonist at the coronation of Karl-Franz I, apocryphal

Guards can find adventure when their guardianship is compromised. Any guard worth his salt would wish to follow up and investigate those who have thwarted them, and get whatever they were guarding back to its true owner. This could easily turn into an exciting adventure. Many of those going on expeditions will require guards to accompany them, to adventure, profit or an untimely demise.





KNIGHT

High Elf, Human, Wood Elf

Thundering into battle on a heavy charger, you dominate the field, spreading fear in your wake.

Many believe heavy cavalry are the pre-eminent warriors of the Old World. A massed charge is an awesome sight, but even alone a Knight can stand as a one-person army. There are many Knightly Orders in the Empire, the most famous including the Reiksguard, the White Wolves, the Knights Panther, and the Knights Griffon, each of which have their own gloried history and mighty heroes. Most Empire Knights belong to secular knightly orders, partly because training heavy lancers is too prohibitively expensive for most nobles. The templar orders, those dedicated to the service of a single deity are just as common but are somewhat more independent. Alongside these are an uncounted number of free-lances, mercenary knights, and disgraced knights, most of whom sell their lance to the highest bidder.

KNIGHT ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔	+		+	+				💀	🛡

CAREER PATH

+Squire — Silver 3

Skills: Athletics, Animal Care, Charm Animal, Heal, Lore (Heraldry), Melee (Cavalry), Ride (Horse), Trade (Farrier)

Talents: Etiquette (any), Roughrider, Sturdy, Warrior Born

Trappings: Leather Jack, Mail Shirt, Riding Horse with Saddle and Tack, Shield, Trade Tools (Farrier)

⚔ Knight — Silver 5

Skills: Cool, Dodge, Endurance, Intimidate, Language (Battle), Melee (Any)

Talents: Menacing, Seasoned Traveller, Shieldsman, Strike Mighty Blow

Trappings: Destrier with Saddle and Tack, Melee Weapon (Any), Lance, Plate Armour and Helm

💀 First Knight — Gold 2

Skills: Charm, Consume Alcohol, Leadership, Lore (Warfare)

Talents: Fearless (Any), Stout-hearted, Unshakeable, Warleader

Trappings: Bard, Small Unit of Knights

🛡 Knight of the Inner Circle — Gold 4

Skills: Lore (Any), Secret Signs (Knightly Order)

Talents: Disarm, Inspiring, Iron Will, Strike to Injure

Trappings: Plumed Great Helm, Squire, Large Unit of Knights or Several Small Units of Knights

'The knight demanded I get out of his way. "Why?" I asked. "I am in the service of the people," he replied. "Well, I'm the people," I said, "so I don't have to get out of your way." He didn't have an answer to that, of course. So he punched me in the face!'

— Holger Kass, 1st Bögenhafen Halberdiers

'Lady Myrmaelia Jaeke is the finest knight in the Order of the Blazing Sun. How can I be so sure? Well, I used to hold that title, and she bested me.'

— Birgitte van der Hoogenband, Abbess-General of the Monastery of the Black Maiden, former Knight of the Blazing Sun.

Knights might be asked to venture out to fulfil a duty on behalf of their Order or be sought out by nobles and employed to accompany a restless heir around the Empire. Similarly, templars will have responsibility to do their god's will. All of these provide perfect opportunities for Knights looking to adventure. By comparison, a free-lance is just that, and a life of adventure is what they follow by default.





PIT FIGHTER

Dwarf, Halfling, High Elf, Human, Wood Elf

You fight for money, for glory, and for the entertainment of the masses.

Watching fights is a popular pastime. In the cities, organised fights take place every night. There is money to be made charging spectators, and even more in gambling on the result. Winners earn coin and are celebrated as local heroes. Losers are hurt or killed. Because pit fighting is officially frowned upon, the fights are often controlled by criminal gangs, but the rich love to slum it on occasion, especially if it involves a little bloodshed. The gladiators of Tilea are the most renowned pit fighters, though the chain-fighters of Marienburg and bear-wrestlers of Kislev draw a crowd. Pugilists and wrestlers might work a travelling fair, challenging the public to survive three minutes in the ring with them, or they might fight a celebrated opponent in front of cheering crowds. Knives, clubs, chains, boxing, wrestling, there is an almost endless variation of styles and codes a Pit Fighter might adopt.

PIT FIGHTER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		+	+	+	+				◆

CAREER PATH

◆ Pugilist — Brass 4

Skills: Athletics, Cool, Dodge, Endurance, Gamble, Intimidate, Melee (Any), Melee (Brawling)

Talents: Dirty Fighting, In-fighter, Iron Jaw, Reversal

Trappings: Bandages, Knuckledusters, Leather Jack

❖ Pit Fighter — Silver 2

Skills: Haggle, Intuition, Melee (Basic), Melee (Flail or Two-handed), Perception, Ranged (Entangling)

Talents: Ambidextrous, Combat Reflexes, Dual Wielder, Shieldsman

Trappings: Flail or Great Weapon, Hand Weapon, Net or Whip, Shield or Buckler

❖ Pit Champion — Silver 5

Skills: Consume Alcohol, Gossip, Lore (Anatomy), Perform (Fight)

Talents: Combat Master, Disarm, Menacing, Robust

Trappings: Breast Plate, Helmet

◆ Pit Legend — Gold 2

Skills: Charm, Ranged (Any)

Talents: Frightening, Furious Assault, Implacable, Reaction Strike

Trappings: Quality Helmet

'It was my big chance. The biggest fight of my life. Then the Hooks came and told me to go down in the fourth or they'd chop off my hand. Well, you know me, of course I went and won anyway. And I've no regrets. After all, there are lots of things you can do with one hand.'

— Sigurda the Bull, Arm Wrestler

'Roll up! Roll up! Dare you face the might of Gosser Papa? Could you last three minutes with Resige Heuhaufer!'

— Raimund Heenan, Ring Announcer

Many Pit Fighters fall into their sport because they have the talent and they simply need the money. Some would jump at the chance to leave their seedy world behind and put their talents to a slightly better use. Fortunately, Pit fighters are generally free to use their time as they will, provided they turn up on time for the next big fight, and even if they don't, there is always another pit...





PROTAGONIST

Dwarf, High Elf, Human

A strong-arm for hire, you bully, fight, and maybe even kill for coin.

Protagonists live by their wits and their muscles and are not generally fussy about the sort of work they take on. A merchant might want to frighten their business rival. An employer might decide his workers need a bit of encouragement to get a job done quicker. A noble might want his daughter's no-good suitor to be frightened off. Protagonists are the ones they turn to, and those with the worst reputation get the best jobs. A Protagonist could be the brute in the local bar everyone knows will bully for coin, or with the reputation for unflinching violence. Some Protagonists have their own code of what they will or won't do; others care for nothing but the coin. Some are simple bullies who resort to picking arguments and fights with likely looking targets to see if they can score any money from the situation.

PROTAGONIST ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	💀		+	⚔️	+				🛡️

CAREER PATH

✚ Braggart — Brass 2

Skills: Athletics, Dodge, Endurance, Entertain (Taunt), Gossip, Haggle, Intimidate, *Melee (Any)*

Talents: In-fighter, Dirty Fighting, Menacing, Warrior Born

Trappings: Hood or Mask, Knuckledusters, Leather Jack

⚔️ Protagonist — Silver 1

Skills: Bribery, Charm, Intuition, Melee (Basic), Perception, Ride (Horse)

Talents: Combat Reflexes, Criminal, Reversal, Strike to Stun

Trappings: Hand Weapon, Mail Shirt, Riding Horse with Saddle and Tack, Shield

💀 Hitman — Silver 4

Skills: Climb, Cool, Navigation, Ranged (Thrown)

Talents: Careful Strike, Disarm, Marksman, Relentless

Trappings: Cloak, Garotte, Poison, Throwing Knives

🛡️ Assassin — Gold 1

Skills: Entertain (Acting), Ranged (Crossbow)

Talents: Accurate Shot, Ambidextrous, Furious Assault, Strike to Injure

Trappings: Crossbow with 10 shots, Disguise Kit

'Remember Thommy Two Knives? I'm not saying he crossed me. I'm just saying you don't see him walking round town no more, do you?'

— Gilly Three Knives, Protagonist

'Yeah, Big Yuri came round and destroyed all my merchandise. Said this town was only big enough for one lotus dealer, and that was that. I completely agreed, so I doubled his pay and sent him back to White Tiger's den. And that was the end of that.'

— Toni Miragliano, Lotus Dealer

On the face of it, Protagonists are always up for an adventure because they're always up for a fight. But they will usually expect to get paid for services rendered. Whether they will join others without a guarantee of payment is a question they will need to ask themselves. Could a hardened protagonist find a cause they will voluntarily pursue? Perhaps they could even turn over a new leaf?





SLAYER

Dwarf

You are rage and shame incarnate, seeking a worthy death to reclaim your lost honour.

When Dwarfs suffer an unacceptable shame and lose their honour, they take the Slayer's Oath and walk the path of Grimmir, their ancestral god of warriors. Covering their bodies in tattoos, shaving the sides of their head, dying their remaining hair a brilliant orange, and spiking it with animal grease, they set off into the world, axe in hand, seeking a glorious death.

Slayers wander the Old World hunting deadly beasts, such as Trolls, Giants, or Dragons. Because of the shame they carry, many suffer from bouts of depression, glutting themselves on food, alcohol, or stronger stimulants. The more foes Slayers face and survive, the more dangerous and crazed they become, hunting progressively deadlier creatures in the hopes of finding something that can kill them.

SLAYER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		+	✖	🛡	💀			+	

CAREER PATH

✚ Troll Slayer — Brass 2

Skills: Consume Alcohol, Cool, Dodge, Endurance, Gamble, Heal, Lore (Trolls), Melee (Basic)

Talents: Dual Wielder, Fearless (Everything), Frenzy, Slayer

Trappings: Axe, Flask of Spirits, Shame, Tattoos

✖ Giant Slayer — Brass 2

Skills: Evaluate, Intimidate, Language (Battle), Lore (Giants), Melee (Two-handed), Outdoor Survival

Talents: Hardy, Implacable, Menacing, Reversal

Trappings: Great Axe, Jewellery, Troll's Head

💀 Dragon Slayer — Brass 2

Skills: Entertain (Storytelling), Lore (Dragons), Perception, Ranged (Thrown)

Talents: Ambidextrous, Furious Assault, Relentless, Robust

Trappings: Giant's Head, Throwing Axes

♦ Daemon Slayer — Brass 2

Skills: Intuition, Lore (Chaos)

Talents: Combat Master, Frightening, Strike Mighty Blow, Very Strong

Trappings: Dragon's Head

'We avoid them, if given the choice. They are outcasts and have no honour, only the hope of reclaiming such. Still, we'll feed them, and give them a place to rest. They are Grimmir's Chosen, now...'

— Dimrond Zindrison, Miner

'Herwig didn't mean nothing by it, honest. He just asked why the Dwarf had them strange tattoos. It happened so fast, I didn't even see the Dwarf move, just Herwig hitting the floor.'

— Regimius, Stevedore

'We're all going to die, manling. It's the manner of our going that counts.'

— Gotrek Gurnisson, Slayer

Till they fall in battle, a Slayer's life is one of adventure — they seek out opportunities to face powerful foes in battle. Slayers will occasionally take other odd jobs, for drinking money or to finance their travels, but will seek death along the way. All Slayers previously had a life and a career, so there is more to them than simply being a warrior with a deathwish.

Playing a Slayer is a unique experience because your character wants to die. Embrace this. Seek a mighty doom. Reclaim your honour. **Die well.**





SOLDIER

Dwarf, Halfling, High Elf, Human, Wood Elf

You are paid to train, be disciplined, and, when the need comes, go to war.

By the command of Emperor Magnus the Pious after the Great War Against Chaos, all provinces of the Empire had to maintain a standing State Army. Soldiers are the mainstay of these armies, trained to fight as part of a larger group with individual skill supplemented by strength in numbers. Rarely encouraged to think for themselves, Soldiers are famous for their stoic fatalism as they are ordered from pillar to post in the service of their betters. Soldiers could be archers, crossbowmen, halberdiers, handgunners, swordsmen, or spearmen, and that's just in a typical State regiment. Dwarfs employ soldiers like Hammerers and Thunderers, while Elven rank and file are usually archers and spearmen. There are many other Soldiers, such as Mercenaries, local Militias (which are rarely better than Recruits), private armies, cult forces, and more.

SOLDIER ADVANCE SCHEME									
WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+		+	+				+	+

CAREER PATH

Recruit — Silver 1

Skills: Athletics, Climb, Cool, Dodge, Endurance, Language (Battle), Melee (Basic), Play (Drum or Fife)

Talents: Diceman, Marksman, Strong Back, Warrior Born

Trappings: Dagger, Leather Breastplate, Uniform

Soldier — Silver 3

Skills: Consume Alcohol, Gamble, Gossip, Melee (Any), Ranged (Any), Outdoor Survival

Talents: Drilled, Etiquette (Soldiers), Rapid Reload, Shieldsman

Trappings: Breastplate, Helmet, Weapon (Any)

Sergeant — Silver 5

Skills: Heal, Intuition, Leadership, Perception

Talents: Combat Aware, Enclosed Fighter, Unshakeable, Warleader

Trappings: Symbol of Rank, Unit of Troops

Officer — Gold 1

Skills: Lore (Warfare), Navigation

Talents: Inspiring, Public Speaking, Seasoned Traveller, Stout-hearted

Trappings: Letter of Commission, Light Warhorse with Saddle and Tack, Map, Orders, Unit of Soldiers, Quality Uniform, Symbol of Rank

'Go down to the bottom of the hill, the captain told us. So we did, and the general told us to go up to the top of the hill and await further orders. Then the captain told us we were wanted at the bottom.'

— Holger Kass, 1st Bögenhafen Halberdiers

*'Though Lords and Ladies come and go,
A soldier's life is all I know,
Karl-Franz commands, and we obey,
O'er the hills and far away.'*

— Marching Song, Reikland 118th Regiment of Foot,
‘The Greenbacks’

Soldiers have little free time, but they still have adventuring opportunities. Outside campaigning season, many receive extended periods of leave. Officers of the State Armies can also command small bands of Soldiers to investigate unusual happenings in their regiment's 'territory' and some officers view this kind of adventuring as excellent training to keep their Soldiers sharp. Non-human Soldiers will often be on missions in the Empire that are adventures by their very nature.





WARRIOR PRIEST

Human

You bring divinity to the thick of battle, slaying the enemies of the Empire with righteous fury.

Some cults of the Empire have clerics trained for war. In the Reikland, the Warrior Priests of Sigmar are the most common example of this, and most armies of the Empire are accompanied by hammer-bearing priests encouraging the soldiers in the name of Sigmar. But other cults, especially those of Myrmidia, Ulric, Taal, and Morr, have Warrior Priests of their own, each with their unique views as to how war should be conducted. Away from the battlefield, Warrior Priests are also expected to administer to soldiers' spiritual wellbeing, as well as making sure morale stays high and discipline is ordered. Some orders of Warrior Priests swear oaths to roam the Empire, seeking heresy wherever it lies, helping where they can. Others prefer not to join armies, but lead them...

WARRIOR PRIEST ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	+	+	+	+				+	+

CAREER PATH

† Novitiate — Brass 2

Skills: Cool, Dodge, Endurance, Heal, *Leadership*, Lore (Theology), Melee (Any), Pray

Talents: Bless (Any), Etiquette (Cultists), Read/Write, Strong-minded

Trappings: Book (Religion), Leather Jerkin, Religious Symbol, Robes, Weapon (Any Melee)

❖ Warrior Priest — Silver 2

Skills: Charm, Entertain (Speeches), Intimidate, Language (battle), Melee (Any), Ranged (Any)

Talents: Dual Wielder, Inspiring, Invoke (Any), Seasoned Traveller

Trappings: Breastplate, Weapon (Any)

💀 Priest Sergeant — Silver 3

Skills: Animal Care, Intuition, Perception, Ride (Horse)

Talents: Combat Aware, Holy Visions, Pure Soul, Stout-hearted

Trappings: Light Warhorse with Saddle and Tack

████ Priest Captain — Silver 4

Skills: Consume Alcohol, Lore (Warfare)

Talents: Fearless (Any), Furious Assault, Holy Hatred, Warleader

Trappings: Religious Relic

'Surrounded, we were, Greenskins on all sides. They knew we were done. Then the priest raises his hammer towards the sky and bellows his prayer. And as the words echoed to silence, the lightning struck. And we were all unharmed, I swear to Sigmar. But the Goblins? All dead.'

— Holger Kass, 1st Bögenhafen Halberdiers

While many Warrior Priests stay with the army, some serve their cult in missionary work, and others wander the Empire as they will. As such, Warrior Priests can be natural adventurers. Of course, to pursue leads to the ends of the Empire they might require the permission of their cult, and perhaps their commanders.

