

Arcane Marks & Careers

A Warhammer Fantasy Roleplay 4th Edition Supplement
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The Winds of Magic

The source of the Empire's greatest enemy has only recently, relative to the Empire's lifespan, become one of its most powerful assets. Magisters, or sanctioned wizards of the Empire, may use the Winds of Magic to cast their spells, which is all that the people of the Empire recognize and fear them for. To a Magister, their Wind entirely defines their life, it is their focal point of study, philosophy, morals, and methodology.

A prospective wizard does not choose their Wind as if it were some apple in a basket on Marktag. Every apprentice 'chooses' their Wind correctly because it is not a choice. Each child born with heightened magical sensitivity finds their own way to their rightful Order, or not at all. Being born with such a gift is widely regarded as a curse, one that the suspicious folk of the Empire would be quick to do away with by any means necessary.

If they can survive their inevitably troubled childhood and hopefully be noticed by a witch hunter or magister, he or she is required to deliver them to the Orders to assess their magical potential. Either way, their former life is completely over.

Optional Rule: Aethyric Senses

When rolling for Random Talents during character creation, the first time a die result contains an 8, you may replace your rolled talent with either Aethyric Attunement or Second Sight if the 8 is in the tens or ones, respectively. If 88 is rolled, you can replace the rolled talent with both. This is only available to Humans, and this exchange can only happen on the first roll containing an 8.

This rule is especially useful if rolling for your starting Career is required, but you want a decent chance for a possible wizard. Having some sort of Aethyric Sense is necessary for any College of Magic to have any consideration for apprenticeship.

Arcane Careers

As the subject of study differs completely between the Orders, each has their own Career to reflect this. Each tier represents different levels of status in the Order.

Tier 1 of the career represents the initial apprenticeship, where skill is assessed, but with hardly a bother to learn your name.

Tier 2 represents the Journeyman Apprentice, while not an official Magister, they are given the freedom to cast spells without supervision and are often considered Magisters by the ignorant. Indeed, during this time, they are tasked with making a living and furthering the Order's cause on their own.

Tier 3 represents their official graduation as a fully recognized Imperial Magister. If the Journeyman manages to return to his master after making some notable progress or accomplishment, he will be subject to intense scrutiny and trials. Signs of the Wind's mark bodes well (see below), but signs of corruption could be damning. Regardless, their skills are put to the absolute limits in various tests.

Tier 4 represents a rare level of human mastery over a Wind. Referred to as Lord Magisters, they are a living symbol of their Lore, in both appearance and demeanor. They are a wonder to behold, and often appointed to head an Order chapterhouse or guild.

Arcane Marks

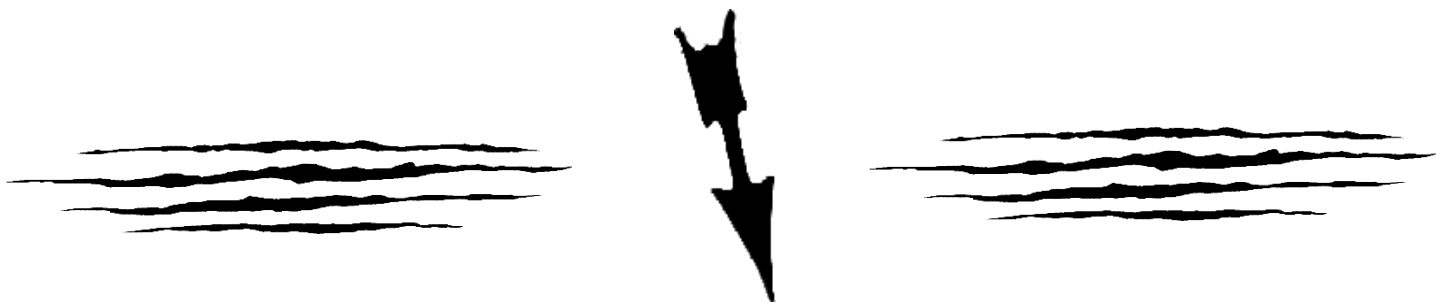
Being a practitioner of magic is a commitment unlike any other in the Old World, and harnessing the Winds is no inconsequential feat, for it can leave its mark on you in multiple ways.

Optional Rule: Arcane Marks

When exposed to a large amount of the Winds from Casting or Channeling using an Arcane Lore, there is a chance of that Lore leaving its mark on you. This only occurs to Humans.

After performing a Critical Casting or Critical Channeling, roll a d10. On a roll of 8, the Wind has left its Mark upon you. Otherwise, nothing happens.

When an Arcane Mark manifests, roll a d100 and consult the table corresponding to the Wind of Magic you are specialized in. If you already have the result, there may be a further manifestation described, if not, either agree with the GM on how to further your existing manifestation, reroll, or simply let the GM decide.



The Amber Order

Amber Wizard - Shaman

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔		⚔		👑	👤		⚔	⚔	

Career Path

⚔ Apprentice Shaman - Brass 0

Skills: Channeling (Ghur), Dodge, Intuition, *Language (Magick)*, Lore (Magic), Outdoor Survival, Perception, Ranged (Bow)

Talents: Aethyric Attunement, Fast Hands, Petty Magic, Second Sight

Trappings: Quarter Staff (adorned with tribal fetishes)

👤 Shaman Journeyman - Brass 0

Skills: Athletics, Cool, Intimidate, Melee (Brawling), Swim, Track

Talents: Arcane Magic (Beasts), Detect Artefact, Fearless (Beasts), Rover

Trappings: Magical License (Totem), Shortbow with 10 arrows

👑 Magister Shaman - Silver 0

Skills: Animal Care, Charm Animal, Lore (Beasts), Navigation

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

Trappings: Apprentice Shaman, Headdress, Magical Item

👑 Shaman Lord - Gold 0

Skills: Endurance, Secret Signs (Hunter)

Talents: Night Vision, Iron Will, Robust, War Wizard

Trappings: Shamanic Lair, Conclave of Shamans

Symbol: Arrow, Claw, Feather, or any other distinctive animal sign.

Focus: Survival, Savagery, Spirituality, the Hunt

Study: Primal Thaumaturgy

Title: Shaman

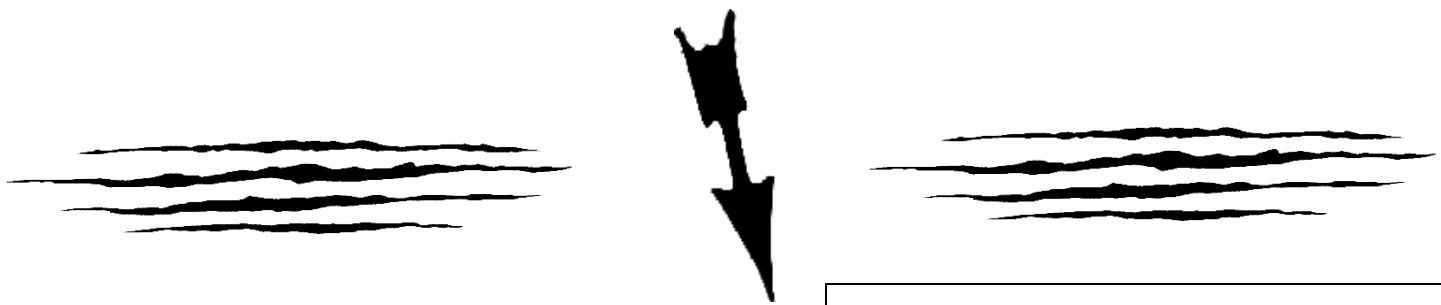
The Brown Wind of *Ghur*, brings with it the thrill of the hunt, the panic of the prey, and the energy of the predator. It blows strongly through the wild forests and rolling hills, but crashes like a wave upon the walls of civilization.

Practitioners are typically referred to as Shamans, and what they study as *Primal Thaumaturgy*, however, Amber Magisters have no use for such names and conventions. They have an animalistic view of the world, where balance is kept through competition, and only the fittest survive.

Shamans require no money, for they have no use of it. They live and die off the land, and this connection is vital to cleanse the taint of Chaos from the darker corners of the Empire, where soldiers, priests, and even other Magisters are reticent to go. It is in these isolated wilds that an Amber Magister is at home, preferring to shun all affairs of their fellow man, unless it is a fellow Shaman.

Apprenticeships will only be considered to those drawn to the wilds, such as hunters, scouts, woodsman, and the like. Everything taught, such as spells, techniques, and traditions, is all through demonstration and oral lore.

The Amber College does not reside in Altdorf like the others. They instead reside in caves among the Amber Hills, a short way from Altdorf.



An Amber Magister may not be recognized for a wizard, unless one is familiar with the different Orders. Otherwise, one may mistake them for a vagrant, cannibal, or hunter who has spent too long abroad. They do not cut their hair or beards, their nails are sharp, long, and hard, and they dress in the furs of their prey. Their jewelry consists of fangs, bones, claws, feathers, or actual amber.

The markings from *Ghur* emphasize its bestial nature and influence. Before long, an Amber Wizard may find themselves sticking out amongst civilization, who want nothing to do with him or her. This suits the Shaman just fine.

Shamans and Grimoires

Clearly, Amber Magisters may have issues with Grimoire rules considering they don't use them. How you should resolve it depends on how drastically different you want Shamans to feel compared to the other careers.

If you want to keep the mechanics consistent, make it identical to using a grimoire. In this case, there are spells that they are still learning and those they have memorized. The ones they are still learning have their CN doubled when cast, just like a grimoire. To learn new spells, they must seek a higher-ranking Magister Shaman to teach them.

d100	Arcane Mark - Ghur
1-10	Savage Gaze: You can use Willpower to oppose attacks from natural beasts. Additionally, if you critical when doing so, roll on any Critical Table, the number of Wounds on the rolled critical is how many <i>Broken</i> (WFRP , 168) conditions the animal receives. If 00 is rolled on the table, the beast runs away in such a panic that it won't return.
11-20	Restless: You tend not to stay in one place for long, always needing to move about. It's worse when you're in closed spaces. You cannot lose <i>Fatigued</i> conditions (WFRP , 169) while amidst civilization.
21-30	Dirty: For some reason, you attract dirt and you can never fully get clean.
31-40	Hairy: You grow thick hair all over your body. When you shave it off, it regrows quickly. You don't take penalties for Endurance Tests to withstand Cold Exposure (WFRP , 181) if you lack the proper clothing, but you are rather unsightly.
41-50	Feral: Your nails thicken and lengthen, and your teeth grow pointed. You have a wild-eyed appearance that others find unsettling. Fellowship Tests when interacting with peasants or middle class are one step harder by default.
51-60	Bestial Call: Animals, domesticated or wild, can be swayed by your sheer primal force of will. You can use an Opposed Willpower Test to cause an animal to gain or lose 1 + SL <i>Broken</i> (WFRP , 168) conditions, with SL being the result of the opposed test. Alternatively, you can make the animal <i>Frenzy</i> (WFRP , 190) if you win the Opposed Test.
61-70	Musk: You exude a strong natural musk that puts others off. Fellowship Tests when interacting with Nobles, Priests, and others of the upper class are one step harder by default when you are present.
71-80	Hunter's Instincts: Using Outdoor Survival for Hunting and Fishing (WFRP , 127) is one step easier for you, and you can never gain the <i>Surprised</i> Condition (WFRP , 169) from being ambushed while in wilderness
81-90	Small Friends: You attract small, though harmless, animals like squirrels, mice, small birds, and so on. They seem to show up when least appropriate, leaving droppings in food and drink, or otherwise interrupting. This occurs when someone in the party Fumbles any social interaction that you are near.
91-100	Mark of Ghur: The rune of <i>Ghur</i> appears somewhere on your body. When determining SL of a successful Channeling (Ghur) Test, you can instead use the units die value as the SL of the Test.



The Amethyst Order

Symbol: Scythe, Hourglass, Skull, Rose.

Focus: Death, Time, Ends, the Unknown

Study: Cessationary Thaumaturgy

Title: Brethren

The Purple Wind of *Shyish* is the Wind of certainty, certainty of time, endings, and ultimately, death. Without the acknowledgement and acceptance of the transience of life, the Purple Wind will forever be out of grasp. *Shyish* blows as a tailwind, from the past, for it is over and ended. It blows through the present, for it is in the process of ending. It blows into the future, for the future holds the inevitable end. It is strongest in places of mourning, death, and transitions. Such as a battlefield, dawn or dusk, or a graveyard.

The study of *Shyish* is the careful term *Cessationary Thaumaturgy*, while the term Necromancy is somewhat applicable, it would be inaccurate and unwise. True, Magisters manipulate life itself, and can interact with the spirits and souls of those transitioning between life and death, but Necromancers are antithesis to the philosophy of the Amethyst Order. A Necromancer studies his dark art to prolong his wretched life, an Amethyst Wizard embraces the end. Nevertheless, the practices have their common ground, an unfortunate fact the Order must accept.

The Order is incredibly secretive, for they do not wish to draw more scrutiny to their operations. However, the Magisters are incredibly adept at seeking out and destroying renegade members, those who have gone corrupt with the possibilities of *Shyish*.

Amethyst Wizard - Brother

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
☒			👑	👤	👤		☒	☒	

Career Path

☒ Brother Apprentice - Brass 1

Skills: Channeling (Shyish), Dodge, Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception

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

Trappings: Grimoire, Staff, Skull

👤 Travelling Brother - Brass 2

Skills: Cool, Endurance, Intimidate, Lore (Undead), Language (Any), Research,

Talents: Arcane Magic (Death), Detect Artefact, Fast Hands, Stone Soup

Trappings: Magical License, Hourglass

👑 Amethyst Magister - Silver 1

Skills: Evaluate, Lore (Theology), Pray, Ride (Horse)

Talents: Fearless (Undead), Instinctive Diction, Magical Sense, Resistance (Disease)

Trappings: Brother Apprentice, Apathy, Magical Item

👑 Amethyst Lord - Gold 1

Skills: Language (Any), Lore (Any)

Talents: Frightening, Hatred (Undead), Iron Will, War Wizard

Trappings: Ghastly Lectern, Library (Magic)



Apprentices are heavily scrutinized and expected to forfeit their possessions upon acceptance, for joining the Order is akin to the passage from life to death. Upon joining, members are shaven completely, as bare as a skeleton.

Magisters adorn themselves with dark purple and black robes. Scythes are a common symbol they carry, and the rattle of the bones that hang from their robes announce their every step and serve as a reminder of inevitability to those within earshot.

As a Magister waxes in experience, his ambitions wane, and he becomes more silent and somber. No Supreme Patriarch of the Colleges has ever hailed from the Amethyst Order, yet they would have a decent chance at taking the title. Despite their apparent apathy, there hardly exists a more absolute and determined force than Amethyst Magisters hunting a fallen brother.

Shyish markings usually involve transformations that are unpleasant to outsiders, for it reminds them of their own inevitable demise. That's just as well to the Magister, who would prefer seclusion anyway.

d100 Arcane Mark - Shyish	
1-10	Pallor: Your appearance becomes sallow, with pale skin and almost jaundiced eyes, modify your initial Fellowship by -10. Upon the next manifestation, your skin draws tightly to your skull. You can cause Fear 1 (WFRP , 190) in superstitious folk, such as peasants or housewives.
11-20	Cadaverous: You have cold skin; your eyes are those of a dead man. Asleep, you could be mistaken for dead. Upon the next manifestation you begin to stink of the grave and attract scavengers such as carrion birds. If you are nearby, Impressive Failures or Fumbles by the party in the wilderness might attract larger, more aggressive types of scavengers.
21-30	Voice of the Dead: Your voice changes to that of an unsettling, hoarse whisper. It is incredibly difficult to raise your voice.
31-40	Grim Determination: Despite your unhealthy appearance, <i>Shyish</i> fuels your determination to see it to the inevitable end, <i>Fatigued</i> conditions (WFRP , 169) do not give penalties to Tests. Upon the next manifestation, you ignore all effects of aging (but you still die of old age).
41-50	Burden of Time: Staying in one place for any length of time causes surrounding plant life (10-yard radius) to wither and die. This may end up angering people, such as a noble whose garden you have ruined, or a farmer after he discovers his crops are dead.
51-60	Siphon: When a living being of relative human size (Small or larger), who has <i>Fatigued</i> (WFRP , 169) conditions from one of your spells, dies, you gain 1 Wound.
61-70	Skeletal Frame: Your body muscle withers, modify your initial Strength by -10.
71-80	Aura of Lost Hope: Whenever you are nearby, people remember. Whether it is with a sad, distant knell, or through visions of memories, you have an effect on those in proximity that brings to mind everyone they had ever known who had died and all the good things they had ever lost. The efficacy of the effect depends on the person and can be beneficial or detrimental, such as distracting someone as they hold back tears, or ruining a persuasion attempt as they break down sobbing. Upon the next manifestation, you fail to find satisfaction in anything other than eradicating violations of <i>Shyish</i> , you do not receive experience from Ambitions unrelated to your Order.
81-90	Haunted: Voices and apparitions of the dead follow you everywhere. You can choose to listen to these voices with a Challenging (+0) Perception , which may provide helpful insight from the knowledge of the local collective dead. On a failure, gain 1 Corruption point, and on a Fumble, you may have attracted more attention from those on the other side...
91-100	Mark of Shyish: The rune of <i>Shyish</i> appears somewhere on your body. When determining SL of a successful Channeling (Shyish) Test, you can instead use the units die value as the SL of the Test.



The Bright Order

Bright Wizard - Pyromancer

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔		⚔		♟	👑		⚔	⚔	

Career Path

⚔ Apprentice Pyromancer - Brass 3

Skills: Channeling (Aqshy), Cool, Dodge, Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm)

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

Trappings: Grimoire, Staff, First Key of Secrets

♟ Pyromancer Journeyman - Silver 3

Skills: Endurance, Melee (Any), Intimidate, Language (Battle), Leadership, Perception

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

Trappings: Magical License (Second and Third Key of Secrets)

👑 Magister Pyromancer - Gold 1

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

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

Trappings: Apprentice Pyromancer, Light Warhorse, Magical Item, Fourth and Fifth Keys of Secrets

👑 Pyromancer Lord - Gold 2

Skills: Lore (Any), Melee (Any)

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

Trappings: Military Rank, War Room, Sparring Room, Sixth and Seventh Keys of Secrets

Symbol: Key, Flame, Torch

Focus: Passion, Battle, Courage, Anger

Study: Pyromantic Thaumaturgy

Title: Pyromancer

The Red Wind of *Aqshy* is the Wind of action. It blows hot and fast, gathering where there is passion, whether that be excitement or anger. It is the feeling of joy in the heart, as well as the feeling of rage in the mind. The Red Wind materializes naturally as flame, hence why practitioners are referred to as Pyromancers, and are some of the most immediately recognizable Magisters.

Manipulation of *Aqshy* is neither subtle nor indirect. To tap into the Wind's power requires aggression and vehemence, otherwise, the spell would quickly fizzle. However, the destructive power of *Aqshy* is truly something to behold, from devastating fiery eruptions to ensorcelled flaming blades.

Pyromancers, like their Wind, have a burning intensity in everything they do. Brash, impulsive, and absolutely implacable, they have a short fuse that all would regret lighting. Despite the hot temper, *Pyromantic Thaumaturgy* is focused on channeling that uncontrolled rage into controlled destruction through intense discipline. Their energy is not reserved for anger though, it is also expressed through spontaneous mirth and towering arrogance.

Bright Wizards participate in all things related to battle, whether it is acting as a bodyguard or training with a military regiment. They wear distinctive red and orange clothing, usually fitted to not be a hindrance in the midst of combat. They thrive in the front lines of major conflicts, where their destructive power shines.



The first and most important task for a Pyromancer Apprentice to learn is controlling the anger in their hearts and minds, but at the same time, not suppressing those emotions, instead nurturing them. Without emotion, *Aqshy* is out of their grasp, without discipline, it would irrevocably consume them.

There is not much place in the Bright Order's curricula for intensive academic study. Instead, they favor experimentation, spending their time fighting, surviving, and winning. Magical duels are common,

and there is no dropping out, either you succeed in becoming a Magister, or you die in the process.

Each member of the Bright Order has a selection of keys which signify rank and authority. Each Key of Secrets is made of a different metal and represents the process of unlocking the secrets behind Bright Lore.

Aqshy makes its mark on Bright wizards by accentuating their anger with a more physical expression, with flaming hair or eyes. Taking on the characteristics of the Red Wind bestows great power, but also brings the fallibility of its philosophy.

d100	Arcane Marks - Aqshy
1-10	Temper: You have a quick temper, losing your cool at the slightest provocation.
11-20	Hyperactive: You can't sit still. You fidget constantly. Hesitation is weakness, deliberation a waste of time.
21-30	Fiery Hair: Your hair and eyebrows turn a bright, fiery red, your hair naturally finds itself in the tangled shape of flame. Upon the second manifestation, your hair ignites as you cast spells, your temper flares, or some other cause for heightened emotion. This fire is as hot and bright as any, but you are unaffected.
31-40	Spontaneous Combustion: Any sort of Fumble on your part usually results in an unfortunate combustion of something nearby, maybe as a result of something drawing your ire, or you standing in the wrong area. This may make whatever situation incredibly worse, such as catching a noble's tapestry on fire, or a peasant's mangy dog, or yourself!
41-50	Flaming Eyes: Your eyes literally smolder with energy. Intimidate Tests are one step easier by default when dealing with folk who are not accustomed to magic, but Fellowship Tests are one step harder.
51-60	Hot Skin: Your skin is always feverish, you have a flushed appearance, you do not suffer the effects from Heat Exposure (WFRP , 181).
61-70	Vulnerable to Cold: You are uncomfortable in the cold, all tests in cold environments (those qualifying for Cold Exposure) are one step harder by default (WFRP , 181).
71-80	Fire Resistant: You can count your TB again in determining Wound loss from Damage coming from fire, including Ablaze and Breath attacks.
81-90	Feed the Fire: When you are within 4 yards of an Ablaze Condition stack (including your own), it deals +1 Damage total (WFRP , 167).
91-100	Mark of Aqshy: The rune of <i>Aqshy</i> appears somewhere on your body. When determining SL of a successful Channeling (Aqshy) Test, you can instead use the units die value as the SL of the Test.



The Celestial Order

Celestial Wizard - Astromancer

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
✠				♂	♂		✠	✠	♂

Career Path

♂ Apprentice Astromancer - Brass 3

Skills: Channeling (Azyr), Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception, Research

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

Trappings: Grimoire, Staff, Starwatcher's Handbook

♂ Wandering Astromancer - Silver 5

Skills: Charm, Cool, Dodge, Intimidate, Navigation, Lore (Astrology)

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

Trappings: Magical License (Small Telescope)

♂ Magister Astromancer - Gold 1

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

Talents: Instinctive Diction, Magical Sense, Savant (Astrology), Super Numerate

Trappings: Apprentice Astromancer, Riding Horse, Magical Item, Various Telescopes and Lenses.

♂ Astromancer Lord - Gold 3

Skills: Language (Any), Lore (Prophecy)

Talents: Combat Aware, Iron Will, Night Vision, War Wizard

Trappings: Observatory

Symbol: Comet, Crescent, 8-Pointed-Star

Focus: Inspiration, Imagination, Exploration

Study: Astrometeorological Thaumaturgy

Title: Astromancer

The Blue Wind of *Azyr* is the Wind of wonder, reaching into the unknown and finding meaning, whether that is prognostication, inspiration, emotion, or knowledge. It gathers high in the sky, among the heavens, as a billowing cloud. Hence why most Astromancers can be seen craning their necks toward the sky, as if searching.

Astrometeorological Thaumaturgy has various subfields, most importantly prognostication and manipulation over the weather. The most powerful of practitioners can see glimpses into the future and possibly act on it. Gazing into *Azyr* and how it interacts with the heavenly bodies is the basis of study, which requires intense mathematical knowledge, geometrical familiarity, and statistical analysis. This requires the use of various specific instruments for both astrology and meteorology, including telescopes, barometers, heliographs, hygrometers, and anemometers.

Astromancers are experts in interpretation of heavenly movements, augury, dreams, and haruspicy, using the Blue Wind to divine omens from them. They dress in dark blue, bedecked with jewelry such as pendants, rings, and earrings, which they can easily afford due to the generous payments they receive for their work. They tend to know when people are about to speak, but not what they say. Despite this, they enjoy the reputation of knowing what everyone else could not.



Apprenticeships begin with an intense assessment of academic skill, however, this is merely a benchmark to determine placement, for the Magisters already know whether a prospective apprentice is exceptional or not. Apprentices help their master with daily tasks, from adjusting massive telescopes to cleaning bird droppings from the towers.

The College consists of the sixteen massive towers near the center of Altdorf. Almost as impressive as their stature is the enchantment placed upon them

which masks the towers from being viewed by an individual at any given time. This could be anything from clouds passing by at the right moment, a wind-blown flag blocking the view, or a window opening.

Azyr's marks emphasize the most important aspects of astromancy, such as the eyes. These marks can very well be distracting yet still prove useful for the perceptive magister.

d100	Arcane Marks - Azyr
1-10	White Hair: Your hair turns snow white. Dyes do not hold.
11-20	Forecaster: Natural weather never comes as a surprise to you, as it is easily predictable within a week, requiring no Test to correctly determine.
21-30	Keen Foresight: Using a Fortune Point gives +2 SL to a Test instead of +1 SL.
31-40	Heavenly Eyes: Your eyes change color to a startling shade of bright blue. Further manifestations are more unsettling, with your eyes' hue growing much darker, becoming a host of faint sparkles resembling stars and dark swirls resembling nebulae. Especially discernable in the dark, the patterns move as you look around, as if they are a reflection.
41-50	Disturbing Visions: You frequently receive visions of disconnected, portentous events, usually meaningless to you. The constant barrage is distracting, Perception Tests are one step harder by default. However, sometimes they can aid you in dangerous situations. If you use a Fortune Point to reroll a Test and then roll a double, you regain that Fortune Point.
51-60	Scentless: Your natural smell is replaced by the scent of clean, fresh air. Reeking fluids, noxious potions, and other sources of stench gradually lose their aroma on contact with your person. Your clothing, if corresponding with the Order's color, also eventually becomes clean if it is being worn. Attempts to track you personally using scent are considered Hard (-20) .
61-70	Astrological Ravings: Portents of the world are clear in night sky, yet most ignore it or are ignorant. Typically, conversations with you end up referencing the current Star Sign, which you find relevant in every situation. This is quite irritating to everyone except the most suspicious of peasants, resulting in all Fellowship tests in your presence being one step harder by default. However, those prone to believe may be easily manipulated.
71-80	Aura of Tranquility: You emit a strange, but peaceful aura that others find calming. All Intimidate Tests in your presence are one step harder, and you can Oppose any nearby Intimidate Test in place of the intended target with your Willpower, with winning resulting in the belligerent quickly losing steam.
81-90	Stargazer: You become agitated when unable to scry the stars. For each night you fail to observe the night sky for at least an hour, the default difficulty of Willpower and Intelligence based Tests becomes one step harder, to a maximum on Very Hard (-30) . When you are able to study the heavens once again, default difficulty returns to normal.
91-100	Mark of Azyr: The rune of <i>Azyr</i> appears somewhere on your body. When determining SL of a successful Channeling (Azyr) Test, you can instead use the units die value as the SL of the Test.



The Jade Order

Jade Wizard - Druid

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

Career Path

⌘ Druid Apprentice - Brass 3

Skills: Channeling (Ghyran), Dodge, Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception

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

Trappings: Grimoire, Staff, Bronze Sickel

⌘ Journeying Druid - Silver 3

Skills: Animal Care, Charm, Charm Animal, Cool, Outdoor Survival, Navigation

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

Trappings: Magical License, Silver Sickel

⌘ Magister Druid - Silver 5

Skills: Endurance, Heal, Lore (Anatomy), Athletics

Talents: Instinctive Diction, Magical Sense, Seasoned Traveler, Strider (Woodlands)

Trappings: Druid Apprentice, Magical Item, Gold Sickel

⌘ High Druid - Gold 1

Skills: Lore (Any), Language (Any)

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

Trappings: Library (Magic), Elaborate Garden

Symbol: Spiral, Triskele, Oak Tree, Sickel

Focus: Nourishment, Growth, Fertility

Study: Agrological Thaumaturgy

Title: Druid

The Green Wind of *Ghyran* fuels growth and nurtures life in the natural world. It is drawn to water and saturates the living world the same way water saturates the soil. It can be seen raining down upon the land, flowing along streams, forming nourishing pools, and sinking into the soil. Even amidst civilization, the Wind blows through the stones of the city streets.

Agrological Thaumaturgy is the study of all things flora, fauna, fertility, and its place in the natural cycle of life and growth. Thus, it is bound and influenced by the passage of seasons, becoming most active in the summer and stagnant in the winter. As such, to follow this practice, one must live in harmony with the natural world, cultivating it in a way that is mutually beneficial.

Druids are not to be confused with the traditional druids, referring to those who practice the unsanctioned arts of the Old Faith. While they may be related in methodology, the Jade Order provides the structure necessary for studying *Ghyran* without the impurities of malpractice.

Magister Druids enjoy being generally well-liked by even the most suspicious common folk. At the least, they are usually not unwelcomed. Their tasks are numerous and vital, especially in wartime, where they are tasked with keeping the soldiers in high health and the farms fertile. Druids can provide relief in the logistical nightmare that is the supply lines of the Empire's State Army.



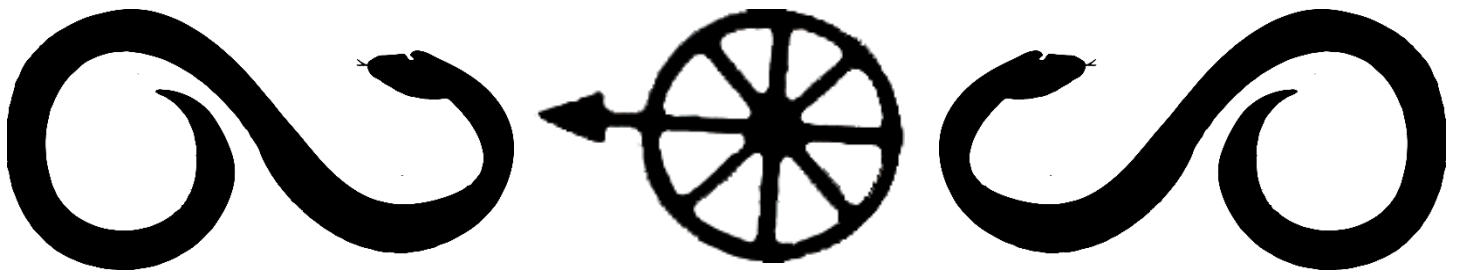
Jade Wizards wear robes in different shades of green and are always barefoot when they can be, to put less barrier between them and *Ghyran*. They carry sickles of different metal, each type signifying their rank. A staff of beautiful wood is also commonly carried.

Unique to the Jade College, Apprentices commonly come from the Magister's children (as *Ghyran* promotes fertility, it is one of the few Orders that promote coupling). Money is of no consideration, as Jade Wizards get their sustenance and life from the land itself. However, apprentices can expect seemingly profane rituals, such as blood-letting under Morrslieb.

The Order is most active in the weeks after the spring equinox, and during this time Apprentices must be completely focused on learning. Additionally, this is the time when Apprentices become Journeymen, which is secretly decided by the Druid Magisters involved. Also, during this time is when Journeymen travel to Altdorf to become Magisters, where a High Druid tests them.

Ghyran gives its gift of growth to practitioners in various ways, which are largely beneficial. However, it may not be entirely favorable, as disease runs rampant from the nurturing Green Wind.

d100	Arcane Marks - Ghyran
1-10	Rapid Growth: Your hair and fingernails grow at an almost alarming rate. You must spend a portion of each day trimming them back. Further manifestations cause plant-life to also form, such as ivy growing in hair or mold under fingernails, which grow back within a day if removed.
11-20	Barefoot: You can't abide by wearing footwear and when you must, all Agility Tests have a difficulty of Hard (-20) by default.
21-30	Natural Suture: Whenever you or anyone within WPB yards roll to determine death by bleeding, rolling a double removes an extra Bleeding condition. Upon the next manifestation, whenever you or anyone you are with perform the Endurance Test to regain Wounds after resting, assuming you are in proximity for most of the time, they always regain at least 1 Wound minimum (WFRP , 181).
31-40	Nemophilist: You gain the Arboreal trait (WFRP , 338).
41-50	Vulnerability to Fire: When you suffer Damage from any amount of <i>Ablaze</i> conditions, you take +1 Damage. Further manifestations stack.
51-60	Great Constitution: You gain a Resistance (Disease) Talent, Upon the next manifestation you gain the Resistance (Poison) Talent (WFRP , 143).
61-70	Viral Catalyst: Your influence causes even destructive things to procreate, diseases incubate twice as fast and last twice as long in everyone around you. In addition, unpreserved food perishes twice as fast while you are near.
71-80	Aura of Growth: You emit an aura of growth and health. Remaining in one place for any extended period of time causes a noticeable boost in the life and color of the surrounding flora, and growth is apparent even in areas of civilization where you reside. Foraging is one step easier with you.
81-90	Bound to the Seasons: You are physically affected by the passage of the seasons. In winter, you take a -2 Penalty to Wounds characteristic and a -1 penalty to Move characteristic. In Autumn, you take a -1 penalty to your Wounds characteristic. In spring, you gain a +1 bonus to Wounds characteristic. In summer, you gain a +2 bonus to Wounds characteristic and +1 bonus to your movement characteristic.
91-100	Mark of Ghyran: The rune of <i>Ghyran</i> appears somewhere on your body. When determining SL of a successful Channeling (Ghyran) Test, you can instead use the units die value as the SL of the Test.



The Light Order

Light Wizard - Hierophant

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔				♁	♂		⚔	⚔	👑

Career Path

⚔ Apprentice Chanter - Brass 3

Skills: Channeling (Hysh), Entertain (Singing), *Language (Magic)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception, Research

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

Trappings: Grimoire, Staff, Candle with Holder

♁ Journeyman Hierophant - Silver 3

Skills: Cool, Dodge, Language (Classical), Navigation, Intuition, Lore (Any)

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

Trappings: Magical License (Hand Mirror), Book (Any)

♁ Magister Hierophant - Gold 1

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

Talents: Bookish, Instinctive Diction, Magical Sense, Savant (Any)

Trappings: Apprentice Chanter, Riding Horse, Magical Item

👑 Hierophant Lord - Gold 2

Skills: Language (Any), Lore (Any)

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

Trappings: Library (Magic), Study

Symbol: Serpent, Candle, Mirror, Pillar

Focus: Truth, Enlightenment, Purity, Protection

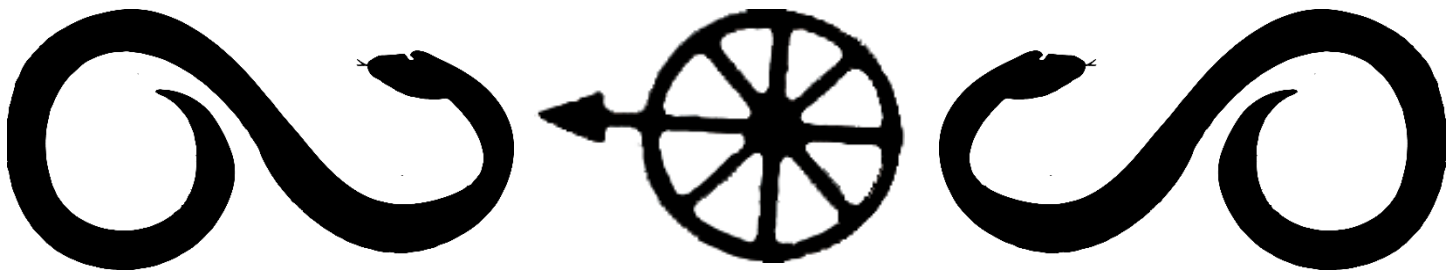
Study: Illuminatory Thaumaturgy

Title: Hierophant

The White Wind of *Hysh* encompasses illumination in all forms, from physical light to spiritual enlightenment. The White Wind is often considered the most difficult to grasp, as it is highly diffused in scattered luminance. However, its power is incredibly versatile, from protection and healing, to banishing insidious demons. Out of the all the other Winds, *Hysh* is the most potent tool against Chaos, combating its random destruction with controlled grace and understanding.

Illuminatory Thaumaturgy is a test of discipline, focus, and incredible determination of mind. Indeed, many great enchantments are a ritual effort, drawing from the choir of several practitioners. The practice has many different subfields, such as exorcism, philosophy, and harmony through balance. These endeavors may prove impossible to fulfill entirely, such as the eradication of Chaos, but rather it is the pursuit of perfection that drives its practitioners.

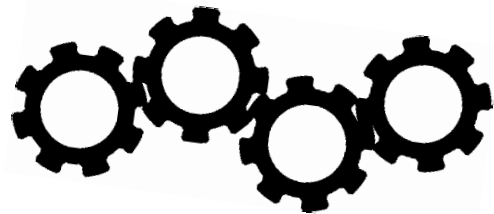
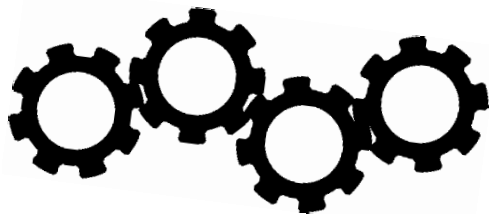
Hierophants dress in the most pristine white, which is usually decorated with candles, mirrors, or serpents, some of which could be living. They don't seek facts for the sake of knowing, they seek the truth through abstraction and contemplation, which they see as a higher level of knowledge and understanding. The more they understand however, the emptier the Magister seems, showing less and less emotion. This is not discouraged, as heightened emotions can feed the Dark Gods.



There are numerous Apprentices among the Light Order, but this doesn't necessarily bode well. Most of them form choirs to fuel the enchantments of the College, which lies hidden among a popular Altdorf street. This chorus is maintained constantly, every day of every year. Those of the most exceptional skill are elevated to the upper circles of the Order, where actual manipulation of *Hysh* is taught.

The marks of *Hysh* affect the wizard's knowledge and their perception of knowledge, as well as interacting with light, whether that interaction is welcomed or not depends on the situation.

d100	Arcane Marks - Hysh
1-10	Choral Voice: Your voice becomes suffused with the harmonious vibrations of Hysh. When you sing, it sounds as if scores of others are singing alongside you. You gain the Perfect Pitch talent (WFRP , 142).
11-20	Eureka! You inspire small acts of remembrance and deja-vu in those around you. You have no control over this effect, which tends to make non-magic users a little distracted when talking to you. This could play into your advantage if trying to sneak something by, or instead could hinder the conversation.
21-30	Instant Recall: Whenever you use a Fortune Point to reroll a test involved in recalling information, such as using the Lore skill, you automatically succeed.
31-40	Intellectual Validation: Your dedication to <i>Hysh</i> has given you enlightenment on all subjects, or so you're convinced. You must take any and all opportunities for Research, Lore, or Intelligence Tests to recall or find information. If you fail this Test, you gain a <i>Fatigued</i> (WFRP , 169) Condition as your mind is constantly preoccupied with your failure and the need to remedy this gap in your knowledge. Once you discover the answer, all <i>Fatigued</i> conditions from this source are removed.
41-50	Enlightened Condensation: You see yourself akin to a beacon of knowledge blazing up above a black sea of ignorance. Even among your equal and lower peers, your deep knowledge (or rather your opinion about your own education) comes off as arrogant and pretentious. You take a -10 penalty to your initial Fellowship score as you can't help but express pity at other people's lack of comprehension about the complexities you know.
51-60	Stoicism: Given your wisdom, you have a deeper understanding of the nature of the Realm of Chaos and how emotions can feed its influence. Not losing yourself to fear or anger is second nature as one with <i>Hysh</i> , Psychology Tests are one step easier.
61-70	Vulnerability to Darkness: When in areas of darkness, Channeling (Hysh) and Language (Magick) tests are one step harder.
71-80	Aura of Light: You give off a radiant energy that makes other light sources glow brighter than normal. All light sources within 20 yards provide stronger light (+2 yards). Further manifestations increase this effect.
81-90	Luminescent: You give off a constant glow, making it nearly impossible to conceal your movements. You give off 4 yards of bright light. Further manifestations increase this by 4 yards. This cannot be turned off but becomes much dimmer when sleeping. This does not counteract the Vulnerability to Darkness manifestation.
91-100	Mark of Hysh: The rune of <i>Hysh</i> appears somewhere on your body. When determining SL of a successful Channeling (Hysh) Test, you can instead use the units die value as the SL of the Test.



The Gold Order

Gold Wizard - Alchemist

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔				⚔		⚔	⚔	⚔	👑

Career Path

⚔ Alchemist Apprentice - Brass 5

Skills: Channeling (Chamon), Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception, Research

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

Trappings: Grimoire, Staff, Book of Formulae

⚔ Journeying Alchemist - Silver 3

Skills: Dodge, Cool, Evaluate, Lore (Chemistry), Trade (Smith), Trade (Apothecary)

Talents: Arcane Magic (Metal), Detect Artefact, Fast Hands, Super Numerate

Trappings: Magical License (Invention), Trade Tools (Any)

⚔ Magister Alchemist- Gold 2

Skills: Drive, Intimidate, Lore (Engineering), Trade (Engineer)

Talents: Bookish, Instinctive Diction, Magical Sense, Menacing

Trappings: Alchemist Apprentice, Magical Item, Library (Engineering)

👑 Alchemist Lord - Gold 5

Skills: Language (Any), Lore (Any)

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

Trappings: Workshop (Magic), Locomotive Invention

Symbol: Mortar and Pestle, Tongs, Furnace, Eagle

Focus: Invention, Transmutation, Ingenuity

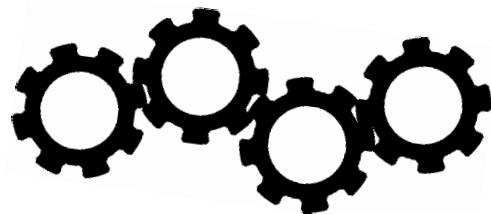
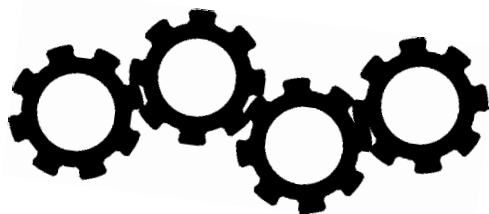
Study: Alchemical Thaumaturgy

Title: Alchemist

The Yellow Wind of *Chamon* is characterized by structure and solidity, in both a physical and metaphorical sense. It is attracted to hard, heavy metals, but also finds its home in strict process and methodology. *Chamon* is applied in manipulating and combining raw, 'chaotic' materials into a structured, useful form.

Alchemical Thaumaturgy is the practice of transmutation, from simple engineering to magical transformations. These form the main scope of spells in the Order's repertoire, which has proven invaluable on the battlefield, as the enemies' weapons rust away, or worse yet, their bones turn to lead. While the utility of this field is already apparent, the real prime goal of this study is discovery of True Transmutation, or transmuting something permanently, whatever it may be. Even so, being able to transmute lead into gold temporarily has concerning possibilities, but anyone caught misusing the Gold Wind in a deceptive way is publicly punished, severely.

Magisters of the Gold Order are hyper rational, practical, and scientific, which lends itself to their work in engineering, alchemy, and herbalism, none of which might even involve magic. Regardless, the Order dominates the scientific spheres both monetarily and in progress. The Golden Order is easily the wealthiest of the Colleges, which they use to further fund their developments. This is all well and good, as the Order works closely with the Engineering Schools to increase the efficiency and deadliness of their war machines.



Magisters often wear a wide range of clothing, from dirty aprons and goggles, to incredible engineering marvels, complete with steam-powered pistons and dripping alembics incorporated in their armor.

An Apprentice has much to prove before he learns any sort of real spell. They must study rigorously to understand theories, both of physicality and of magical nature. An Apprentice would do well to have

some background in a subject studied by the Order, thus schools and guilds are often scoured for anyone who may be magically inclined.

The brands of *Chamon* are some of the most drastic, such are the dangers of studying the Wind of Transmutation.

d100	Arcane Marks - Chamon
1-10	Quicksilver Tears: Your tears and sweat take on the appearance of mercury. For all intents and purposes they remain unchanged from normal tears and sweat.
11-20	Leaden Tongue: Your voice takes on a harsh tone, akin to metal clashing upon metal. Your singing sounds like a gong related accident.
21-30	Metallic Affinity: You gain the Numismatics Talent (WFRP , 142), but it can be applied to anything made of metal.
31-40	Transmuting Aura: All metal armor, excluding your own and shields, within WPB yards is either considered to have +1 AP, or -1 AP. Using an Action, you can switch this effect by succeeding on a Challenging (+0) Willpower Test. This interacts with the Metal Lore effect normally, but extra AP from this source cannot be used in Critical Deflection (WFRP , 299).
41-50	Willful Alterations: With a successful Willpower Test, you can make a metal item appear more or less appealing, equivalent to gaining Fine or Ugly (WFRP , 292). This could influence nearby Tests in different ways, such as a Haggle Test to convince someone of an item's high price, or to sabotage a noble's Charm Tests as you make their valuables look cheap and tarnished. These effects are superficial, such as shine and smoothness. They are also temporary, lasting at most WP minutes, depending on how close you are. It is evident to anyone with Second Sight that something is off about the item and it has to do with magic, successful Intuition checks by them may reveal more.
51-60	Aura of Magnetism: Small metal projectiles tend to veer toward your person. Dodge Tests opposing such projectiles are one step harder. Additionally, everyone within 2 yards can use Dodge to Oppose any ranged weapon attacks that use appropriate ammunition, regardless of range. If the attacker misses and their SL was greater than -3, you must then Oppose the same attack with Dodge.
61-70	Mechanical: With your stiff gait and robotic movements, animals see you as an object rather than a creature, and they are very uneasy when you approach them. All Tests involving animal cooperation when you are around are one step harder.
71-80	Hardness: If you take Damage from metal, the 1 Wound minimum rule does not apply
81-90	Golden Skin: The first manifestation of Golden Skin causes your skin to become thick, gaining a subtle golden sheen. On subsequent manifestations, your skin hardens into a thick shell. You take a -10 penalty to your starting Agility and Weapon Skill characteristic, a +10 bonus to Channeling (Chamon) tests, a -1 penalty to Movement characteristic, and gain 1 AP to all Hit Locations. These points stack with all other forms of armor but can't be used with Critical Deflection. If you are reduced to 0 Movement, you either can't move (akin to a golden statue) or move so stiffly and slowly that you might as well be immobile, and at this point you constantly have the Impenetrable Armor Quality (WFRP , 300).
91-100	Mark of Chamon: The rune of <i>Chamon</i> appears somewhere on your body. When determining SL of a successful Channeling (Chamon) Test, you can instead use the units die value as the SL of the Test.



The Grey Order

Shadow Wizard – Grey Guardian

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

Career Path

♁ Shadower Apprentice - Brass 3

Skills: Channeling (Ulgu), Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception, Stealth (Any)

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

Trappings: Grimoire, Staff

♁ Traveling Shadow - Silver 3

Skills: Cool, Dodge, Intimidate, Language (Any), Secret Signs (Grey Order), Sleight of Hand

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

Trappings: Magical License (Fine Sword)

♁ Grey Guardian - Gold 1

Skills: Entertain (Acting), Evaluate, Ride (Horse), Stealth (Any)

Talents: Instinctive Diction, Magical Sense, Mimic, Shadow

Trappings: Disguise Kit, Riding Horse, Magical Item

♁ Grey Lord- Gold 2

Skills: Lore (Any), Stealth (Any)

Talents: Night Vision, Schemer, Secret Identity, War Wizard

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

Symbol: Sword, Cowl, Cloud

Focus: Deception, Illusion, Confusion, Darkness

Study: Cryptoclastic Thaumaturgy

Title: Grey Guardian

The Grey Wind of *Ulgu* muddles the mind, it coalesces on those lost and confused. To manipulate *Ulgu* is to mislead and deceive. It appears as a creeping fog to those with *Second Sight*, and puzzlement and obfuscation are its specialty.

Cryptoclastic Thaumaturgy could also be called illusionism, and its fields of study each relate to deceiving the different senses. It is the art of facades and lies, and thus has proven its worth many times to the Empire's many needs.

In wartime, Grey Guardians aid the State Armies by creating confusion, either through masking numbers, changing appearances, or disorienting the enemy. While this is effective, the Grey Order's role in the politics of the Empire is the greatest asset it provides.

The spy network of the Order is unlike any other. While they serve as advisors, diplomats, and sometimes assassins, all of them funnel knowledge gained to benefit their self-serving network, which is concerned with the persecution of enemies of their ideals and of the Empire. However, they are forbidden to aid the politicking nobles in undermining each other. Regardless, the Grey Order has killed more of its own members, those who step too far, than any other Order in the Empire.



Recognizing a Grey Magister is impossible if they do not wish it, as they can appear as almost anyone. Otherwise, they dress in shades of grey, wrapped in voluminous robes and hoods that cover their face. Grey Magisters are almost nomadic, as their restlessness and curiosity drive them to discover more. They are not regarded as honest by outsiders, but they are fiercely loyal to the Order. They carry the Order's symbol, a sword, with them as a testament that knowledge alone is not enough, action must be taken.

Voluntary Apprentices are almost never taken on, Magisters prefer to travel and find an appropriate Apprentice, who shadow them in their travels.

The marks of *Ulgū* deepen the aspects of bewilderment and deception in its practitioners, which can prove useful in subterfuge, or frustrate the Illusionists companions as their perceptions are muddled.

d100	Arcane Marks - Ulgū
1-10	Flicker: Light seems uncomfortable in your presence. Candles flicker, lanterns dim, and fires burn low when you are around. A Willpower Test might be able to extinguish a small flame, such as an approaching watchman's lantern...
11-20	Aspect of Ulgū: Your frame lightens and tightens whilst your hair color changes to grey. Upon the next manifestation, your very own likeness attracts the Grey Wind, you gain the Suffuse with <i>Ulgū</i> Talent (RNHD, 88) if you don't already have it.
21-30	Mantle of Mist: Mist, fog, smoke, and other vapors seem drawn to your side. Stealth Tests in foggy, misty, or hazy areas are one step easier for you.
31-40	Befuddling Aura: Navigation, Perception, Evaluate, and Track Tests are one step harder when you are present, affecting everyone nearby without Arcane Lore (Shadow).
41-50	Forgettable: Your appearance is rather non-descript and people can't seem to remember your face as the Grey wind muddles nearby minds. You gain the Beneath Notice Talent (WFRP, 133).
51-60	Disturbing Eyes: Your eyes become grey and swirl with unnatural darkness. You advance the Night Vision Talent (WFRP, 141). If Night Vision is already at its maximum advances, you gain the Dark Vision creature trait instead. (WFRP, 339).
61-70	Insubstantial: If you use Language (Magick) or Dodge to Oppose an attack, rolling doubles and succeeding completely nullifies the enemy's attack as it passes straight through you with seemingly no effect.
71-80	Unnatural Shadow: Your shadow does not behave itself- moving often of its own accord, but only in the periphery of vision. The shifting wrongness of your shadow puts folk ill at ease when your shadow is visible, as they can't sort out the movement they thought they saw. If appropriate time and location, social interactions with people are one step harder, with a Fumble probably resulting in the individual convinced you're a Daemon.
81-90	Shrouded: <i>Ulgū</i> masks those nearby as well as yourself, items that would normally give penalties, such as armor, do not do so while they are within WPB yards and within darkness, and meanwhile your Stealth checks are one step easier. This causes darkness surrounding you to become more complete and isolating, possibly invoking paranoia and fear in whoever you try to interact with at night. These social interactions with people are one step harder, with a Fumble probably resulting in the individual breaking down in panic and fleeing.
91-100	Mark of Ulgū: The rune of <i>Ulgū</i> appears somewhere on your body. When determining SL of a successful Channeling (Ulgū) Test, you can instead use the units die value as the SL of the Test.