

Warhammer 2.5 Advanced Career Compendium v1.3

Compilation from:

Core Rules 2.0, Career Compendium (with annotations as to original source);
Realm of the Ice Queen, Realms of Sorcery, Sigmar's Heirs, Tome of Salvation;
Druids and the Old Faith

With additions and updates by Jacob Matthew and Anya Talisan.

Table of Contents

Basic Careers

AGITATOR	2	FISHERMAN	30	RAT CATCHER	58
ANCHORITE (RC)	3	GAMBLER (SH)	31	RIVER WARDEN (WC)	59
APOTHECARY (SH)	4	GRAVE ROBBER	32	ROADWARDEN	60
APPRENTICE WIZARD	5	GRAVE WARDEN (NDM)	33	ROGUE	61
BAILIFF	6	HEDGE WIZARD	34	SCRIBE	62
BARBER-SURGEON	7	HEDGECRAFT APPRENTICE (SoE)	35	SEAMAN	63
BOATMAN	8	HORNED HUNTER (TiT)	36	SERVANT	64
BODYGUARD	9	HUNTER	37	SEWER JACK (AoM)	65
BONE PICKER	10	HORSE COPER (RIQ)	38	SLAVE (JM)	66
BOUNTY HUNTER	11	INITIATE	39	SMUGGLER	67
BURGHER	12	JAILER	40	SOLDIER	68
CADET (SoE)	13	LAMPLIGHTER (SoA)	41	SQUIRE	69
CAMP FOLLOWER	14	LITIGANT (TiT)	42	STEVEDORE (WC)	70
CARTOGRAPHER (CC)	15	MARINE	43	STRIGANY MYSTIC (NDM)	71
CHARCOAL BURNER	16	MERCENARY	44	STUDENT	72
CHIMNEYSWEEP (FoN)	17	MESSENGER	45	TEMPLE GUARDIAN (ToS)	73
COACHMAN	18	MIDWIFE (JM)	46	THIEF	74
DILETTANTE (CC)	19	MILITIAMAN	47	THUG	75
DROVER (RIQ)	20	MINER	48	TOLL KEEPER	76
DRUIDIC INITIATE (DOF)	21	NOBLE	49	TOMB ROBBER	77
DUNG COLLECTOR (FoN)	22	OUTLAW	50	TRADESMAN	78
EMBALMER (NDM)	23	OUTRIDER	51	VAGABOND	79
ENTERTAINER	24	PEASANT	52	VALET	80
EX-CONVICT (CC)	25	PENITENT (ToS)	53	WATCHMAN	81
EXCISEMAN (TiT)	26	PILGRIM (ToS)	54	WOODSMAN	82
EXECUTIONER (JM)	27	PIT FIGHTER	55	WRECKER (WC)	83
FARMER	28	PROTAGONIST	56	ZEALOT	84
FERRYMAN	29	RACONTEUR (SH)	57		

References

AoM	Ashes of Middenheim (Adv)	JM	Jacob Matthew	SH	Sigmar's Heirs
BotD	Barony of the Damned (Adv)	KG	Knights of the Grail	SoA	Spires of Altdorf (Adv)
CC	Career Compendium	NDM	Night's Dark Masters	TiT	Terror in Talabheim (Adv)
CHR	Children of the Horned Rat	RC	Renegade Crowns	ToC	Tome of Corruption
Core	*War-FRP 2nd Core Book	RIQ	Realm of the Ice Queen	ToS	Tome of Salvation
DOF	Druids and the Old Faith	RoS	Realms of Sorcery	WC	Warhammer Companion
FN	Forges of Nuln (Adv)	SoE	Shades of Empire		*Core book careers remain unmarked

AGITATOR

DESCRIPTION

For the most part, people of the Empire have little say in politics. The Emperor and the Elector counts make and enforce the laws, with the support of the various churches (Sigmar and Ulric most conspicuously). Nonetheless, ardent political activists are a common sight in the cities of the Empire. These Agitators organize on behalf of various causes, handing out leaflets, giving rousing speeches, and stirring up the populace. The lunatic fringe is simply ignored, but successful Agitators--those who can tap into the well-spring of Peasant and Burgher resentment--are usually viewed as a threat to the state. They are hounded by local watchmen, accused of heresy by church officials, or forced to submit to the tender mercies of the Witch Hunters. Agitators continue on despite the risks. Some truly believe in their cause, but others are cynical power seekers as corrupt as those they rail against.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	-	-	+5	+10	-	+10	+5

Skills

Academic Knowledge (History) or Gossip, Academic Knowledge (Law), Charm, Stealth

Talents

Coolheaded or Street Fighting, Fight or Flight or Flee!, Public Speaking, Read/Write, Speak Language (Breton or Tilean), Speak Language (Reikspiel)

Career Entries

Burgher, Captain, Druidic Initiate, Exciseman, Herald, Highwayman, Lamplighter, Litigant, Scribe, Servant, Student, Zealot

Career Exits

Charlatan, Demagogue, Ex-Convict, Outlaw, Politician, Raconteur, Rogue, Zealot

Trappings

Light Armor (Leather Jack), One set of Good Craftsmanship Clothes, 2d10 leaflets for various causes

ANCHORITE (RC)

DESCRIPTION

Some people feel they can only follow their mystical leanings alone, away from the distractions of civilization, conversation, and soap. These individuals become Anchorites, staking claim to a cave, or the top of a pillar of rock, somewhere in the Borderlands. They have few or no possessions, so bandits rarely bother them. Greenskins and other monsters are still likely to kill them if they can catch them, so Anchorites learn how to hide and run away.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	+5	+5	+10	+10	-	+10	-	+5

Skills

Outdoor Survival, Climb, Stealth

Talents

Fight or Flight or Flee!, Hardy, Resistance to Poison, Rover, Stout-hearted

Career Entries

None

Career Exits

Badlander, Mystic, Outlaw, Swamp Skimmer, Vagabond

Trappings

None

APOTHECARY (SH)

DESCRIPTION

While physicians prescribe cures for their patients' various ills, it is the apothecary who actually makes the medicine. Specialists in minerals, chemicals, and salts derived from organic matter, the apothecary mixes powders to be taken with wine, unguents to apply to infected areas, and medicinal incenses to drive away unhealthy vapors. Guild law allows them to prescribe for minor ailments, such as cold or stomach-ache, but few do since many physicians are resentful of the competition. While some apothecaries move on to higher careers in medicine or academia, others turn their knowledge to personal greed or succumb to a desire to harm others. Some apothecaries have been known to feed their clients drugs disguised as medicine, forcing them to come back and pay higher prices to feed their addiction, while others sell their services as poisoners, splitting the profits with an aggrieved widow or heir.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	-	+5	+5	+5	+10	+10	+5

Skills

Academic Knowledge (Herbalism or Chemistry), Gossip, Haggle, Heal or Prepare Poison, Secret Language (Guild Tongue), Trade (Apothecary)

Talents

Etiquette or Resistance to Poison, Read/Write, Speak Language (Classical), Suave or Very Resilient

Career Entries

Apprentice Wizard, Barber-Surgeon, Hedge Wizard, Hedgecraft Apprentice, Midwife, Student

Career Exits

Apprentice Wizard, Artisan, Astrologer, Barber-Surgeon, Embalmer, Grave Robber, Hedgecraft Apprentice, Merchant, Physician, Scholar

Trappings

Healing Draught, Light Armor (Leather Jerkin), Trade Tools (Apothecary's Kit)

APPRENTICE WIZARD

DESCRIPTION

Humans born with magical talent are dangerous and feared individuals. Daemons and disaster gather about an untrained Wizard. To deal with this threat the Empire sends such people away to join one of the eight Orders of Wizardry. During their apprenticeship young Wizards learn how to practice magic safely, and contemplate which Order they will eventually join. Some apprentices will be bound to serve the Wizard who uncovered their talents, whilst others adventure to gather enough money to pay for their tutelage at the College of Magic. Elves are naturally magical, and do not need to attend these Human institutions, learning from their own lore masters instead. See Chapter 7: Magic for more details on the Orders of Magic.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	-	-	+5	+5	+15	+10	+10

Skills

Academic Knowledge (Magic), Arcane Language (Magick), Channeling, Research, Trade (Scribe)

Talents

Aethyric Attunement or Fast Hands, Petty Magic (Arcane), Savvy or Very Resilient, Magical Sense, Read/Write, Speak Language (Classical)

Career Entries

Apothecary, Astrologer, Dilettante, Embalmer, Hedge Wizard, Hedgecraft Apprentice, Scholar, Scribe, Student, Warlock, Witch

Career Exits

Apothecary, Astrologer, Journeyman Wizard, Scholar, Scribe

Trappings

Quarter Staff, Backpack, Printed Book

BAILIFF

DESCRIPTION

Bailiffs are manorial officials in the service of Noble Lords. While many of their duties involve the upkeep of the lands and resources of the manor proper, they are notorious among the peasantry for something else entirely. Bailiffs are collectors of rents and taxes from the villages surrounding their manors, and enforces of the Peasants' labor obligations to their lords. These duties make them deeply unpopular with the villagers, particularly during the lean times. As the hated face of lordly imposition, Bailiffs are the first to die when the Peasants get angry and revolt.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+5	+5	-	-	+10	+5	+10	+5

Skills

Academic Knowledge (Law), Animal Care or Gossip, Charm, Command or Navigation, Intimidate, Ride

Talents

Etiquette or Super Numerate, Public Speaking, Read/Write

Career Entries

Bodyguard, Jailer

Career Exits

Exciseman, Executioner, Militiaman, Politician, Protagonist, Racketeer, Smuggler, Toll Keeper

Trappings

Light Armor (Leather Jack and Leather Skullcap), Riding Horse with Saddle and Harness, One Set of Good Craftsmanship Clothing

BARBER-SURGEON

DESCRIPTION

Barber-Surgeons provide painful but effective healing to the common folk of the Empire. They are not as learned as Physicians, which is why Physicians maintain a separate guild, but they know quite a lot about anatomy. While they do cut hair and shave, they are more noted for their bleedings, surgeries, and amputations. Barber-Surgeons carry a variety of razor-sharp blades from small scalpels to enormous bone saws. They have even more sinister looking tools for the most hated of their avocations: dentistry. Many large ships have a dedicated Barber-Surgeon as part of the crew; they are also common in towns and cities.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	-	-	+10	+5	+10	+10	+5

Skills

Charm, Drive Cart or Swim, Haggle, Heal, Trade (Apothecary)

Talents

Resistance to Disease or Savvy, Suave or Very Resilient, Read/Write, Speak Language (Breton, Reikspiel, or Tilean) Surgery

Career Entries

Apothecary, Dilettante, Initiate, Midwife, Student

Career Exits

Agent of the Shroud, Apothecary, Embalmer, Interrogator, Grave Robber, Midwife, Physician, Tradesman, Vagabond

Trappings

Trade Tools (Barber-Surgeon)

BOATMAN

DESCRIPTION

The rivers of the Empire are vital arteries of communication and commerce. They provide speedy transportation and link most of the major cities of the realm. Boatmen ply these busy waterways, taking passengers and goods throughout the Empire and even into Kislev. Although the rivers are safer than the dark forest roads, they are not without danger. Many routes pass through wild country untouched by civilization. Boatmen must be ready to protect their cargoes and fares from raiders and bandits. Experienced Boatmen are tough and resourceful, equally adept at boat handling, navigation, and combat.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+10	+5	+5	+5	+10	-	-	-	+5

Skills

Consume Alcohol or Gossip, Navigation, Outdoor Survival, Row, Sail, Secret Language (Ranger), Swim

Talents

Orientation, Seasoned Traveler, Speak Language (Kislevarin)

Career Entries

Ferryman, Hedgecraft Apprentice, River Warden, Stevedore, Smuggler, Wrecker

Career Exits

Fisherman, Marine, Navigator, River Warden, Seaman, Stevedore, Smuggler, Wrecker

Trappings

Light Armor (Leather Jack), Row Boat

BODYGUARD

DESCRIPTION

Old Worlders claim Altdorf merchants are so dishonest they can't even trust themselves with their own lives --thus they pay Bodyguards to look after their assets. The Old World is, of course, a dangerous place and its cities are no exception. It's all too easy to end up with a knife in the back on the crowded streets of a major metropolis like Nuln or Middenheim. The rich and powerful use Bodyguards to protect themselves from thieves and common riffraff. While many look like the thugs they are, others are gussied up in the livery of the Noble or Merchant House they serve. Some of the groups are so big that they are practically private armies.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	+5	+5	+5	-	-	-	+5

Skills

Dodge Blow, Heal, Intimidate

Talents

Disarm or Quick Draw, , Specialist Weapon Group (Throwing), Street Fighting, Strike to Stun, Very Strong or Very Resilient

Career Entries

Estalian Diestro, Executioner, Jailer, Mercenary, Thug

Career Exits

Bailiff, Bounty Hunter, Executioner, Interrogator, Jailer, Mercenary, Protagonist, Racketeer

Trappings

Buckler, Knuckle-dusters, A pair of Throwing Axes or Throwing Knives, Light Armor (Leather Jack)

BONE PICKER

DESCRIPTION

Bone Pickers are scavengers, scraping a living together off the refuse of others. They lead their carts through villages and towns, collecting old bones, rags, and other junk and disposing of it in return for a few pennies or a small item in trade. Sometimes known as rag and bone men or rag pickers, they are a common sight in the Empire's cities, which generate a large amount of waste. Since many goods pass through their hands, Bone Pickers are also petty traders. What is trash to a wealthy Burgher is treasure to a poor Peasant.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	+5	+10	+5	+5	+5	-	+5

Skills

Animal Care, Charm or Gossip, Drive Cart, Evaluate, Haggle

Talents

Coolheaded or Streetwise, Hardy or Resistance to Disease

Career Entries

Dung Collector, Peasant, Rat Catcher, Strigany Mystic, Vagabond

Career Exits

Camp Follower, Cat Burglar, Dung Collector, Fence, Grave Robber, Grave Warden, Smuggler

Trappings

Cart, 3 Sacks

BOUNTY HUNTER

DESCRIPTION

Bounty Hunters live by tracking down wanted criminals, bandits, and fugitives and bringing them to justice. The lone Bounty Hunter can go places that ungainly military units cannot, which makes such men a useful adjunct to the watch and militia. Local rules, guilds and councils pay the bounties. They may find Bounty Hunters distasteful, but they are an effective counter to brigands, Goblin bands, and the like.

Bounty Hunters are professional killers who place little value on the sanctity of life. They are utterly ruthless, using their formidable skills to track and eliminate their quarry. The poor view them with fear, since more than one Peasant has been murdered and passed off as the real culprit. The authorities view them as a necessary evil, but never a welcome one.

Advance Scheme

W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+10	+5	-	+10	-	+5	-	+5

Skills

Follow Trail, Intimidate, Outdoor Survival

Talents

Marksman or Strike to Stun, Rover, Specialist Weapon Group (Entangling), Shadowing, Sharpshooter or Strike Mighty Blow

Career Entries

Bodyguard, Fieldwarden, Hunter, Kislevite Kossar, Mercenary, Pit Fighter

Career Exits

Mercenary, Protagonist, Scout, Targeteer, Vampire Hunter, Verenan Investigator

Trappings

Crossbow with 10 bolts, Net, Light Armor (Leather Jerkin and Leather Skullcap), Manacles, 10 Yards of Rope

BURGHER

DESCRIPTION

As cities have become more and more important to the Empire, a new class of citizen has emerged: the Burgher. Burghers--or their ancestors--clawed their way up from the peasantry and made new lives for themselves in the cities. Now they are the glue that holds urban society together. Burghers are shop owners, petty merchants, excisemen, traders, and local officials. They are neither as despised as the peasantry nor as exalted as the nobility. While they suffer the most from plague, living in tightly packed neighborhoods as they do, they would not leave the city for a life of hard toil in the country. In their minds, cities breed opportunity, not just disease.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	-	-	+5	+5	+5	+10	+5

Skills

Consume Alcohol, Drive Cart, Evaluate, Gossip, Haggle

Talents

Dealmaker, Read/Write, Savvy or Suave, Speak Language (Breton, Kislevan, or Tilean), Speak Language (Reikspiel)

Career Entries

Embalmer, Horse Coper, Innkeeper, Lamplighter, Servant

Career Exits

Agitator, Fence, Horse Coper, Innkeeper, Litigant, Merchant, Militiaman, Tradesman, Valet

Trappings

Abacus, Lantern, One Set of Good Clothing

CADET (SoE)

DESCRIPTION

Cadets are officers-in-training. They may attend formal schools like the Aquila Academies or they may receive direct tutelage from officers in the field. Although cadets do learn to fight, the focus of their training is leadership. Some come from noble families, but this is by no means a given. Those who earned a place with battlefield exploits are more respected because they have lived war, not just read about it in books.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+5	-	-	+5	+10	+5	+10	+5

Skills

Academic Knowledge (Strategy/Tactics), Command, Ride, Secret Language (Battle Tongue) or Military Discipline,

Talents

Disarm, Read/Write, Savvy or Warrior Born, Specialist Weapon Group (Fencing) or Riposte, Speak Language (Classical), Speak Language (Breton, Reikspiel or Tilean)

Career Entries

Estalian Diestro, Mercenary, Militiaman, Noble, Roadwarden, Soldier, Squire, Student

Career Exits

Cavalryman, Herald, Mercenary, Pistolier, Sergeant, Squire, Student

Trappings

Foil or Rapier, Light Armor (Full Leather Armor), Shield, Uniform (Cadet)

CAMP FOLLOWER

DESCRIPTION

In the Empire, armies are always on the move. Forces range from local militia units scouring the forest for bandits to the full armed might of the Emperor taking the field against greenskins or the forces of Chaos. No army travels alone. A caravan of Camp Followers always trails behind. They include petty traders looking to make extra money, war widows trying to make a wage cooking or sewing, and corpse looters hoping to scavenge battlefields. While scorned by the Noble leaders of many armies, Camp Followers provide key support for troops in the field.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	-	+5	+10	+10	+5	+5	+5

Skills

Animal Care or Drive Cart, Charm or Evaluate, Gossip, Haggle, Any one of: Trade (Armorer, Bowyer, Cartographer, Cook, Gunsmith, Herbalist, Leathercrafter, Merchant, Skinner, Smith, Tailor, or Weaponsmith), Sleight of Hand

Talents

Dealmaker or Street Fighting, Fight or Flight or Flee!, Hardy or Suave, Resistance to Disease or Seasoned Traveler, Speak Language (Breton, Kislevan or Tilean)

Career Entries

Bone Picker, Servant

Career Exits

Charcoal-Burner, Charlatan, Dung Collector, Raconteur, Servant, Smuggler, Spy, Tradesman, Vagabond

Trappings

Lucky Charm or Trade Tools, Pouch, Tent

CARTOGRAPHER (CC)

DESCRIPTION

Cartographers chart the lay of the land for rich patrons, hardy explorers, and collectors. They accompany expeditions into the wild but also transpose the shoddy work of others into a more readable form. Maps in the Old World are notoriously unreliable--whether they are surveys of local trails, ambitious region wide guides, or the mainly fictional representations of the Old World itself. Yet the services of Cartographers are still in great demand.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	-	+5	+5	+5	+5	+10	+5

Skills

Academic Knowledge (Geography), Navigation, Outdoor Survival or Ride, Research, Trade (Cartography)

Talents

Excellent Vision, Orientation, Read/Write, Seasoned Traveler or Super Numerate, Speak Language (any two),

Career Entries

Coachman, Messenger, Navigator, Scout, Scribe, Student, Tradesman

Career Exits

Artisan, Explorer, Forger, Navigator, Scholar, Scribe, Vagabond

Trappings

Writing Kit, Riding Horse with Saddle and Harness, 1d10 Map Cases

CHARCOAL BURNER

DESCRIPTION

Charcoal-Burner can be found in every village in the Empire. They burn wood to create charcoal, an important fuel for the winter months. Since their work is both dirty and potentially dangerous, they work outside of their villages. The outskirts of the forest are best, as wood is easily accessible. This proximity to the forest also makes charcoal-burning dangerous work, since isolated parties of such men are easy prey for the malign creatures of the wood. A Charcoal-Burner camp always has weapons handy, even if they are nothing more than clubs cut from the nearby trees.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	+5	+5	+5	+5	+5	+5	+5

Skills

Drive Cart or Gossip, Haggle, Outdoor Survival, Climb, Secret Signs (Ranger), Stealth

Talents

Fight or Flight or Flee!, Savvy or Very Strong

Career Entries

Camp Follower, Hunter, Miner, Peasant

Career Exits

Chimneysweep, Druidic Initiate, Hunter, Lamplighter, Miner, Scout, Vagabond, Woodsman

Trappings

3 Torches, Tinderbox, Hand Weapon (Hatchet)

CHIMNEYSWEEP (FoN)

DESCRIPTION

In towns and cities throughout the Empire, households that can afford to burn charcoal to ward off the chill of winter. Many industries also make extensive use of charcoal, in particular the forges of Nuln. Heavy use clogs chimneys with soot, resulting in an increased demand for chimney sweeps. A good many of these workers are children, but many are halflings and particularly thin men. Working on rooftops, they scrub out chimneys to clear blockages--usually soot, but sometimes, far stranger things.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	+5	+5	+5	+5	+5	-	+5

Skills

Consume Alcohol, Gossip, Haggle, Climb, Stealth

Talents

Contortionist or Very Strong, Streetwise

Career Entries

Charcoal-Burner, Miner, Peasant, Rogue, Thief

Career Exits

Cat Burglar, Mercenary, Militiaman, Protagonist, Rat Catcher

Trappings

Brush, Grapping Hook, 10 Yards of Rope

COACHMAN

DESCRIPTION

While the Empire is a mighty nation, its lands are far from safe. Large stretches of it have never been pacified or cultivated. A precarious system of roads connects the villages, towns, and cities, and it is here that the Coachmen earn their pay, working for one of the many Imperially chartered coaching companies. The roads are frequently in ill repair or plagued by Goblins, Beastmen and brigands. Nonetheless, the Coachmen risk life and limb to bring passengers and cargo safely through the hazards of the Imperial roadways. Each day is a race to reach the next settlement or coaching inn before sunset. No one wants to be on the road in the dark of the night, especially when the Chaos moon is in the sky.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+10	-	-	+10	+5	+5	-	+10

Skills

Animal Care, Drive Cart, Gossip or Haggle, Heal or Ride, Navigation, Secret Signs (Ranger),

Talents

Quick Draw or Seasoned Traveller, Speak Language (Breton, Kislevan, or Tilean), Specialist Weapon Group (Gunpowder)

Career Entries

Outrider, Messenger

Career Exits

Cartographer, Drover, Ferryman, Highwayman, Outlaw, Roadwarden, Scout, Smuggler, Toll Keeper

Trappings

Blunderbuss with powder/ammunition enough for 10 shots, Medium Armor (Mail Shirt and Leather Jack), Instrument (Coach Horn)

DILETTANTE (CC)

DESCRIPTION

Dilettantes like to think of themselves as scholars, and indeed, they may pass as scholars among most folk; they read and write, for a start. However, they often lack the discipline or passion that leads true scholars to focus on one task and become truly skilled at that, rather spreading their efforts across many. Most dilettantes are from wealthy backgrounds; the poor that find that imminent starvation focuses the mind wonderfully.

A dilettante prides himself on knowing a little bit about almost everything, starting a variety of projects, pursuing a dozen interests at the same time. A dilettante is a professional amateur--interested in the arts, the burgeoning field of science, literature, religion and virtually any other topic. At least, until another subject matter comes along and grabs their attention.

Special: A Dilettante may not, in this career, buy a skill he already possesses, and thus may not gain any Skill Mastery bonuses. He does not lose any he already has.

Advance Scheme

W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	+5	+5	+5	+5	+5	+5	+5

Skills

Academic Knowledge (any one), Blather, Evaluate or Gossip, Navigation, Research, Secret Language (any one) or Secret Signs (any one), Trade (Artist or Cartographer) or Calligraphy

Talents

Etiquette, Read/Write, Speak Language (any two)

Career Entries

Any Career that includes Read/Write as a Talent

Career Exits

Apprentice Wizard, Astrologer, Barber-Surgeon, Catechist, Charlatan, Courtier, Initiate, Navigator, Raconteur, Rapsallion, Student, Tomb Robber, Tradesman, Verenan Investigator

Trappings

3 Books, Craft Tools, Writing Kit

DROVER (RIQ)

DESCRIPTION

Great herds of domesticated animals endlessly cross the wind-swept pastures and are escorted from pasture to market to customer. The tireless drovers oversee these transfers and can travel many hundreds of miles with their herds, and some even visit distant markets. Most drovers employ vicious dogs to help direct and guard the herds, and the distinctive barks and whistles used to control these hounds are a familiar sound on the open pasture land. There are competitions held between drovers to see who can best herd their animals with their dogs, and the winner is guaranteed the most lucrative contracts.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+10	+10	+5	+10	-	+5	-	+5

Skills

Animal Care, Animal Training or Charm Animal, Follow Trail, Navigation, Outdoor Survival, Ride

Talents

Orientation, Rover or Seasoned Traveler, Speak Language (Reikspiel or Appropriate Native Tongue), Specialist Weapon Group (Entangling)

Career Entries

Coachman, Messenger, Outrider, Steppes Nomad

Career Exits

Highwayman, Horse Coper, Horsemaster, Messenger, Outlaw, Outrider, Roadwarden, Scout

Trappings

One or more Herd Dog, Riding Horse with Saddle and Harness, Lasso, Tent, 1d10 days of Rations, Light Armor (Leather Jack and Leggings)

DRUIDIC INITIATE (DOF)

DESCRIPTION

Druidic Initiates are similar to those of other cults, save they almost always come from deeply rural areas and are often illiterate. Dedicated to the ancient faith of The Mother, they have become probationary priests in training for a lifetime of service. Because of the persecution of the Druids and their people in the ancient past, Druidic Initiates keep their calling a secret from outsiders, only revealing it to trusted friends. Like the Druids they assist, their job is to keep faith in the Mother alive and to protect all believers from oppression, whether descended from the Belthani or not. The training is long and hard; many fail and pass on into other careers. Though not allowed to conduct services yet, Druidic Initiates are trained in the basics of the faith and weapon use.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	-	+5	+10	-	+10	+10	-

Skills

Academic Knowledge (Old Faith), Academic Knowledge (Herbalism), Animal Care, Heal, Outdoor Survival

Talents

Hardy, Orientation, Rover, Speak Language (Reikspiel)

Career Entries

Charcoal-Burner, Fisherman, Hunter, Hedge Wizard, Peasant, Woodsman

Career Exits

Agitator, Charlatan, Druid, Innkeeper, Physician, Scout

Trappings

Religious Symbol, Homespun Robe, Hand Weapon, Sling Bag with 1d5 units of Healing Herbs

DUNG COLLECTOR (FoN)

DESCRIPTION

Ensuring the streets are clean, these brave workers walk the alleys and thoroughfares with shovel and sturdy and sturdy fortitude, pushing the worse of the offal out of the way to allow people to walk. Some enterprising businessmen working the districts who can afford them, whilst others work for the city, patrolling the districts of those who pay them. While certainly not glorious, dung collectors often make do by selling dried dung as cheap fuel through the winters.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	+5	+10	+5	-	+5	-	+5

Skills

Animal Care, Consume Alcohol, Drive Cart, Haggle

Talents

Coolheaded, Fearless or Resistance to Disease

Career Entries

Bone Picker, Camp Follower, Peasant, Rat Catcher, Vagabond

Career Exits

Bone Picker, Grave Robber, Rat Catcher, Sewer Jack, Thug

Trappings

Cart, Shovel, Bag of Maggots, Dung

EMBALMER (NDM)

DESCRIPTION

Not everyone wishes to be interred in Morr's Gardens. Some prefer a more preserving process after death, for themselves or their animal companions, and they turn to the embalmers. These masters of pickling, preservation, and taxidermy are not just a fad of the wealthy. The individuals increasingly have a hand in the growing field of medicine, and money can be made hand over fist in selling their curios to customers with a particular purpose in mind. Many priests of Morr (and much of the general population) consider cutting bits off people and putting them in jars to be an assault on both the body and spirit of the diseased, and Witch Hunters are well aware of how easily such merchants turn to the dark arts. As such, many embalmers choose to hide their Human exhibits behind their animal displays or their surgery services until the day scientists of their caliber are finally given the respect and recognition they deserve.

Embalmers don't usually encounter the Undead, but they work hand-in-glove with grave robbers and tomb robbers who often do. They also tend to know a lot of necromancers--not that they would ever reveal their customer's identity, of course.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	+5	+5	-	+5	+10	+15	+5

Skills

Academic Knowledge (Necromancy and Physiology and Chemistry), Evaluate, Haggle, Heal, Sleight of Hand, Trade (Embalmer)

Talents

Dealmaker or Streetwise, Read/Write, Resistance to Disease, Speak Language (Classical), Surgery

Career Entries

Apothecary, Barber-Surgeon, Student, Tradesman

Career Exits

Apprentice Wizard, Burgher, Grave Robber, Physician, Scholar

Trappings

Abacus, Ether-Soaked Apron, Spare Hand, Trade Tools (Barber-Surgeon), Writing Kit

ENTERTAINER

DESCRIPTION

From acrobats to strongmen, from knife throwers to hypnotists, from dancers to ventriloquists, the Empire is full of Entertainers. Some do it for the roar of the crowd and others for the money. Many become Entertainers just to escape the hard life of the Imperial villager. Entertainers travel frequently, sometimes alone but more often in troupes that perform in villages, towns, and cities. Lucky troupes get continuous bookings, sometimes spending months in the same city. The less fortunate scrape by as they can, always looking for a more appreciative crowd (or a less suspicious watch) over the next hill. The very best Entertainers gain Noble sponsorship and earn undreamed of sums of money performing for the upper crust.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+10	-	-	+10	+10	+5	-	+5

Skills

Animal Care or Swim, Charm, Evaluate or Gossip, Performer (any two), Any two of: Animal Training, Blather, Charm Animal, Disguise, Divination, Hypnotism, Ride, Climb, Sleight of Hand, Ventriloquism

Talents

Speak Language (Reikspiel), Any two of: Contortionist, Lightning Reflexes, Mimic, Public Speaking, Quick Draw, Sharpshooter, Specialist Weapon Group (Throwing), Trick Riding, Very Strong, Wrestling

Career Entries

Animal Trainer, Cantor, Gambler, Herald, Lamplighter, Raconteur, Rogue, Strigany Mystic, Thief, Vagabond

Career Exits

Animal Trainer, Bear Tamer, Cantor, Charlatan, Gambler, Minstrel, Raconteur, Rogue, Thief, Vagabond

Trappings

Light Armor (Leather Jerkin), Any one of: Instrument (any one), Trade Tools (Performer), 3 Throwing Knives, 2 Throwing Axes, Any one of: Costume, One Set of Good Craftsmanship Clothes

EX-CONVICT (CC)

DESCRIPTION

The prisons of the Old World are brutal sub-realms unto themselves where only the strong and ruthless survive. Of the few convicts who do live through their sentences, most return to society as harder criminals than before they entered prison. The Shallyan might preach about forgiveness and second-chances, but the truth is that the rare ex-convict who does manage to reform is met with the same suspicion and resentment as those who do not. In the end, most ex-convicts are released into an unreceptive world with few opportunities other than to commit new crimes, return to prison and begin the cycle anew.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	+5	+10	+5	-	+10	-	-

Skills

Dodge Blow, Secret Language (Thieves Cant), Sleight of Hand, Stealth

Talents

Fight or Flight, Flee!, Resistance to Disease or Contortionist, Street Fighter or Wrestling

Career Entries

Agitator, Executioner, Grave Robber, Outlaw, Protagonist, Rogue, Smuggler, Thief, Thug, Tomb Robber

Career Exits

Cat Burglar, Charlatan, Executioner, Fence, Grave Robber, Highwayman, Outlaw, Protagonist, Racketeer, Thug, Vagabond

Trappings

Good Craftsmanship Improvised Weapon, Bone Dice, Lice, Poor Clothes

EXCISEMAN (TiT)

DESCRIPTION

All cities require taxes and tariffs to function. The constant flow of money ensures public works and services receive the funding they need, whilst also lining the pockets of the politicians. But no matter how good the cause or how noble the deed, no one likes to pay taxes. Since this is an unpopular reality, most lawmakers distance themselves from the collection of monies, relying on specially hired Excisemen to do their work instead. Of all the people in the city, the Exciseman is likely the most unpopular, right along side the dyers, beggars, and the rest of the rabble. Though they face hostility at every turn, most Excisemen know their duty is a necessary one. Still, these individuals are rarely well paid for their thankless job. As a result, few of them enjoy what they do and look for the fastest route to improve their lot, either through skimming the coffers and double-dealing or working extra hard in the faint hope of securing a better position in the government.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+10	-	-	-	+10	+5	+5	+10	-

Skills

Academic Knowledge (Law), Blather, Charm, Evaluate, Gossip, Haggle

Talents

Dealmaker, Read/Write, Savvy or Suave, Schemer, Super Numerate

Career Entries

Bailiff, Messenger, Scribe, Toll Keeper

Career Exits

Agitator, Litigant, Merchant, Militiaman, Outlaw, Roadwarden, Thie

Trappings

Abacus, Hand Weapon, Light Armor, Writing Kit, 1d5 gc

EXECUTIONER (JM)

DESCRIPTION

When people are sentenced to death, someone has to do it. These are the wearers of the black hoods - originally supposed to keep their identities hidden. But most people still manage to figure out by physique alone who the executioner is, especially in smaller communities.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	+10	+5	-	-	+10	-	-

Skills

Academic Knowledge (Law), Consume Alcohol, Disguise, Intimidate

Talents

Coolheaded, Public Speaking, Specialist Weapon Group (Two-Handed), Strike Mighty Blow, Very Strong

Career Entries

Bailiff, Bodyguard, Ex-Convict, Jailer, Mercenary, Pit Fighter, Protagonist, Thug

Career Exits

Bodyguard, Flagellant, Interrogator, Jailer, Mercenary, Outlaw, Soldier, Thug

Trappings

A black hood, a great weapon, good craftsmanship boots, 10 yards of sturdy rope

FARMER

DESCRIPTION

The old feudal order of the Empire is no longer what it was, and a new enterprising class is bridging the gap between peasant and noble. In cities, burghers have begun to appear. Their equivalent in the countryside is an emerging class of landed gentry. Land is often parceled out to commoners as a reward for military service, or merchants invest their wealth by purchasing the estates of impoverished nobles. Rarely, tenant peasants save enough to buy the fields they till from their lord. Land is inherited, but no farmer's claim yet spans more than a couple generations. A farmer employs many hands to work the land, but he toils as hard as any peasant, for the wealth that hard work brings provides a significant social standing in the rural community.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	+10	+10	+5	-	+5	-	-

Skills

Animal Care, Charm Animal, Drive Cart, Evaluate, Haggle, Intimidate or Charm, Ride, Set Trap, Trade (Farmer)

Talents

Dealmaker, Hardy

Career Entries

Innkeeper, Merchant, Peasant, Tradesman, Veteran

Career Exits

Innkeeper, Merchant, Militiaman, Politician, Steward

Trappings

Cart pulled by a Horse or Ox, Scythe or Threshing Flail, Sheepdog

FERRYMAN

DESCRIPTION

Rivers both large and small cut through the Empire. While a few are shallow enough to ford easily, most require transport to cross safely. Ferryman make their living moving people and goods across the Empire's rivers, for a fee of course. They favor flat-bottomed barges because they have a shallow draft and plenty of deckspace. Ferrymen in more remote areas also favor the blunderbuss. Bandits are a constant danger and the blunderbuss provides not-so-subtle encouragement to move along. Many Ferrymen are also extortionists of the highest order, arbitrarily changing their prices based on the apparent wealth and desperation of their passengers.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	+10	+5	+5	-	-	+5	+5

Skills

Charm, Evaluate or Secret Language (Ranger Tongue), Gossip or Intimidate, Haggle, Row, Swim

Talents

Marksman or Suave, Specialist Weapon Group (Gunpowder) or Street Fighting

Career Entries

Coachman, Smuggler, Toll Keeper

Career Exits

Boatman, Highwayman, River Warden, Roadwarden, Seaman, Smuggler, Wrecker

Trappings

Crossbow with 10 bolts or Blunderbuss with powder/ammunition for 10 shots, Light Armor (Leather Jack)

FISHERMAN

DESCRIPTION

Fishermen seek the bounty of the sea. Many villages on Nordland's coastline are home to countless Fishermen. These hearty souls brave the Sea of Claws in small craft, despite the constant threat of pirates and raiders from Norsca. These are also some fishing communities inland, by lakes and rivers, though these villages also pursue agriculture. Fishermen are an independent lot as a matter of course. They work in small crews, and when on the water every decision is their own. This spirited nature is one reason why dockside taverns are always unruly.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	+5	+10	+5	+10	-	-	+5	+5

Skills

Consume Alcohol or Haggle, Navigation or Trade (Merchant), Outdoor Survival, Row, Sail, Swim

Talents

Hardy or Savvy, Orientation or Street Fighting, Speak Language (Reikspiel or Norse), Specialist Weapon Group (Entangling)

Career Entries

Boatman, Peasant

Career Exits

Druidic Initiate, Marine, Merchant, Militiaman, Navigator, Seaman

Trappings

Fish Hook and Line, Spear, Net, Rowboat

GAMBLER (SH)

DESCRIPTION

Gamblers eschew the hard work of the lower and middle classes. After all, why toil for such small rewards when a month's income can be made with one well-played hand? Gamblers use their skill at games of chance to make money from the wealthy and the slow-witted. They haunt coaching inns and game houses, ready to part the gullible from their coins. Sometimes things go wrong and gamblers lose large sums of money. In these cases, a swift escape is in order, before the creditors discover that the debts can't be paid. Gamblers tend to be drifters by nature, always moving on to avoid old debts and sore losers.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	-	-	+10	+10	-	+10	+10

Skills

Blather, Charm, Evaluate, Gamble, Gossip or Secret Language (Thieves' Cant), Sleight of Hand

Talents

Etiquette or Streetwise, Fight or Flight or Flee! or Luck, Read/Write

Career Entries

Entertainer, Mercenary, Noble, Rogue, Student, Thief, Vagabond

Career Exits

Charlatan, Demagogue, Entertainer, Highwayman, Rapsallion, Rogue

Trappings

Dice, Deck of Cards, Leather Jerkin

GRAVE ROBBER

DESCRIPTION

Grave Robbers make their living among the dead. Both medical and magical professions create a constant demand for fresh corpses, some for study, others for more sinister purposes. Obtaining such corpses legally is quite difficult, so Physicians and Wizards both have to rely on Grave Robbers. It is a loathsome profession, but a profitable one. The freshest corpses can command exorbitant prices. The risks of this line of work are substantial. Watchmen, Priests of Morr (the God of Death) and Witch Hunters all keep careful watch of graveyards and punish interlopers harshly.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	+5	-	+10	-	+10	-	+5

Skills

Drive Cart, Gossip or Haggle, Climb, Secret Signs (Thief), Stealth

Talents

Fight or Flight or Flee!, Resistance to Disease, Streetwise or Strongminded

Career Entries

Apothecary, Barber-Surgeon, Bone Piker, Dung Collector, Embalmer, Ex-Convict, Grave Warden, Rat Catcher

Career Exits

Cat Burglar, Ex-Convict, Fence, Rat Catcher, Student, Thief

Trappings

Lantern, Lamp Oil, Pick, Sack, Spade

GRAVE WARDEN (NDM)

DESCRIPTION

In the Old World, the grave warden's responsibilities are heavy. He not only has to bury the dead six feet deep in the cold, hard ground but also guard against those who would disturb their rest, be they rats, bone pickers, grave robbers, or worse. In small towns and rural areas, a grave warden cannot rely on the town militia or Morr's Black Guard to keep away the restless dead and hungry Ghouls. Meanwhile, few value his company, for he carries the stench of death and sodden mud wherever he goes. It is a lonely life, but many grave wardens come to prefer the company of the dead to that of the living.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+5	+10	+10	-	-	+10	-	+5

Skills

Academic Knowledge (Theology), Dodge Blow, Drive Cart, Evaluate, Outdoor Survival

Talents

Resistance to Disease, Stout-Hearted or Very Strong

Career Entries

Bone Picker, Rat Catcher, Peasant

Career Exits

Grave Robber, Initiate (Morr only), Militiaman, Temple Guardian, Vampire Hunter, Watchman

Trappings

Shovel, Stench, Wheelbarrow

HEDGE WIZARD

DESCRIPTION

Hedge Wizards are magically talented people with no formal magical training. Using instinct, luck, and superstitious trappings, they can perform minor, specialized spells. Though they may not always be aware of it. Hedge Wizards dally with danger every time they use their charms and cantrips. For this reason the Witch Hunters eagerly track and execute these unfortunate folk who all too often unconsciously invite daemons and disaster into the world. Some Hedge Wizards take the sensible route and join the Orders of Magic, whilst others hide their shameful secret.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	-	+5	+5	+10	+10	+5	+5

Skills

Animal Care or Haggle, Charm or Intimidate, Channeling, Charm Animal or Trade (Apothecary), Heal or Hypnotism or Divination

Talents

Hedge Magic, Magical Sense, Petty Magic (Hedge)

Career Entries

Midwife, Strigany Mystic

Career Exits

Apothecary, Apprentice Wizard, Charlatan, Druidic Initiate, Hedgecraft Apprentice, Initiate, Outlaw, Vagabond, Witch

Trappings

Healing Draught, Hood

HEDGECRAFT APPRENTICE (SoE)

DESCRIPTION

Practitioners of Hedgecraft choose apprentices carefully. Most are family of existing Hedgefolk, but a significant minority are chosen for their natural talents, or because they are one of the Blessed Few; those blessed by the Gods with the power to empower their Hedgecraft. The life of an apprentice is typically a harsh one, with most existing as little more than servants to their masters, running errands, chopping wood, mopping floors and so fort. Eventually, the apprentice will be taught all the skills of a Hedge Master, and will be freed to make his own way in the world.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	+5	-	-	+10	+5	+10	+5

Skills

Animal Care or Channeling, Arcane Language (Magick), Charm Animal or Stealth, Consume Alcohol or Gossip, Divination, Haggle or Outdoor Survival, Heal or Prepare Poisons, Set Trap or Stealth, Trade (Apothecary) or Arcane Knowledge (Herbalism)

Talents

Coolheaded or Fast Hands, Magical Sense, Petty Magic (Hedge) or Rover, Read/Write

Career Entries

Apothecary, Peasant, Hedge Wizard, Strigany Mystic, Witch

Career Exits

Apothecary, Apprentice Wizard, Barber-Surgeon, Charlatan, Hedge Master, Initiate (Ranald, Taal & Rhya), Outlaw, Scribe, Witch, Zealot

Trappings

Antitoxin Kit, Healing Draught, Healing Poultice, Lucky Charm

HORNED HUNTER (TiT)

DESCRIPTION

The rites of Taal demand great physical, emotional, and mental fortitude for its practitioners. Some see the trappings of civilization--cities, courts, and the like-- as a failing in the interpretation of Taal's will. The Horned Hunters are deeply zealous and shun the city. Unlike Taal's Chosen, the Horned Hunters give up much in the way of material life. They shun normal clothing and armor and wear animal skins, loincloths, or less. Part of their initiation into this group is to undergo extensive tattooing, covering their chest and face. Horned Hunters prowl the woods both within Taalbaston and throughout Talabecland and claim allegiance only to Taal. While they lack the fiery rhetoric of most zealots, they are still fervent in their beliefs and believe that conversion comes from actions, rather than words.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+5	+10	-	+5	-	+10	-	+10

Skills

Follow Trail or Set Trap, Climb, Secret Language (Ranger Tongue), Secret Signs (Ranger), Stealth

Talents

Frenzy, Hardy, Fleet Footed or Very Resilient

Career Entries

Initiate (of Taal), Hunter

Career Exits

Hunter, Militiaman, Outlaw, Scout, Vagabond

Trappings

Antitoxin Kit, Hand Axe, Light Armor (Leather Jack)

HUNTER

DESCRIPTION

While the Empire has come far from the tribes that founded it 2500 years ago, some things haven't changed at all. Although Peasants till parts of the land, huge expanses of the Empire are still covered with forest or are hostile to agriculture. These are the lands where Hunters and trappers thrive. They use the same techniques as their ancestors to take down game, be it a trap or a well-placed shot. It takes skill to stalk wild animals while avoiding the dark creatures of the woods. Hunters in their animal skin clothes and fur hats may appear uncouth to city folks, but they don't care much what others think of them.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	-	+15	-	+5	+10	-	-	+5	+10

Skills

Follow Trail, Outdoor Survival, Swim, Secret Signs (Ranger), Stealth, Set Trap

Talents

Hardy or Specialist Weapon Group (Longbow), Lightning Reflexes or Very Resilient, Marksman or Rover, Rapid Reload

Career Entries

Animal Trainer, Charcoal-Burner, Horned Hunter, Kithband Warrior, Woodsman

Career Exits

Animal Trainer, Bounty Hunter, Charcoal-Burner, Druidic Initiate, Fieldwarden, Horned Hunter, Kithband Warrior, Knight of the Verdant Field, Miner, Scout, Soldier, Targeteer.

Trappings

Longbow with 10 Arrows, 2 Animal Traps, Antitoxin Kit

HORSE COPER (RIQ)

DESCRIPTION

Horse coper (horse salesman) are notorious for being smarmy and dishonest. It seems every stable has a grinning coper offering “the very best horse flesh on the market, sire,” descended from “the strongest bloodlines of the Ostermarker Veldt, sire.” As horses are central to Kislevite life, the market is incredibly competitive, and buyers have a hard time finding a reliable dealer, especially as most will try any underhanded trick to ensure a sale. Some disreputable copers happily paint rotten teeth white, pass off diseased nags as “shy,” and proudly boast infertile stallions will “sire a line o’ beauties, sire.” Indeed, the only place horse copers never sell to the knacker’s yard, though it is a good source for stock.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	+5	+5	-	+5	+15	+5	+5	+5

Skills

Animal Care, Charm, Consume Alcohol, Charm Animal, Evaluate, Gossip, Haggle, Ride, Trade (Merchant)

Talents

Dealmaker or Fight or Flight or Flee!, Speak Language (Reikspiel or Appropriate Native Tongue), Specialist Weapon Group (Entangling), Suave

Career Entries

Animal Trainer, Burgher, Drover, Horsemaster, Messenger, Steppes Nomad

Career Exits

Animal Trainer, Burgher, Charlatan, Horsemaster, Merchant, Rogue

Trappings

Set of Best Craftsmanship Clothing, Lasso or Whip, 1d5 horses for sale of varying quality, 1d10 gc

INITIATE

DESCRIPTION

Religion has taken second place to money in the affections of many Old Worlders, but there are still many young men and women willing to devote their lives to the Gods. It takes great dedication and training to become a Priest. Initiates are Priests-in-training. They undergo harsh instruction under strict teachers, and until they are finished they are not allowed to preach or conduct services. Their training includes literacy and calligraphy, the study of scriptures, and the art of the sermon. They also learn the basics of weapon use so the temple can be defended in times of need.

Note: Initiate career has access to additional skills and talents based on the temple the Initiate is serving from.

Manann	Swim
Morr	Intimidation
	Career Entry: Grave Warden Career Exit: Agent of the Shroud
Myrmidia	Academic Knowledge (Strategy/Tactics), Strike to Injure or Focused Strike
	Career Exit: Knight of the Verdant Field
Ranald	Sleight of Hand
	Career Entry: Hedgecraft Apprentice
Shallya	Heal +10
Sigmar	Command
Taal	Outdoor Survival, Follow Trail
	Career Entry: Hedgecraft Apprentice Career Exit: Horned Hunter
Rhya	Animal Care, Outdoor Survival
	Career Entry: Hedgecraft Apprentice Career Exit: Midwife
Ulric	Strike Mighty Blow
Verena	Advance Scheme: +10 Per
	Career Entry: Verenan Investigator Career Exit: Verenan Investigator

Advance Scheme

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

Skills

Academic Knowledge (Astronomy or History), Academic Knowledge (Theology), Charm, Heal, Research, Trade (Scribe or God Related Trade)

Talents

Lightning Reflexes or Very Strong, Public Speaking, Read/Write, Speak Language (Classical), Speak Language (Reikspiel), Suave or Warrior Born

Career Entries

Cantor, Catechist, Crusader, Dilettante, Hedge Wizard, Knight, Knight of the Blazing Sun, Lamplighter, Midwife, Penitent, Raconteur, Scourge of God, Scribe, Student, Temple Guardian, Vampire Hunter, Witch Hunter, Zealot

Career Exits

Barber-Surgeon, Cantor, Cult Attendant, Demagogue, Friar, Lay Priest, Monk, Penitent, Priest, Scribe, Temple Guardian, Zealot

Trappings

Religious Symbol (see Chapter 8: Religion and Belief for types), Robes

JAILER

DESCRIPTION

The Empire is a nation of laws, which means it's also a nation of jails. Despite the best efforts of the clergy of Verena, the Goddess of Justice, the innocent are just as likely as the guilty to end up in jail. Better too harsh than too lax is the opinion of law. Imperial jails are foul dungeons that smell equally of fear and excrement. Jailers preside over these institutions using a combination of brutality and humiliation to keep order. Jailers generally have no sense of justice or pity, and are seldom swayed by pleas or speeches (though bribes are gladly accepted). The worst are outright sadists, delighting in the power they hold over their charges.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	+10	+10	-	-	+5	-	+5

Skills

Command, Consume Alcohol, Dodge Blow, Heal or Sleight of Hand, Intimidate

Talents

Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Entangling), Wrestling

Career Entries

Bodyguard, Executioner, Rat Catcher

Career Exits

Bailiff, Bodyguard, Executioner, Interrogator, Rat Catcher, Sewer Jack, Watchman

Trappings

Bottle of Common Wine, Tankard, Any one of: Bola, Lasso, net

LAMPLIGHTER (SoA)

DESCRIPTION

The Empire's largest cities have a wonder seen nowhere else in the Old World: the street lamp. They are used to illuminate the major streets and thoroughfares, particularly in wealthy neighborhoods. Altdorf was the first city to install street lamps and those surrounding the Emperor's Palace are particularly ornate. Lamplighters are responsible for maintaining the street lamps and lighting them each night as dusk falls. They carry a variety of candles and matches, and some even use the slow burning matches common to firearms. City dwellers are proud of their street lamps, seeing them as symbols of sophistication and civilization. Such is the threat of fire in the closely packed buildings that interfering with the lamplighters is punishable by death.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	+5	-	+10	+5	+5	+5	+5

Skills

Climb, Consume Alcohol or Drive Cart, Gossip, Haggle

Talents

Excellent Vision or Savvy, Fight or Flight or Flee!, Street Fighting

Career Entries

Charcoal-Burner, Peasant, Rat Catcher, Servant

Career Exits

Agitator, Burgher, Entertainer, Initiate, Servant, Smuggler, Toll Keeper, Watchman

Trappings

Lamp Oil, 20 Matches, Storm Lantern, Tinderbox, 8 Wax Candles, 10' Lamplighter's Pole

LITIGANT (TiT)

DESCRIPTION

Litigants are common sights both in Talabheim and all the major cities of the Old World. They write up legal documents, interpret the law, and represent individuals in court who are able to afford their fees. Litigants are almost universally reviled, except when someone is in legal trouble and needs assistance. Litigants need to be well versed in both the laws of the Empire and the region they plan to practice law, plus have a great deal of knowledge about day-to-day affairs. Even the lowest born litigant is considered “a person of letters” to the general populace and may be asked to do things far beyond their training.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	-	-	+5	+10	+10	+10	+5

Skills

Academic Knowledge (Genealogy/Heraldry or History), Academic Knowledge (Law), Blather or Charm, Gossip or Haggle, Research, Secret Language (Guild Tongue),

Talents

Dealmaker or Etiquette, Public Speaking, Read/Write, Savvy or Suave, Speak Language (Reikspiel)

Career Entries

Burgher, Envoy, Exciseman, Scribe, Student, Watchman

Career Exits

Agitator, Demagogue, Guild Master, Merchant, Politician, Scholar

Trappings

Book of Empire Laws, Writing Kit

MARINE

DESCRIPTION

Marines are ship-borne soldiers who can be found in the Imperial fleet and onboard the larger private vessels. They protect their ships from pirates, Norse marauders, and other raiders. Unlike seamen, whose primary duty is sailing the ship, Marines are onboard only to fight. When in port, Marines frequently form press gangs to fill out the ship's crew. More than one unsuspecting citizen has awoken at sea after taking a belaying pin to the head from an overzealous press ganger. Due to these activities, and their own drunken brawling, Marines are resented in many seaside communities. When raiders attack, however, these same citizens are quick to accept the aid of battle-hardened Marines.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+10	+10	-	+5	-	+5	-	-

Skills

Gamble, Consume Alcohol, Dodge Blow, Gossip or Secret Language (Battle Tongue) or Military Discipline, Intimidate, Row, Swim

Talents

Disarm or Quick Draw, , Strike Mighty Blow, Strike to Stun

Career Entries

Boatman, Fisherman, River Warden, Seaman, Stevedore, Wrecker

Career Exits

Mate, Outlaw, River Warden, Sergeant, Smuggler, Thug, Wrecker

Trappings

Bow or Crossbow with 10 Arrows or Bolts, Light Armor (Leather Jack), Shield, Grappling Hook, 10 Yards of Rope

MERCENARY

DESCRIPTION

War never ends in the Old World and that means there is always need for fighting men. While the Empire does maintain a standing army, its strength is bolstered with Mercenaries. Nobles and rich Merchants also hire such fighters to protect their interests, many having to what amounts to private armies. Mercenaries range from wild youths with a taste for adventure to grizzled professional soldiers who've seen a dozen battles or more. These sell-swords come from all over, though Tilea is particularly famed for its regiments. All Mercenaries dream of untold riches; for most of them, the reality is an early death and an unmarked grave.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+10	+5	+5	+5	-	+5	-	+5

Skills

Animal Care or Gamble, Dodge Blow, Drive Cart or Ride or Swim, Gossip or Haggle, Secret Language (Battle Tongue) or Military Discipline

Talents

Disarm or Quick Draw, , Rapid Reload or Strike Mighty Blow, Sharpshooter or Strike to Stun or Sinister Strike, Speak Language (Tilean)

Career Entries

Artillerist, Bodyguard, Bounty Hunter, Cadet, Chimneysweep, Demagogue, Executioner, Fieldwarden, Kislevite Kossar, Militiaman, Miner, Norse Berserker, Outrider, Pit Fighter, Sewer Jack, Solider, Temple Guardian, Thug, Watchman

Career Exits

Bodyguard, Bounty Hunter, Cadet, Executioner, Gambler, Horse Archer, Horsemaster, Knight of the Verdant Field, Outlaw, Sergeant, Shieldbreaker, Veteran

Trappings

Crossbow with 10 Bolts, Shield, Medium Armor (Mail Shirt and Leather Jack), Healing Draught

MESSENGER

DESCRIPTION

With great distances separating the important cities and castles of the Empire, Messengers are an indispensable means of communication. Nobles, Merchants and military commanders all make extensive use of Messengers, mounted if possible. These brave riders dare to ride the roads of the Empire alone, trusting in their speed to avoid danger. Roadwardens assist official Messengers as much as possible, but there are long, lonely stretches where no help is available. While they are supposed to be immune from harassment, many a Messenger has met a bloody end after delivering a particularly unpleasant missive.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	-	+5	+10	-	+5	+5	+5

Skills

Animal Care, Gossip, Navigation, Outdoor Survival, Secret Signs (Scout), Ride, Swim

Talents

Orientation, Seasoned Traveler, Speak Language (Reikspiel)

Career Entries

Listed Entries Drover, Horse Coper, Militiaman, Roadwarden, Servant

Career Exits

Cartographer, Coachman, Cult Attendant, Drover, Exciseman, Forger, Herald, Kithband Warrior, Outrider, Roadwarden, Scout, Soldier

Trappings

Light Armor (Leather Jack), Map Case, Riding Horse with Saddle and Harness or Pony (for Halflings), Shield

MIDWIFE (JM)

DESCRIPTION

Midwives are essential parts of their community and find themselves indispensable in areas too poor or remote for the attentions of a Shallyan Priest. They are consulted not only in times of pregnancy or childbirth, but are also the first consulted for any sort of female health concern especially fertility issues. Often rural, they know the ways of healing herbs and can mend most mundane injuries suffered in ordinary life. Being pillars of their community, most midwives become accustomed to a certain amount of respect from the peasantry.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	-	+5	+5	+10	+5	+10	+5

Skills

Academic Knowledge (Herbalism), Animal Care, Charm, Gossip, Heal

Talents

Resistance to Disease, Coolheaded

Career Entries

Barber-Surgeon, Initiate (Shallyan or Rhyan), Student

Career Exits

Apothecary, Barber-Surgeon, Hedge Witch, Initiate, Physician, Scholar, Vagabond

Trappings

Healing Draught, Hood, 3 doses of Johann's Wort

MILITIAMAN

DESCRIPTION

Militias are part-time local defense forces, formed largely from the rural peasantry. Members agree to spend a certain amount of time each year--usually seven days--practicing together on common land. Even this small amount of training can be the difference between life and death on the blood-soaked battlefields of the Old World. Militia Captains are either civil leaders or retired military types. Some militias must provide their own equipment, while the local nobility equips others. This means that while some militia units appear for duty in smart uniforms with well-maintained equipment, others have little more than their patchwork clothes and hunting bows.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+5	+5	+5	+10	-	-	-	+5

Skills

Animal Care, Dodge Blow, Drive Cart or Swim, Gamble or Gossip, Outdoor Survival, Trade (any one)

Talents

Specialist Weapon Group (Two-handed) or Rapid Reload, Strike Mighty Blow

Career Entries

Artisan, Bailiff, Burgher, Chimneysweep, Exciseman, Farmer, Fisherman, Grave Warden, Horned Hunter, Merchant, Peasant, Tradesman, Woodsman

Career Exits

Artisan, Cadet, Fieldwarden, Knight of the Verdant Field, Mercenary, Messenger, Outlaw, Sergeant, Sewer Jack, Temple Guardian, Thief

Trappings

Halberd or Bow with 10 Arrows, Light Armor (Leather Jack and Skullcap), Uniform

MINER

DESCRIPTION

Mountains surround the Empire. To the east are the World's Edge mountains, to the south the Black Mountains, and to the west the Grey Mountains. Dwarfs and Humans have mined these mountains from time immemorial, despite constant attacks from Goblins and other subterranean horrors. Miners brave these conditions in search of iron, silver, gold, gems, and other valuables. Others prefer to prospect on the surface, particularly in the Middle Mountains, which straddle the provinces of Ostland and Hochland. Although these forest-shrouded mountains are fully within the Empire's borders, they are a haven for Trolls, Beastmen, and other foul creatures. Surviving in such an environment takes skill and toughness.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+5	+10	+5	-	-	+5	+5	+5

Skills

Animal Care, Drive Cart or Stealth, Evaluate or Outdoor Survival, Navigation, Perception, Climb, Trade (Miner or Prospector)

Talents

Orientation, Specialist Weapon Group (Two-handed), Very Resilient or Warrior Born

Career Entries

Charcoal-Burner, Hunter

Career Exits

Charcoal-Burner, Chimneysweep, Engineer, Mercenary, Scout, Shieldbreaker, Smuggler

Trappings

Great Weapon (Two-handed Pick), Light Armor (Leather Jack), Pick, Spade, Storm Lantern, Lamp Oil

NOBLE

DESCRIPTION

The Nobles are the ruling class of the Empire. They wield the power, they control the land, and they make the laws. The most important Noble families are those of Imperial Electors and of course the Emperor himself. There are hundreds of others though, and they all vie for more money and more power. Some seek their fortune in war, others in business or politics. None would sully themselves by practicing a common trade. The most contemptible Nobles do nothing at all, merely live off their family wealth and attend an endless array of parties, dances and gala events. The youngest children of Noble houses, however, do not have it so easy. Since inheritance goes to the eldest, they must often make their own way in the world, even if it means slumming amongst the lower classes and falling in with adventurers and ne'er-do-wells.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+10	+5	-	-	+5	+10	+5	+5	-

Skills

Blather or Command, Consume Alcohol or Performer (Musician or Dancer), Charm, Gamble or Gossip, Ride or Evaluate,

Talents

Etiquette, Luck or Public Speaking, Read/Write, Savvy or Specialist Weapon (Fencing) or Riposte, Schemer, Speak Language (Reikspiel)

Career Entries

Squire, Steward

Career Exits

Astrologer, Cadet, Courtier, Cavalryman, Dilettante, Gambler, Horse Archer, Horsemaster, Pistolier, Politician, Rogue, Squire, Student

Trappings

Foil and Main Gauche or 25gc in Best Craftsmanship Clothing, Perfume and Makeup, Noble's Garb, Riding Horse with Saddle and Harness, 1d10 gc, Jewelry worth 6d10 gc

OUTLAW

DESCRIPTION

imperial justice is swift and merciless. It is no wonder then that so many flee the watch and take on the life of the Outlaw. The hills and forests are full of Outlaw bands. it is a precarious existence, as they must deal not only with Roadwardens, Soldiers, and other agents of law, but also the dark denizens of the wilds. While many Outlaws are nothing more than common thieves, robbing coaches and caravans, others claim to champion the peasantry and fight for “justice not law.” As long as the Outlaws confine their attacks to the rich, the Peasants aid them with food, information, and places to hide. This support and the rough terrain Outlaws use for their bases, makes them difficult for the state to deal with. Local Nobles often resort to the use of Bounty Hunters to end their bandit troubles.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+10	-	-	+10	-	-	+5	+10

Skills

Animal Care, Dodge Blow, Drive Cart or Ride, Gossip or Secret Signs (Thief), Outdoor Survival, Climb, Set Trap or Swim, Stealth

Talents

Rover or Streetwise, Sharpshooter or Strike to Stun or Sinister Strike

Career Entries

Agitator, Anchorite, Cavalryman, Charlatan, Coachman, Drover, Ex-Convict, Exciseman, Executioner, Hedge Wizard, Hedgecraft Apprentice, Horned Hunter, Innkeeper, Marine, Mercenary, Militiaman, Peasant, Pilgrim, Roadwarden, Rogue, Squire, Toll Keeper, Warlock, Witch, Woodsman, Wrecker, Zealot

Career Exits

Demagogue, Ex-Convict, Highwayman, Horsemaster, Penitent, Thief, Vagabond, Veteran, Wrecker

Trappings

Bow with 10 Arrows, Light Armor (Leather Jerkin), Shield

OUTRIDER

DESCRIPTION

Outriders are experienced outdoorsmen who reconnoiter for armies, caravans, and other traveling parties. They are the eyes and ears, constantly on the lookout for ambushes and other hazards. Because they operate in advance of the main party, they must be self-sufficient and level-headed. Outriders must trust their instincts and make their own decisions, because they have no one else to turn to when they are alone in the wild. Most Outriders operate in home area and use their intimate knowledge of the locale to their advantage. A few specialize in trailblazing, riding ahead into unknown territory. These Outriders earn more money for their services, but their life expectancy is short.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+10	-	-	+10	-	+5	+10	+10

Skills

Animal Care, Follow Trail, Navigation, Outdoor Survival, Ride, Stealth

Talents

Coolheaded or Very Strong, Orientation, Specialist Weapon Group (Entangling)

Career Entries

Drover, Kithband Warrior, Messenger, Roadwarden, Solider

Career Exits

Cavalryman, Coachman, Drover, Highwayman, Horsemaster, Knight of the Verdant Field, Mercenary, Roadwarden, Scout

Trappings

Bow or Crossbow with 10 Arrows or Bolts, Net, Whip or Lasso, Light Armor (Leather Jack), Shield, 10 Yards of Rope, Riding Horse with Saddle and Harness

PEASANT

DESCRIPTION

The peasantry makes up the preponderance of the Empire's population. While Nobles rule and the Burghers trade, the Peasants toil. They are farmers, laborers, and herdsman. In times of war, they fight and die for the Empire. Many Peasants seek a better life in the city, only to join the legion of beggars on the verge of starvation. The majority spends their whole lives in the village they were born in, surrounded by hostile country and only occasionally getting news of the outside world. While they are provincial and superstitious, the Peasants are the heart of the Empire.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	+5	+10	+5	-	+5	-	-

Skills

Animal Care or Charm, Animal Training or Swim, Charm Animal or Trade (Cook), Drive Cart or Trade (Bowyer), Gamble or Perform (Dancer or Singer), Outdoor Survival or Trade (Farmer), Row or Set Trap, Climb or Stealth

Talents

Hardy or Rover, Fight or Flight or Flee! or Specialist Weapon Group (Sling)

Career Entries

None

Career Exits

Animal Trainer, Bone Picker, Charcoal-Burner, Chimneysweep, Druidic Initiate, Dung Collector, Farmer, Fisherman, Foreman, Grave Warden, Horse Archer, Lamplighter, Militiaman, Outlaw, Politician, Servant, Stevedore, Tradesman, Wrecker, Zealot

Trappings

Sling or Quarter Staff, Leather Flask

PENITENT (ToS)

DESCRIPTION

Penitents wander the streets of the Old World, crying out that they are heretics and unworthy while beating themselves, or each other, to purge their wickedness. Groups of penitents practice torturing each other, which gives members of this career a particularly good understanding of the skill.

As noted above, penitents are particularly common among the followers of Sigmar, but they are found among the more committed of the followers of all Gods.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	+10	+10	-	-	+5	-	-

Skills

Academic Knowledge (Theology), Blather, Gossip, Heal, Intimidate, Torture

Talents

Hardy, Strike to Stun, Very Resilient

Career Entries

Flagellant, Initiate, Outlaw, Student, Zealot

Career Exits

Cenobite, Charlatan, Flagellant, Initiate, Vagabond

Trappings

Religious Symbol, Scourge

PILGRIM (ToS)

DESCRIPTION

The Shrine of Sire Severich of Verena. The Sigmarite Temple of the Holy Three. The Rise of Taal's Deep. Distant Heiligerburg, the Holy Mount of Shallya. Paths to all these places, and many more, are clogged with the trudging feet of the faithful. No matter how expensive, laborious, or incredibly dangerous the journeys may be, folk from all walks of life can be found forging forward to these holy sites, each with his own reasons for facing the horror of Old World travel. The most popular pilgrimages attract many thousands of penitents every year, and the routs are lined with souvenir sellers, way shrines, elaborate temples, heavy tolls, and desperate bandits keen to make an easy profit from the poorly defended. The few pilgrims who survive the ordeals can forever after wear the unique symbol of their particular pilgrimage, typically a brooch or necklace with a specific design alluding to the patron God of the worship and the journey's destination.

Note: The character must be on a pilgrimage to enter this career.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+2	+5	+5	+5	+5	+5	+10	+10	+10	+5

Skills

Academic Knowledge (Theology) or Consume Alcohol, Animal Care, Haggle, Gossip or Navigation, Outdoor Survival, Performer (Storyteller)

Talents

Seasoned Traveler, Speak Language (any one), Very Resilient

Career Entries

Any

Career Exits

Demagogue, Friar, Initiate, Outlaw Vagabond, Zealot

Trappings

Religious Symbol

PIT FIGHTER

DESCRIPTION

It is said that the sport of pit fighting has its origins amongst the Ogres. It is easy enough to believe that a race as dim-witted as the Ogres would contribute fights to the death to the culture of the Old World. In years past most Pit Fighters were criminals or prisoners of war. They'd be thrown in a ring or a pit with a few weapons and only the winner would leave alive. These days there is a class of professional Pit Fighters in addition to the condemned. They seek excitement and glory in the pit, though most fight naught but a brutal death as the crowd howls for their blood. Successful Pit Fighters can become wealthy (from prize money and the rampant gambling that surrounds the sport), allowing slave fighters to buy their freedom.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+15	-	-	+10	+10	-	+10	-	-

Skills

Dodge Blow, Intimidate

Talents

Disarm or Wrestling, Quick Draw or Strike to Injure or Focused Strike, Specialist Weapon Group (Flail, Fencing, Two-handed), Strike Mighty Blow or Sinister Strike, Very Strong or Strong-minded

Career Entries

Norse Berserker, Protagonist, Shieldbreaker, Thug

Career Exits

Bounty Hunter, Executioner, Mercenary, Protagonist, Troll Slayer, Veteran

Trappings

Flail or Great Weapon, Knuckle-duster, Shield or Buckler, Medium Armor (Mail Shirt and Leather Jack)

PROTAGONIST

DESCRIPTION

Protagonists are professional bullies. Their fighting skills are for hire and they will beat up just about anyone for the right price. In many cases, Protagonists hide the fact that they are hired help, making up ridiculous excuses to start a brawl with the chosen target. The moneyman watches the humiliation of his foe, or enjoyment or profit or both. Roughing up a few locals is comparatively cheap, while more formidable opponents and more grievous injuries are proportionally more expensive. Most leave outright murder to the Assassins, but exceptions to this rule can be purchased. Jobless Protagonists simply pick their own fights and rob their victims. Needless to say, Watchmen keep a close eye on known Protagonists, so they tend to move quickly from place to place.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	+10	-	+10	-	+10	-	-

Skills

Dodge Blow, Gossip or Haggle, Intimidate, Ride

Talents

Disarm or Quick Draw, Menacing or Suave, Street Fighting, Strike Mighty Blow, Strike to Injure or Focused Strike, Strike to Stun

Career Entries

Bailiff, Bodyguard, Bounty Hunter, Chimneysweep, Estalian Diestro, Ex-Convict, Pit Fighter

Career Exits

Duelist, Ex-Convict, Executioner, Pit Fighter, Racketeer, Thief, Thug

Trappings

Medium Armor (Mail Shirt and Leather Jack), Shield, Riding Horse with Saddle and Harness

RACONTEUR (SH)

DESCRIPTION

Born with a gift of gab and a desire to use it, Raconteurs are natural storytellers who can be found in taverns, inns, salons anywhere in the Empire. No matter what occasion--or even if it's no occasion at all--the Raconteur has a ready story. He travels from place to place, witnessing marvelous things and weaving a thrilling tale about it all. In a society in which most people cannot read, the Raconteur is both a source of news and entertainment, mixing witty repartee and cutting wit into his stories. To gain news, a Raconteur might find himself traveling with armies and adventuring bands in hope of seeing (and surviving) something new and exciting, something that will earn him a few rounds of drinks and a healthy audience at the local inn. Not all Raconteurs enjoy the adventurous life, however. Some stay comfortably where they are and make it all up

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	-	-	+5	+10	+10	+10	-

Skills

Blather, Charm, Gossip, Performer (Comedian and Storyteller)

Talents

Etiquette or Hardy, Public Speaking, Read/Write, Speak Language (any one), Seasoned Traveler

Career Entries

Agitator, Camp Follower, Dilettante, Entertainer, Rogue, Seaman, Soldier, Student, Vagabond

Career Exits

Charlatan, Courtier, Demagogue, Entertainer, Herald, Initiate, Rapsallion, Rogue

Trappings

Clothing of Best Craftsmanship, Enormous Hat

RAT CATCHER

DESCRIPTION

The Rat Catcher is a common sight throughout the Empire. They can be found in villages, towns, and cities, making a living by disposing of the vermin that infest all dwellings in this unsanitary age. Rat Catchers are often traveling folk, although larger towns and cities have permanent contingents of “vermin soldiers.” Rats are their chief enemy, but they can also dispose of moles, mice, and even fouler pests. City-dwelling Rat Catchers spend a great deal of time in the sewers, wading through rivers of filth in search of their prey. It’s a dirty job but it helps keep the plague away.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+10	-	+5	+10	-	+10	-	+5

Skills

Animal Care, Animal Trainer, Set Trap, Stealth

Talents

Fight or Flight, Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Sling), Tunnel Rat

Career Entries

Chimneysweep, Dung Collector, Grave Robber, Jailer, Runebearer, Sewer Jack, Tomb Robber

Career Exits

Animal Trainer, Bone Picker, Cat Burglar, Dung Collector, Grave Robber, Grave Warden, Jailer, Lamplighter, Sewer Jack, Shieldbreaker, Thief

Trappings

Sling with Ammunition, 4 Animal Traps, Pole with 1d10 dead rats, Small but Vicious Dog

RIVER WARDEN (WC)

DESCRIPTION

A clarion call across the murky waters of the Reik can only mean one thing: Riverwardens. These strong-backed lawmen are commonly perceived by river goers as little better than thugs, as they must harass even innocent vessels when checking for smuggled goods and have learned that politeness and trust do not pay off. The over-worked patrols, which toil through month-long shifts at a time, are responsible for waters too large to be effectively controlled. They spend most of their time concentrating on the worst law-breakers, including pirates, murderers, and barge thieves, and allow most petty misdemeanors to slip with spot-fines. They are a common sight on the rivers, and their patrols extend as far as Kislev.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	-	+10	+10	+5	+10	-	+5	+5	+5

Skills

Gossip, Navigation, Outdoor Survival or Sail, Row, , Secret Signs (Scout), Swim

Talents

Orientation or Very Strong, Speak Language (Kislevarin), Specialist Weapon (Gunpowder)

Career Entries

Boatman, Ferryman, Marine, Roadwarden

Career Exits

Boatman, Marine, Roadwarden, Sergeant, Smuggler, Toll Keeper, Verenan Investigator, Wrecker

Trappings

Pistol with Powder and Ammunition for 10 Shots, Light Armor (Leather Jack), Row Boat, Shield, Uniform, 10 yards of Rope

ROADWARDEN

DESCRIPTION

The Empire consists of pockets of civilization tenuously connected to each other by roads and rivers. Much of the land is heavily forested, and such terrain is home to bandits, Mutants, Beastmen and Goblins. Merely traveling from one city to another is an adventure, despite the constant vigilance of the Roadwardens. These lawmen patrol the roads and tracks of the Empire, protecting travelers and their goods. Since their numbers are small, they work with local militia and Soldiers to deal with larger threats. Most of the time though, it is up to small groups of Roadwardens to deal with all but the worst hazards.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+10	+5	-	+10	-	+5	+5	+10

Skills

Animal Care, Gossip, Drive Cart, Follow Trail or Secret Signs (Scout), Navigation, Outdoor Survival, Ride

Talents

Quick Draw or Rapid Reload, Specialist Weapon Group (Gunpowder)

Career Entries

Coachman, Drover, Exciseman, Ferryman, Messenger, Outrider, River Warden, Watchman

Career Exits

Cadet, Cavalryman, Highwayman, Horsemaster, Messenger, Outlaw, Outrider, River Warden, Scout, Sergeant, Toll Keeper, Verenan Investigator

Trappings

Pistol with 10 Firearm Balls and Gunpowder, Medium Armor (Mail Shirt and Leather Jack), Shield, 10 Yards of Rope, Light Warhorse with Saddle and Harness (or Pony for Halfling)

ROGUE

DESCRIPTION

If Rogues have a creed, it is this: never do an honest day's work if you can avoid it. These fast-talking con men use their charm and luck to make their way in the world. Some work as bawds, professional guides to the dens of vice and inequity to be found in any city. Others are professional gamblers or raconteurs. All Rogues favor their wits over their swords, and they always have a ready story on their lips. While Rogues often have one city as home turf, some travel from place to place, profiting from elaborate schemes and then moving on. The most skilled Rogues go undetected. Their lies are so convincing that even those they have swindled never realize it was a con.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	-	-	+10	+10	+5	+5	+5

Skills

Blather or Secret Language (Thieves' Cant), Charm, Evaluate, Gamble or Secret Signs (Thief), Gossip or Haggle, Performer (Actor or Storyteller)

Talents

Fight or Flight or Flee! or Streetwise, Luck or Sixth Sense, Public Speaking, Speak Language (Reikspiel)

Career Entries

Agitator, Assassin, Duelist, Entertainer, Envoy, Estalian Diestro, Gambler, Horse Coper, Noble, Raconteur, Seaman, Strigany Mystic, Thief, Valet

Career Exits

Charlatan, Chimneysweep, Demagogue, Entertainer, Gambler, Outlaw, Servant, Thief

Trappings

One set of Best Craftsmanship Clothing or Dice or Deck of Cards, 1d10 gc

SCRIBE

DESCRIPTION

Since most citizens of the Empire are illiterate, Scribes are very much in demand. Virtually every government, civil, military or religious institution requires a large number of Scribes for record keeping. There are also public Scribes, who make a living writing and reading letters for the common folk. Scribes are well educated and many go on to become Scholars and lawyers. A few tire of reading about the adventures of others and resolve to have some of their own. With their extensive knowledge of other languages, they make excellent translators for foreign expeditions.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	-	-	+10	+5	+10	+10	+5

Skills

Academic Knowledge (any one), Gossip, Research, Secret Language (Guild Tongue), Trade (Scribe)

Talents

Calligraphy, Linguistics, Read/Write, Speak Language (Classical), Speak Language (Reikspiel or Tilean)

Career Entries

Apprentice Wizard, Cartographer, Hedgecraft Apprentice, Initiate, Warlock

Career Exits

Agitator, Apprentice Wizard, Cartographer, Catechist, Exciseman, Foreman, Initiate, Litigant, Monk, Navigator, Scholar

Trappings

Knife, Pair of Candles, Wax, 5 matches, Illuminated Book, Writing Kit

SEAMAN

DESCRIPTION

Most Imperial seamen come from the province of Nordland, which has a long stretch of coast on the Sea of Claws. The Greatships, Wolfships, and Wargalleys of the Imperial Fleet patrol these waters, protecting the Empire from Norse longships, Bretonnian buccaneers, and the dreaded fleets of Chaos. Hardened Seaman crew these ships, while their compatriots sail merchantmen, pirate vessels, and other privately owned craft. Elven sailors can be found on the Sea of Claws as well, particularly those engaged by their great Merchant Houses. The activity of the region revolves around Marienburg, the greatest port in the Old World. This city and its surrounding area (known as the Wasteland) used to be the imperial province of Westerland but it bought its independence years ago. While Marienburg itself is neutral territory, the Sea of Claws is the site of daily clashes. On blood-soaked decks, Seamen earn their rum ration and their booty.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+5	+10	-	+10	-	-	-	+5

Skills

Climb, Consume Alcohol, Dodge Blow, Row, Sail, Swim

Talents

Hardy or Street Fighting, Seasoned Traveler, Speak Language (Breton, Norse, or Tilean), Strike Mighty Blow or Swashbuckler

Career Entries

Boatman, Envoy, Ferryman, Fisherman, Norse Berserker, River Warden, Smuggler

Career Exits

Marine, Mate, Navigator, Raconteur, Rogue, Smuggler, Wrecker

Trappings

Leather Jerkin, Bottle of Poor Craftsmanship Spirits

SERVANT

DESCRIPTION

There are few lower on the social ladder than Servants. While their work is necessary, they are usually despised by their local superiors. For the scullion, the stable boy, and the serving wench, escape from their hard lives often seems impossible. These unfortunates must perform an unending number of menial tasks for their employers, be they Nobles, Guild Masters, or Innkeepers. It is possible for a Servant to work up to a better position, but the path is difficult. No one wants to listen to the lad that was cleaning the privy last week. Thus many Servants leave their masters behind and become adventurers instead.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	-	+5	-	+10	+5	+10	+5	+5

Skills

Animal Care or Trade (Cook), Blather, Charm, Dodge Blow, Drive Cart, Evaluate or Haggle, Gossip, Sleight of Hand

Talents

Acute Hearing or Fight or Flight or Flee!, Etiquette or Hardy, Lightning Reflexes or Very Resilient, Read/Write

Career Entries

Camp Follower, Forger, Lamplighter, Peasant, Rogue

Career Exits

Agitator, Burgher, Camp Follower, Innkeeper, Lamplighter, Messenger, Monk, Spy, Thief, Valet

Trappings

One Set of Good Craftsmanship Clothing, Pewter Tankard, Tinderbox, Storm Lantern, Lamp Oil

SEWER JACK (AoM)

DESCRIPTION

The Sewer Jacks are a specialized force, under the command of the City Watch, whose purpose is to keep the sewer system and the Undercity secure. A certain amount of courage is required to police the fetid tunnels beneath Middenheim, but the Sewer Jacks are less choosy in their recruiting policy than the other armed forces--partly because there is nearly always a shortage of volunteers for this dangerous and unpleasant duty. A typical patrol of Sewer Jacks is 6-8 strong.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+5	-	+10	+5	-	+10	-	+5

Skills

Dodge Blow, Follow Trail or Secret Signs (Scout), Climb, Swim, Stealth

Talents

Quick Draw or Resistance to Disease, Tunnel Rat

Career Entries

Jailer, Militiaman, Peasant, Rat Catcher, Shieldbreaker, Watchman

Career Exits

Mercenary, Rat Catcher, Sergeant, Shieldbreaker, Smuggler, Veteran, Watchman

Trappings

Crossbow with 10 Bolts, Lantern, Light Armor (Leather Jack)

SLAVE (JM)

DESCRIPTION

A pitiful lot tis thee.

Note: This career is usually imposed upon players by the GM. To exit this career, you need to escape your captors.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+2	+5	-	+5	+5	+10	-	-	-	+10

Skills

Blather, Stealth, Speak Language (Captors)

Talents

Acute Hearing or Excellent Vision, Fight or Flight or Flee! or Hardy, Very Strong or Very Resilient

Career Entries

Any

Career Exits

Previous Career, The Sweet Release of Death

Trappings

None

SMUGGLER

DESCRIPTION

Most of the sea and road of the Old World is subject to duties and taxes. Imperial tax collectors, local excisemen, petty lords, and anyone with enough muscle can place a duty on the movement of goods. Legal taxes are bad enough, but many pirates and Outlaw Chiefs also demand a cut to allow safe passage. In large ports like Marienburg, nearly everything moving in or out is taxed in some way. Given this state of affairs, the Smugglers' trade continues to thrive. While smuggling is, of course, illegal, most folks in the Empire don't think much of cutting a few corners. In their minds, the taxmen and bureaucrats are the real thieves.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	-	-	+10	+10	-	+10	+5

Skills

Drive Cart or Row, Evaluate, Gossip or Secret Language (Thieves' Cant), Haggle, Secret Signs (Thief), Swim

Talents

Dealmaker or Streetwise, Speak Language (Breton or Kislevarin)

Career Entries

Bailiff, Boatman, Bone Picker, Camp Follower, Coachman, Engineer, Ferryman, Innkeeper, Lamplighter, Marine, Miner, River Warden, Seaman, Sewer Jack, Shieldbreaker, Stevedore

Career Exits

Boatman, Charlatan, Ex-Convict, Fence, Ferryman, Forger, Seaman, Shieldbreaker, Thief, Wrecker

Trappings

Light Armor (Leather Jack), 2 Torches, Draft Horse and Cart or Rowing Boat

SOLDIER

DESCRIPTION

Every province and city-state in the Empire maintains its own army, trained and equipped at its own expense. Together these regional forces make up the Imperial Army, though they are often supplemented with militia troops and Mercenaries. These soldiers are full-time, paid professionals, usually drawn from the Peasant or Burgher classes. They man the Empire's fortresses, patrol the borders, and repel invaders. Most Soldiers of the infantry train them with either the halberd or the firearm. Although dominated by the nobility, the Imperial Army also promotes based on ability and it is possible to rise through the ranks to a command position (though the bigotry of the ruling class makes this difficult). Imperial Dwarfs and Halflings are usually formed into their own units.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+10	-	-	+10	-	+5	-	+5

Skills

Animal Care or Heal, Dodge Blow, Drive Cart or Ride, Gamble or Gossip, Intimidate

Talents

Disarm or Quick Draw, , Sharpshooter or Strike Mighty Blow, Specialist Weapon Group (Gunpowder or Two-handed), Strike to Injure or Focused Strike or Rapid Reload, Strike to Stun or Mighty Shot

Career Entries

Executioner, Flagellant, Hunter, Messenger, Temple Guardian, Toll Keeper, Watchman

Career Exits

Cadet, Horsemaster, Knight of the Verdant Field, Mercenary, Outrider, Raconteur, Sergeant, Vagabond, Veteran, Watchman

Trappings

Great Weapon (Halberd) or Firearm with ammunition for 10 Shots, Shield, Light Armor (Full Leather Armor), Uniform

SQUIRE

DESCRIPTION

Squires are Knights in training. Often of Noble blood, they assist Knights on and off the field of battle. Though they can appear to be nothing more than glorified Servants, fetching food and wine for their lord or tending to his horses and panoply, the grueling work is meant to toughen up the Squires and ready them for knighthood. Their lords are also supposed to provide them with martial training, though some are lax in this duty. Favored Noble sons serve as Squires for a few months at best, while those less fortunate spend years trying to earn their spurs.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+5	+5	+5	+5	+5	-	-	-

Skills

Academic Knowledge (Genealogy/Heraldry), Animal Care, Animal Training, Charm or Gossip, Dodge Blow, Ride

Talents

Etiquette, Speak Language (Breton or Reikspiel), Specialist Weapon Group (Cavalry), Strike Mighty Blow

Career Entries

Cadet, Cavalryman, Cult Attendant, Herald, Noble, Temple Guardian, Valet

Career Exits

Black Guard, Cadet, Cavalryman, Knight, Knight of the Blazing Sun, Knight Panther, Horsemaster, Noble, Outlaw, Pistolier, Sergeant, Veteran

Trappings

Demilance, Medium Armor (Mail Shirt, Mail Coif, Leather Jack), Shield, Horse with Saddle and Harness

STEVEDORE (WC)

DESCRIPTION

Stevedores are specialist dockers, trained to properly pack and unpack cargo holds. Loading a ship is skill-intensive and dangerous work, for vessels can overbalance and capsize if packed incorrectly, and unsecured cargos can crush the unwary. Within the claustrophobic ship interiors, Stevedores wind “stevedore lashings” (special knots) with wedges of wood to secure and protect the heavy freight. Many Stevedors specialize in “porting” one type of cargo, as each good requires different skills to manipulate, stack, and pack correctly. Thus, most larger wharfs have gangs of “porters” that identify themselves according to the goods they import or export, including fish porters, meat porters, and deal porters (for timber). None are more famous than the black-liveried coal porters of Nuln, known for their anything-goes attitude and love of bawdy docker songs. Stevedores wear distinctive cloth watch caps dyed with their gang colors, both to identify allegiances and protect themselves from the elements. Stevedore gangs jealously guard their wharfs from rivals, and it takes little provocation for them to dish out lashings of a different kind.

Advance Scheme

W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	-	+5	+10	+10	+5	-	+5	-	+5

Skills

Consume Alcohol or Gamble, Dodge Blow or Climb, Gossip, Performer (Singer), Secret Language (Guild Tongue), Swim

Talents

Lighting Reflexes or Sturdy, Very Strong

Career Entries

Boatman, Peasant

Career Exits

Boatman, Foreman, Marine, Merchant, Smuggler, Thief, Thug, Tradesman

Trappings

Light Armor (Leather Jack), Watch Cap in Gang Colors, 10 Yards of Rope, 1d10 Wooden Spikes

STRIGANY MYSTIC (NDM)

DESCRIPTION

The people of Strigos were scattered to the winds when their lands were destroyed and have since taken up a nomadic life. They roam the Empire in caravan trains or river barges, making money where they can and stealing when they can't. Their history under the Vampires ensures they maintain their traveling lifestyle, marking them not just as thieves and cutthroats but also necromancers and servants of darkness. In truth, most of them are simple woodsmen, entertainers, or vagabonds, but a few do know something of witchcraft, a little of fortune telling, and a large amount of Vampire lore. These mystics were taught the true and complete history of their people, and they carry the secret knowledge from those ancient days, as well as the promise of their Strigos lords to one day return and lead them back to glory.

Note: Strigany mystic is only available to those of Strigany blood. Being of that blood imposes a -10 penalty to all Fellowship Tests when dealing with a person of the Empire.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	-	-	+5	+20	+10	+5	-

Skills

Academic Knowledge (Necromancy), Charm, Divination, Drive or Ride, Evaluate, Gossip, Haggle, Hypnotism or Divination or Trade (Apothecary), Performer (any), Secret Signs (Astrologer or Ranger), Sleight of Hand

Talents

Sixth Sense, Rover or Seasoned Traveler, Speak Language (Strigany)

Career Entries

None

Career Exits

Astrologer, Bone Picker, Charlatan, Entertainer, Hedge Wizard, Hedgecraft Apprentice, Rogue, Seer, Thief

Trappings

Deck of Cards, Eldritch Jewelry

STUDENT

DESCRIPTION

The great cities of the Empire have many universities. Most, like the Imperial School of Engineering in Altdorf, are funded by the state. The first college in the Empire was established in Nuln and that city is still famous for its learning institutions (and, ironically, its Imperial Gunnery School). Students across the Empire can choose from a wide variety of courses, from history to anatomy to science. Of course, many study nothing more than the bottom of a bottle and wash out of school in less than a year. Elven Students don't go to Imperial universities, but learn from their own loremasters instead. Halfling students are admitted to Universities on sufferance, due to an obscure piece of Imperial Ordinance demanded by the Elders of the Moot.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	-	-	+10	+10	+5	+10	+5

Skills

Academic Knowledge (any two) or Heal, Gossip, Charm or Consume Alcohol, Research

Talents

Etiquette or Linguistics, Read/Write, Savvy or Suave, Seasoned Traveler or Super Numerate, Speak Language (Classical), Speak Language (Reikspiel)

Career Entries

Cadet, Envoy, Forger, Grave Robber, Minstrel, Noble, Valet

Career Exits

Agent of the Shroud, Agitator, Apothecary, Apprentice Wizard, Astrologer, Barber-Surgeon, Cadet, Cartographer, Catechist, Dilettante, Embalmer, Engineer, Envoy, Forger, Gambler, Initiate, Litigant, Midwife, Penitent, Physician, Raconteur, Scholar

Trappings

Two Textbooks corresponding to Knowledge Skills, Writing Kit

TEMPLE GUARDIAN (ToS)

DESCRIPTION

Temple Guardians are chosen, not from amongst the brightest members of a congregation, who would be far better put to use elsewhere, but rather from among those whose skills lie in a more physical area. They are expected to be above reproach, and to resist the temptation to steal from their own temples. Some cults ensure this behavior by telling particularly horrid tales of the fate that awaits such traitors in the afterlife, while others simply encourage temple guardians to keep a close eye on one another, rewarding with great wealth any accusation or disloyalty that proves to be true.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+5	+5	+5	+5	-	+5	-	+5

Skills

Dodge Blow, Gossip, Intimidate

Talents

Cool Headed or Stout Hearted, Strike Mighty Blow, Strike to Stun

Career Entries

Initiate, Grave Warden, Militiaman, Watchman, Zealot

Career Exits

Initiate, Mercenary, Soldier, Squire, Watchman

Trappings

Light Armor (Leather Jack), Robes or Uniform

THIEF

DESCRIPTION

The Empire is home to many honest, hard working citizens and Thieves are dedicated to taking as much of their money as possible. They tend to be jacks-of-all-trades, willing and able to take advantage of any moneymaking opportunity that comes along. Specialist Thieves include blackmailers, embezzlers, kidnappers, pickpockets, and cattle thieves. Towns and cities of any size have Thieves' Guilds, which control and organize criminal activity. A few towns have more than one guild, which leads to vicious fighting until one guild eliminates its rival. The most successful Thieves' Guilds own so many legitimate businesses that over time they turn into Merchant Guilds. It is a rare guild that leaves its larcenous ways behind, however.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	+5	+5	-	-	+15	+10	-	+5	+10

Skills

Charm or Climb, Evaluate or Disguise, Gamble or Pick Lock, Sleight of Hand, Secret Language (Thieves' Cant) or Secret Signs (Thief), Stealth

Talents

Alley Cat or Streetwise, Read/Write, Sinister Strike, Super Numerate or Trapfinder

Career Entries

Entertainer, Exciseman, Grave Robber, Interrogator, Militiaman, Outlaw, Protagonist, Rat Catcher, Rogue, Servant, Smuggler, Stevedore, Strigany Mystic, Toll Keeper, Tomb Robber, Vagabond, Wrecker

Career Exits

Cat Burglar, Charlatan, Chimneysweep, Entertainer, Ex-Convict, Fence, Gambler, Rogue, Tomb Robber, Verenan Investigator

Trappings

Light Armor (Leather Jerkin), Sack, Lockpicks, 10 Yards of Rope

THUG

DESCRIPTION

In the criminal underworld, strength and viciousness are highly prized virtues and no profession illustrates this more clearly than the Thug. When protection money is owed, when Agitators threaten to expose corruption, or when rivals overstep themselves, the Thug is there. A few thwacks with a club is usually enough to send the right message, but harder cases get the full treatment. It's wisest to flee in such circumstances, but the graveyards are full of those that thought quick wits would be enough to save them. Every Thieves' Guild and criminal organization has Thugs in its ranks.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	+5	+5	-	+5	+5	-	-

Skills

Consume Alcohol, Dodge Blow, Gamble, Intimidate, Secret Language (Thieves' Cant)

Talents

Coolheaded or Lightning Reflexes, Disarm, , Resistance to Poison or Quick Draw, Strike to Injure or Focused Strike or Wrestling, Strike to Stun or Sinister Strike

Career Entries

Dung Collector, Ex-Convict, Executioner, Marine, Protagonist, Stevedore

Career Exits

Bodyguard, Ex-Convict, Executioner, Interrogator, Mercenary, Pit Fighter, Racketeer

Trappings

Knuckle-dusters, Medium Armor (Mail Shirt and Leather Jerkin)

TOLL KEEPER

DESCRIPTION

Collecting money for the government is a thankless job. Doing so in the midst of the wilderness is practically a death sentence. Toll Keepers live in isolated roadside houses, collecting money from passing travelers. The monies collected go towards the upkeep of the roads, but that doesn't stop travelers from berating, beating, and even killing Toll Keepers trying to do their jobs. If that weren't bad enough, tollhouses are prime targets for bandits. A Toll Keeper's life is so fraught with peril and few do it for very long, despite the high wages the position pays.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+5	+5	+10	+5	-	+5	-	+5

Skills

Dodge Blow, Evaluate, Gossip or Haggle

Talents

Lightning Reflexes or Marksman, Read/Write, Speak Language (Breton, Kislevarin, or Tilean)

Career Entries

Bailiff, Coachman, Lamplighter, River Warden, Roadwarden

Career Exits

Exciseman, Ferryman, Fieldwarden, Highwayman, Outlaw, Soldier, Politician, Thief

Trappings

Chest, Crossbow with 10 Bolts, Medium Armor (Mail Shirt and Leather Jerkin), Shield, 1d10 gc

TOMB ROBBER

DESCRIPTION

Tomb Robbers differ from Grave Robbers in that they are interested in the valuables to be found in burial sites rather than the bodies themselves. Although very few graves in the Old World include valuable goods these days, there are many ancient burial sites that contain priceless treasures. Tomb Robbers are experts in locating such sites and plundering their riches. Secret tombs are usually in dangerous and inaccessible areas. Those within the Empire's borders are revered and protected by local inhabitants, so accessing these sites can be just as dangerous. Clever traps and deceptions protect the richest tombs and skilled Tomb Robbers must learn to disarm or bypass them. Few survive long enough to raid more than one tomb.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	-	-	+10	+5	+10	+10	+5

Skills

Secret Signs (Thief), Outdoor Survival, Evaluate, Pick Lock or Stealth, Climb

Talents

Luck or Sixth Sense, Trapfinder or Tunnel Rat, Read/Write, Speak Language (Classical, Khazalid, or Eltharin)

Career Entries

Dilettante, Runebearer, Shieldbreaker, Thief

Career Exits

Agent of the Shroud, Ex-Convict, Fence, Rat Catcher, Shieldbreaker, Thief, Vampire Hunter

Trappings

Light Armor (Leather Jack), Crowbar, Lantern, Lamp Oil, 10 Yards of Rope, 2 Sacks

TRADESMAN

DESCRIPTION

Tradesmen are skilled laborers and craftsmen. Although they tend to cluster together in cities, they can also be found in villages across the Empire. They provide many of the goods used by Merchants when trading abroad, and are valued as an important part of the Empire's economy. Tradesmen include apothecaries, armorers, bowyers, brewers, calligraphers, carpenters, cartographers, gem cutters, gunsmiths, herbalists, peddlers, shipwrights, smiths, stoneworkers, tailors, and weapon smiths. Each trade has its own guild, though not all guilds have local chapters.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	+5	+5	+10	-	+10	+5	+5

Skills

Animal Care or Gossip, Drive Cart, Haggle, Evaluate, Secret Language (Guild Tongue), Trade (any two)

Talents

Dealmaker or Savvy, Read/Write

Career Entries

Barber-Surgeon, Burgher, Camp Follower, Dilettante, Forger, Peasant, Stevedore, Watchman

Career Exits

Artisan, Cartographer, Embalmer, Engineer, Envoy, Farmer, Foreman, Forger, Merchant, Militiaman, Zealot

Trappings

Light Armor (Leather Jerkin), Trade Tools (according to Trade), 1d10 gc

VAGABOND

DESCRIPTION

Vagabonds love life on the road. The traditional Peasant or Burgher existence seems like a prison to them. Who wants to wake up in the same village or city every day, doing the same thing as yesterday? Vagabonds are footloose wanderers who look on each day as a new adventure. They may take on odd jobs here and there to earn some brass, but they never stay in one place for long. The road beckons, with the promise of something better always over the hill. While they do love to travel, they are not ignorant of the dangers of the road. Vagabonds can thus often be found in traveling companies, formed for mutual protection. The law has little love for these groups and in many places Vagabonds are viewed as common criminals.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+10	-	-	+10	+5	-	+5	+5

Skills

Gossip or Secret Language (Ranger Tongue or Thieves' Cant), Haggle or Swim, Heal, Navigation, Outdoor Survival, Performer (Dancer, Singer, or Storyteller) or Secret Signs (Ranger or Thief), Stealth

Talents

Fleet Footed or Rover, Marksman or Orientation, Seasoned Traveller

Career Entries

Anchorite, Badlander, Barber-Surgeon, Camp Follower, Cat Burglar, Cartographer, Charcoal-Burner, Entertainer, Envoy, Ex-Convict, Fieldwarden, Hedge Wizard, Horned Hunter, Kithband Warrior, Midwife, Outlaw, Penitent, Pilgrim, Soldier, Warlock, Witch, Woodsman

Career Exits

Badlander, Bone Picker, Dung Collector, Entertainer, Friar, Gambler, Raconteur, Rapsallion, Scout, Thief, Woodsman

Trappings

Back Pack, Rations (1 week), Tent, Water Skin

VALET

DESCRIPTION

A Valet is a personal manservant for a Nobleman, high-ranking military commander, or wealthy Burgher. He is responsible for the comfort and appearance of his charge, including grooming, wardrobe, and presentation. A Valet is ready with a hat and cloak when it's raining, a walking stick for outdoor jaunts, and a dress coat for formal occasions. A well-trained Valet is indispensable for the style-conscious Noble. Though they enjoy a lifestyle most Servants would kill for, Valets often resent the vacuous Nobles they are forced to attend. Women who perform these services for Noblewomen are known as handmaidens.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
-	-	-	-	-	+10	+10	+5	+10	+5

Skills

Academic Knowledge (Genealogy/Heraldry), Blather, Evaluate, Gossip or Haggle

Talents

Coolheaded or Suave, Dealmaker or Seasoned Traveler, Etiquette, Read/Write, Speak Language (Breton or Reikspiel)

Career Entries

Burgher, Servant

Career Exits

Cult Attendant, Herald, Rogue, Squire, Steward, Student

Trappings

Cologne, Purse, Two sets of Best Craftsmanship Clothing, Uniform

WATCHMAN

DESCRIPTION

Originally, cities and towns were responsible for recruiting and maintaining their own watch organizations. Corruption was so widespread that the Emperor gave the job to the army instead. Now, certain regiments on garrison duty must serve as the town watch. This has cut down dramatically on corruption, though the army itself is not immune. Watchmen are responsible for maintaining law and order and are empowered to make arrests. They also double as fire fighters in smaller towns. For some Soldiers, watch duty is a temporary assignment. For others, it becomes a lifelong career.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	+5	+5	-	+5	+5	-	+10	+10

Skills

Academic Knowledge (Law), Dodge Blow, Follow Trail, Gossip, Intimidate

Talents

Coolheaded or Savvy, Disarm or Street Fighting, Strike Mighty Blow, Strike to Stun

Career Entries

Grave Warden, Jailer, Lamplighter, Sewer Jack, Soldier, Temple Guardian

Career Exits

Mercenary, Racketeer, Roadwarden, Sergeant, Soldier, Sewer Jack, Temple Guardian, Tradesman, Verenan Investigator

Trappings

Light Armor (Leather Jack), Lantern and Pole, Lamp Oil, Uniform

WOODSMAN

DESCRIPTION

Woodsmen live among the mighty forests of the Empire, looking after trees they will fell for timber. The most fortunate Woodsmen work for Noble families on large estates. The braver souls work on the edges of civilization, helping to expand the settled lands. These Woodsmen must deal with all of the dangers of the forests, from pitfalls and bandits to wild animals and Beastmen. They always keep their axes handy and not just for chopping wood. Woodsmen have been known to clash with Elves, since the Elves do not take kindly to the clearing of their precious forests.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	+10	-	+5	-	+10	-	+5

Skills

Follow Trail or Set Trap, Climb, Secret Language (Ranger Tongue), Secret Signs (Ranger), Stealth

Talents

Fleet Footed or Very Resilient, Rover, Specialist Weapon Group (Two-handed)

Career Entries

Charcoal-Burner, Vagabond

Career Exits

Druidic Initiate, Hunter, Knight of the Verdant Field, Militiaman, Outlaw, Scout, Vagabond

Trappings

Great Weapon (Two-handed Axe), Light Armor (Leather Jack), Antitoxin Kit

WRECKER (WC)

DESCRIPTION

The long rivers of the Old World are dangerous places, made all the more so by Wreckers. These river pirates seek to sink vessels then raid the wrecks. Their techniques for doing this vary, though most lure the unwary into rocky shallows to hole their hulls. Although only interested in cargo, some Wreckers make a habit of killing, wary of escapees that may inform Riverwardens of their identities or locations. In lean times, it is not unknown for entire communities to turn to wrecking to feed their starving families. Whilst most of these are desperate and only “short-term” sorts, some Wrecker crews are very experienced, targeting even well-guarded traders. Such crews rarely stay in one place for any length of time, for their activities soon draw attention from Riverwardens, Bounty Hunters, and local Militiamen.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+5	+10	-	+5	+5	+5	+5	-	+5

Skills

Consume Alcohol or Dodge Blow, Gamble or Navigation, Outdoor Survival or Sail, Row, Secret Signs (Ranger), Swim

Talents

Orientation or Rover, Sharpshooter or Strike to Stun, speak Language (Kislevarin)

Career Entries

Boatman, Ferryman, Marine, Outlaw, Peasant, Riverwarden, Seaman, Smuggler

Career Exits

Boatman, Marine, Outlaw, Thief, Veteran

Trappings

Bow with 10 Arrows, Light Armor (Leather Jack), Row Boat

ZEALOT

DESCRIPTION

Zealots have lost it all. Maybe their families were murdered by Beastmen or their villages sacked by Orcs. Or conniving Merchants destroyed their businesses or powerful Nobles carried off their daughters. Whatever the case, nothing was left for these men and women but religion. They found solace in the angry sermons of the warrior Priests of Sigmar or Ulric. Now they wander the empire in tattered clothes, looking to smite the minions of evil an Chaos. They want redemption through blood--be it their own or that of the enemies. They may not have the training of Soldiers but they do have the fire of faith and that is a strong weapon indeed.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+1	+10	-	+5	+10	-	+5	+10	-	-

Skills

Academic Knowledge (Theology), Charm, Intimidate

Talents

Coolheaded or Very Strong, Hardy or Suave, Public Speaking, Read/Write, Specialist Weapon Group (Flail)

Career Entries

Agitator, Cantor, Catechist, Hedgecraft Apprentice, Initiate, Judicial Champion, Monk, Peasant, Pilgrim, Tradesman

Career Exits

Agitator, Catechist, Initiate, Flagellant, Friar, Penitent, Outlaw, Temple Guardian

Trappings

Flail or Morning Star, Light Armor (Leather Jack), Bottle of Good Craftsmanship Spirits