

KALEVALA HAMMER
WARHAMMER FANTASY ROLEPLAY
UNOFFICIAL RULE EXPANSION

Bestiary Expansion

by Jackdays



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NORSE NPC

Special Talents & Traits:

Following Talents & Trait are used in this document.

Animal Whisperer [Talent]

Description: You are an expert at training different animals and monsters. When trying to train animals and monsters you gain a +20% bonus to Animal Training Tests and +10% bonus to Animal Care and Charm Animal Tests.

Chosen of Chaos [Trait]

Description: You are a favoured servant of the Ruinous Powers. Whenever you gain a mutation, you may roll twice and select the more favourable result.

Inured to Chaos [Trait]

Description: If you have a mutation, you gain a +10% bonus to tests made to resist gaining additional mutations.

Provincial Expertise [Talents]

Description: You are deeply familiar with your homeland. Select a province or region within your native country. You receive a +10% bonus to all related Common Knowledge Tests.

Ulfwerenar:

Following Rules are expansion to Were (Ulfwerenar) rules found from the *Tome of Corruption: A Catalogue of Change* (WFRP2 sourcebook).

Were or Ulfwerenar

Fear 1/2/5

Type: Single

Description: Ulfwerenar can change their form into a beast-Human hybrid (usually a wolf or bear). Gain the *Frenzy* Talent. Whenever Ulfwerenar enters a frenzy, it transforms to a beast (Were form). This changes both Profiles, Skills, Talents and Traits. Change remains for as long as Ulfwerenar is in the frenzied state. *Rule Expansion:* If Were person has following Skills and Talents those remain when they turn to Were-Beast: Dodge Blow, *Inured to Chaos*, *Strike Mighty Blow*, *Strike to Injure*. Also Were-Beast gains always 1 Fear Point (rules found in *Tome of Corruption*) and this gives *Menacing* Talent. Also:

- If Were-Beast form has both **Strength** and **Toughness** Characteristics 50+ and **Wounds** 15+ it gains 2 Fear Points, which gives *Unsettling* Trait.
- If both **Strength** and **Toughness** are 60+ and **Wounds** 20+ then it gains 5 Fear Points and *Frightening* Trait. Then the Were-Beast form is truly huge and monstrous.

- Were or Ulfwerenar Profile Bonuses -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	+10%	+10%	+20%	-10%	-10%	-20%

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
+1	+5	-	-	+1	-	-	-

Skills: Concealment, Follow Trail, Perception, Silent Move, Swim

Talents: Frenzy

Traits: Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

Tier 1

Norse Beastmaster

Career: Animal Trainer [*Norsca: The Tribes*]

Race: Male Human (Norseman)

Insanity Points: 1

- Norse Beastmaster Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37	34	39 (3)	43(4)**	35	36	32*	40

Skills: Animal Care (Int), Animal Training (Fel), Charm Animal (Fel), Common Knowledge (Norsca) (Int), Consume Alcohol (T), Outdoor Survival (Int), Perception (Int), Ride (Ag), Scale Sheer Surfaces (S), Silent Move (Ag), Speak Language (Norse) (Int)

Talents: Animal Whisperer, Coolheaded*, Provincial Expertise (Any Tribe), Specialist Weapon Group (Entangling), Trick Riding, Very Resilient**

Traits: Inured to Chaos

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 14

Armour (Light): Full Leather Armour (Head 1, Arms 1, Body 1, Legs 1)

Weapons: Unarmed Strike (1d10-1; double AP value), Spear (1d10+3; Fast), Shield (1d10+1; Defensive, Special); Bow (1d10+3; Range 24/48; Reload Half)

Slaughter Margin: Routine

Norse Berserker / Ulfwerenar

Career: Berserker

Race: Male Human (Norseman)

Insanity Points: 2

- Norse Berserker / Ulfwerenar Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47	29	44 (4)	48 (4)*	30	26	37	30
57	0	54 (5)	58 (5)*	50	16	27	10

Skills (Berserker): Common Knowledge (Norsca) (Int +10), Consume Alcohol (T +10), Intimidate (S), Outdoor Survival (Int), Performer (Storyteller) (Fel), Sail (Ag), Speak Language (Norse, Reikspiel) (Int), Swim (S)

Skills (Were): Concealment (Ag), Follow Trail (Int), Perception (Int), Silent Move (Ag), Swim (S)

Talents (Berserker): Frenzy, Menancing, Provincial Expertise (Any Tribe), Quick Draw, Specialist Weapon Group (Two-handed), Very Resilient*

Traits (Berserker): Inured to Chaos, Mutations (Were or Ulfwerenar)

Talents (Were): Frenzy

Traits (Were): Inured to Chaos, Keen Senses, Mutations (Were or Ulfwerenar), Natural Weapons (Fangs & Claws), Night Vision, Unsettling

Combat

Attacks: 1 (2 Were); **Movement:** 4 (5 Were); **Wounds:** 14 (19 Were)

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons (Berserker): Unarmed Strike (1d10; double AP value), Great Weapon (Axe, Sword) (1d10+4; Impact, Slow)

Weapons (Were): Fangs & Claws (1d10+5)

Slaughter Margin: Average / Challenging

Mutations

All Ulfwerenar gain the *Were* mutation. Check more above from Ulfwerenar.

Norse Reaver

Career: Reaver [*Tome of Corruption*]

Race: Male Human (Norseman)

Insanity Points: 1

- Norse Reaver Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
42	29	44 (4)	43(4)**	30 (40)	26	27	30

Skills: Common Knowledge (Any one, Norsca) (Int), Consume Alcohol (T +10), Dodge Blow (Ag), Outdoor Survival (Int), Row (S), Sail (Ag +10), Scale Sheer Surfaces (S), Speak Language (Norse, Reikspiel) (Int), Swim (S)

Talents: Provincial Expertise (Any Tribe), Seasoned Traveller, Street Fighting, Strike Mighty Blow*, Very Resilient**

Traits: Inured to Chaos

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 14

Armour (Medium): Full Leather Armour, Mail Shirt, Helmet (Head 3, Arms 1, Body 3, Legs 1; -10 Ag)

Weapons: Unarmed Strike (WS 52; 1d10+2*), Hand Weapon (Axe, Sword) (1d10+5*), Shield (1d10+3*; Defensive, Special)

Slaughter Margin: Average

Norse Skald

Career: Skald [*Tome of Corruption*]

Race: Male Human (Norseman)

Insanity Points: 1

- Norse Skald Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37	29	39 (3)	38(3)**	35	36	32	45*

Skills: Academic Knowledge (History) (Int), Blather (Fel), Charm (Fel), Common Knowledge (Chaos Wastes) (Int), Common Knowledge (Norsca) (Int +10), Consume Alcohol (T), Gossip (Fel), Outdoor Survival (Int), Perception (Int), Performer (Musician, Storyteller) (Int), Sail (Ag), Speak Language (Any one, Reikspiel) (Int), Speak Language (Norse) (Int +10)

Talents: Mimic, Provincial Expertise (Any Tribe), Public Speaking, Suave*, Very Resilient**

Traits: Inured to Chaos

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 14

Armour (Light): Leather Jack, Leather Skullcap (Head 1, Arms 1, Body 1, Legs 0)

Weapons: Unarmed Strike (1d10-1; double AP value), Hand Weapon (Axe, Sword) (1d10+3), Shield (1d10+1; Defensive, Special)

Slaughter Margin: Routine

Norse Shaman of the Dark Gods

Career: Maledictor (ex-Seer [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 1

- Norse Shaman of the Dark Gods Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	29	34 (3)	38(3)**	35	41*	42	45

Skills: Academic Knowledge (Damonology, Magic) (Int), Channelling (WP +10), Charm Animal (Fel), Common Knowledge (Norsca) (Int), Consume Alcohol (T), Magical Sense (WP +10), Outdoor Survival (Int), Perception (Int), Sail (Ag), Read/Write (Int), Search (Int), Speak Arcane Language (Daemonic, Magick) (Int), Speak Language (Norse, Reikspiel) (Int)

Talents: Aethyric Attunement, Hedge Magic, Petty Magic (Chaos, Hedge), Provincial Expertise (Any Tribe), Public Speaking, Savvy*, Very Resilient**

Traits: Inured to Chaos, Mutations (varies)

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 14

Magic: 1; Petty Magic (Chaos, Hedge)

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed Strike (1d10-1; double AP value), Quarter Staff (1d10+1; Defensive, Pummeling)

Slaughter Margin: Routine

Mutations

All Chaos Sorcerers must have at least one mutation. If you have *Tome of Corruption*, then use mutation tables dedicated to Chaos God that Sorcerer has offered his body and soul. During the time there probably will be more mutations. Here are few possibilities based on the God (bonuses not added):

- **Corrosive Vomit (Nurgle):** Sorcerers stomach houses a particularly toxic soup of corrosive fluid, much like that of a Troll's. Once every 1d10 rounds as a half action, you can spray the contents of your gut into an adjacent square. The vomit hits automatically for a Damage 2 hit and ignores all Armour Points. This spew may be dodged but not parried. Also Warrior gains +1d10 to your Toughness Characteristic.
- **Cloud of Flies (Nurgle):** A cloud of vile horseflies find in Sorcerers the perfect friend and hovering around the Sorcerer, crawling in his nose and mouth to nuzzle in the moisture of his body. When Sorcerer is threatened, they grow angry and swarm about Sorcerers head. Opponents using melee weapons against Sorcerer take a -10% penalty to their Weapon Skill Tests as the flies crawl into their noses, mouths, and eyes. Variations maybe also beetles, cockroaches or even termites.
- **Bizarre Coloration (Slaanesh):** Sorcerer skin pigment is unnatural. Entire body is strangely coloured (white, red, yellow, blue, orange, purple...etc.).
- **Scorpion Tail (Slaanesh):** A sinister-looking tail sprouts from Sorcerers back. It is covered in black, brown, and orange plates, and ends with a hooked stinger. Sorcerer may make attacks with his tail. Each successful attack deals an SB Damage hit. If Sorcerer deals damage, the victim must succeed on a Challenging (-10%) Toughness Test or become poisoned, dying after a number of rounds equal to the victim's Toughness Bonus.
- **Beak (Tzeentch):** Sorcerers face twists and controrts, and the flesh around his mouth lengthens and hardens, forming a beak. Sorcerer can use his beak to make attacks. Beak (1d10+2).
- **Wings - Medium (Tzeentch):** Sorcerer has a pair of leathery wings. They give Sorcerer *Hoverer* Trait. Movement is equal to Warriors Movement Characteristic.

Tier 2

Norse Berserker Veteran / Ulfwerenar Veteran

Career: Veteran (ex-Berserker)

Race: Male Human (Norseman)

Insanity Points: 4

- Norse Berserker Veteran / Ulfwerenar Veteran Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52	49	49 (4)+	48(4)**	45	26	42	30
62	0	59 (5)+	58(5)**	65	16	32	10

Skills (Berserker): Common Knowledge (the Empire) (Int), Common Knowledge (Norsca) (Int +10), Consume Alcohol (T +20), Dodge Blow (Ag), Gamble (Int), Gossip (Fel), Intimidate (S +10), Outdoor Survival (Int), Perception (Int), Performer (Storyteller) (Fel), Sail (Ag), Secret Language (Battle Tongue) (Int), Speak Language (Norse, Reikspiel) (Int), Swim (S)

Skills (Were): Concealment (Ag), Dodge Blow (Ag), Follow Trail (Int), Perception (Int), Silent Move (Ag), Swim (S)

Talents (Berserker): Frenzy, Menancing, Provincial Expertise (Any Tribe), Quick Draw, Specialist Weapon Group (Flail, Throwing, Two-handed), Strike Mighty Blow*, Strike to Injure***, Very Resilient**, Very Strong+

Traits (Berserker): Inured to Chaos, Mutations (Were or Ulfwerenar)

Talents (Were): Frenzy, Strike Mighty Blow*, Strike to Injure***

Traits (Were): Inured to Chaos, Keen Senses, Mutations (Were or Ulfwerenar), Natural Weapons (Fangs & Claws), Night Vision, Unsettling

Combat

Attacks: 2 (3 Were); **Movement:** 4 (5 Were); **Wounds:** 18 (23 Were)

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons (Berserker): Unarmed Strike (1d10+1*; CV+1***; double AP value), Great Weapon (Axe, Sword) (1d10+5*; CV+1***; Impact, Slow)

Weapons (Were): Fangs & Claws (1d10+6*; CV+1***)

Slaughter Margin: Challenging

Mutations

All Ulfwerenar gain the *Were* mutation. Check more above from Ulfwerenar.

Norse Chaos Warrior

Career: Chaos Warrior (ex-Warleader [*Tome of Corruption*], ex-Reaver [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 4

- Norse Chaos Warrior Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52	29	59 (5)+	58(5)**	30 (40)	31	37	40

Skills: Animal Care (Int), Command (Fel +10), Common Knowledge (Any one, Chaos Wastes, Norsca) (Int), Consume Alcohol (T +20), Dodge Blow (Ag +10), Follow Trail (Int), Intimidate (S +10), Navigation (Int), Outdoor Survival (Int +10), Perception (Int +10), Ride (Ag), Row (S), Sail (Ag +10), Scale Sheer Surfaces (S), Search (Int), Speak Language (Kurgan, Norse, Reikspiel) (Int), Swim (S)

Talents: Fearless, Provincial Expertise (Any Tribe), Orientation, Seasoned Traveller, Specialist Weapon Group (Flail, Two-handed), Street Fighting, Strike Mighty Blow*, Strike to Injure***, Very Resilient**, Very Strong+

Traits: Inured to Chaos, Mutations (varies), Unsettling

Combat

Attacks: 3; **Movement:** 4; **Wounds:** 17

Armour (Heavy): Full Plate (Head 5, Arms 5, Body 5, Legs 5; Ag -10)

Weapons: Unarmed Strike (WS 62; 1d10+3*; CV+1***), Hand Weapon (Axe, Sword) (1d10+6*; CV+1***), Shield (1d10+4*; CV+1***; Defensive, Special), Great Weapon (Axe, Sword) (1d10+6*; CV+1***; Impact, Slow)

Slaughter Margin: Challenging

Mutations

All Chaos Warriors must have at least one mutation. If you have *Tome of Corruption*, then use mutation tables dedicated to Chaos God that Warrior has offered his body and soul. During the time there probably will be more mutations. Here are few possibilities based on the God (bonuses not added):

- **Blood Lust (Khorne):** Warrior has develop an uncontrollable and bloodthirsty rage. Warrior gains the *Frenzy* Talent. When raged, warriors face turns red and gains the hideous aspect of a Daemon. While in this state, Warrior has a hard time coming out of the rage. Each round after all of the enemies have been destroyed, Warrior must make a Challenging (-10%) Will Power Test to gain control. On a failed test, Warrior attacks the nearest creatures.
- **Magic Resistant (Khorne):** Somehow, Warrior gotten it in his head that magic doesn't work so well against him. This gives +20% bonus to Will Power Tests made to resist all magical effects. In addition, your Magic Characteristic, if any, is immediately reduced to 0.
- **Corrosive Vomit (Nurgle):** Warriors stomach houses a particularly toxic soup of corrosive fluid, much like that of a Troll's. Once every 1d10 rounds as a half action, you can spray the contents of your gut into an adjacent square. The vomit hits automatically for a Damage 2 hit and ignores all Armour Points. This spew may be dodged but not parried. Also Warrior gains +1d10 to your Toughness Characteristic.
- **Cloud of Flies (Nurgle):** A cloud of vile horseflies find in Warrior the perfect friend and hovering around the warrior, crawling in his nose and mouth to nuzzle in the moisture of his body. When Warrior is threatened, they grow angry and swarm about Warriors head. Opponents using melee weapons against Warrior take a -10% penalty to their Weapon Skill Tests as the flies crawl into their noses, mouths, and eyes. Variations maybe also beetles, cockroaches or even termites.
- **Bizarre Coloration (Slaanesh):** Warrior skin pigment is unnatural. Entire body is strangely coloured (white, red, yellow, blue, orange, purple...etc.).
- **Scorpion Tail (Slaanesh):** A sinister-looking tail sprouts from Warriors back. It is covered in black, brown, and orange plates, and ends with a hooked stinger. Warrior may make attacks with his tail. Each successful attack deals an SB Damage hit. If Warrior deals damage, the victim must succeed on a Challenging (-10%) Toughness Test or become poisoned, dying after a number of rounds equal to the victim's Toughness Bonus.
- **Beak (Tzeentch):** Warriors face twists and controrts, and the flesh around his mouth lengthens and hardens, forming a beak. Warrior can use his beak to make attacks. Beak (WS 62; 1d10+5*; CV+1***).
- **Wings - Medium (Tzeentch):** Warrior has a pair of leathery wings. They give Warrior *Hoverer* Trait. Movement is equal to Warriors Movement Characteristic.

Norse Greater Shaman of the Dark Gods

Career: Doomweaver (ex-Maledictor [*Tome of Corruption*], ex-Seer [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 5

- Norse Greater Shaman of the Dark Gods Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37	34	34 (3)	47(4)**	44	51*	52	45

Skills: Academic Knowledge (Damonology) (Int +10), Academic Knowledge (History, Magic) (Int), Channelling (WP +20), Charm Animal (Fel), Common Knowledge (Chaos Wastes, Norsca) (Int), Consume Alcohol (T), Intimidate (S), Magical Sense (WP +20), Outdoor Survival (Int), Perception (Int +10), Ride (Agi), Sail (Ag), Read/Write (Int), Search (Int +10), Speak Arcane Language (Daemonic, Magick) (Int +10), Speak Language (Any one, Kurgan, Norse, Reikspiel) (Int)

Talents: Aethyric Attunement, Dark Lore (Chaos or chosen God), Dark Magic, Fast Hands, Hedge Magic, Lesser Magic (Aethyric Armour, Dispel, Sky Walk), Mighty Missile, Petty Magic (Chaos, Hedge), Provincial Expertise (Any Tribe), Public Speaking, Savvy*, Stout-hearted, Very Resilient**

Traits: Chaos Side-Effects (varies), Inured to Chaos, Mutations (varies), Rewards of Chaos (Might of Chaos)

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 15

Magic: 2; Petty Magic (Chaos, Hedge); *Aethyric Armour, Dispel, Sky Walk*; Dark Lore (Chaos or chosen God); Ritual (Call Daemon: Least Daemon)

Armour: - / Aethyric Armour (Head 0/2, Arms 0/2, Body 0/2, Legs 0/2)

Weapons: Unarmed Strike (1d10-1; double AP value), Quarter Staff (1d10+1; Defensive, Pummeling)

Slaughter Margin: Challenging

Chaos Side-Effects

Users of Dark Magic, or *Dhar*, risk permanent side-effects. If magic-user gets doubles on the percentile dice when resolving the Tzeentch Curse, magic-user also suffers from a side-effect. In here there are two side-effects, but there can be more (bonuses not added):

- **Disfigurement:** Sorcerer has a repulsive disfigurement in its body and partly head. This is small scales. It gives -10% penalty to Fellowship Characteristic in all social situations.
- **Unnatural Appetite:** Sorcerer has an obscene hunger for the unspeakable. This is could be anything GM want's (Human, Elf, Dwarf, flesh, dung, blood...etc.). When confronted by the object of desire, Sorcerer must succeed on a Will Power Test or break.

Mutations

All Chaos Sorcerers must have at least one mutation. If you have *Tome of Corruption*, then use mutation tables dedicated to Chaos God that Sorcerer has offered his body and soul. During the time there probably will be more mutations. Here are few possibilities based on the God (bonuses not added):

- **Corrosive Vomit (Nurgle):** Sorcerers stomach houses a particularly toxic soup of corrosive fluid, much like that of a Troll's. Once every 1d10 rounds as a half action, you can spray the contents of your gut into an adjacent square. The vomit hits automatically for a Damage 2 hit and ignores all Armour Points. This spew may be dodged but not parried. Also Warrior gains +1d10 to your Toughness Characteristic.
- **Cloud of Flies (Nurgle):** A cloud of vile horseflies find in Sorcerers the perfect friend and hovering around the Sorcerer, crawling in his nose and mouth to nuzzle in the moisture of his body. When Sorcerer is threatened, they grow angry and swarm about Sorcerers head. Opponents using melee weapons against Sorcerer take a -10% penalty to their Weapon Skill Tests as the flies crawl into their noses, mouths, and eyes. Variations maybe also beetles, cockroaches or even termites.
- **Bizarre Coloration (Slaanesh):** Sorcerer skin pigment is unnatural. Entire body is strangely coloured (white, red, yellow, blue, orange, purple...etc.).
- **Scorpion Tail (Slaanesh):** A sinister-looking tail sprouts from Sorcerers back. It is covered in black, brown, and orange plates, and ends with a hooked stinger. Sorcerer may make attacks with his tail. Each successful attack deals an SB Damage hit. If Sorcerer deals damage, the victim must succeed on a Challenging (-10%) Toughness Test or become poisoned, dying after a number of rounds equal to the victim's Toughness Bonus.
- **Beak (Tzeentch):** Sorcerers face twists and controrts, and the flesh around his mouth lengthens and hardens, forming a beak. Sorcerer can use his beak to make attacks. Beak (1d10+2).

- **Wings - Medium (Tzeentch):** Sorcerer has a pair of leathery wings. They give Sorcerer *Hoverer* Trait. Movement is equal to Warriors Movement Characteristic.

Reward of Chaos

The Dark Gods grant rewards only for deeds in keeping with their aims and interests. Further, they only grant rewards when they actually notice their Champion's actions. This Champion has succeeded in that. Reward also brings number of Insanity Points equal to $1d10/5 + 1$ for each point of his **Magic** Characteristic. Champion may make a special **Will Power Test** to reduce the number of Insanity Points gained. For each degree of success, he reduces the number Insanity Points by 1.

- **Might of Chaos:** Champion gains 1d10 points to distribute as you wish amongst all of your Characteristics on the Main Profile. No more than half of these points may be placed in one Characteristics. This Sorcerer gains 8 points and uses half to Toughness and other half to Agility.

Norse Lesser Jarl / Warleader

Career: Warleader (ex-Reaver [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 3

- Norse Lesser Jarl / Warleader Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52	29	59 (5)+	58(5)**	30 (40)	31	37	40

Skills: Command (Fel), Common Knowledge (Any one, Norsca) (Int), Consume Alcohol (T +20), Dodge Blow (Ag +10), Intimidate (S), Outdoor Survival (Int), Perception (Int), Row (S), Sail (Ag +10), Scale Sheer Surfaces (S), Speak Language (Norse, Reikspiel) (Int), Swim (S)

Talents: Fearless, Provincial Expertise (Any Tribe), Seasoned Traveller, Specialist Weapon Group (Two-handed), Street Fighting, Strike Mighty Blow*, Strike to Injure***, Very Resilient**, Very Strong+

Traits: Inured to Chaos, Unsettling

Combat

Attacks: 3; **Movement:** 4; **Wounds:** 17

Armour (Medium): Full Mail Armour (Head 3, Arms 3, Body 3, Legs 3; Ag -10)

Weapons: Unarmed Strike (WS 62; $1d10+3^*$; CV+1***), Hand Weapon (Axe, Sword) ($1d10+6^*$; CV+1***), Shield ($1d10+4^*$; CV+1***; Defensive, Special), Great Weapon (Axe, Sword) ($1d10+6^*$; CV+1***; Impact, Slow)

Slaughter Margin: Challenging

Norse Navigator

Career: Navigator (ex-Reaver [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 3

- Norse Navigator Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	39	44 (4)	43(4)**	30 (40)	51	37	35

Skills: Academic Knowledge (Astronomy) (Int), Common Knowledge (Any two, the Empire, Norsca) (Int), Consume Alcohol (T +10), Dodge Blow (Ag), Navigation (Int), Outdoor Survival (Int), Perception (Int), Read/Write (Int), Row (S), Sail (Ag +10), Scale Sheer Surfaces (S), Speak Language (Classical, Norse, Reikspiel) (Int), Swim (S +10), Trade (Cartographer) (Ag)

Talents: Orientation, Provincial Expertise (Any Tribe), Seasoned Traveller, Street Fighting, Strike Mighty Blow*, Very Resilient**

Traits: Inured to Chaos

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 16

Armour (Medium): Full Leather Armour, Mail Shirt, Helmet (Head 3, Arms 1, Body 3, Legs 1; -10 Ag)

Weapons: Unarmed Strike (WS 52; $1d10+2^*$), Hand Weapon (Axe, Sword) ($1d10+5^*$), Shield ($1d10+3^*$; Defensive, Special)

Slaughter Margin: Average

Norse Slaver

Career: Slaver (ex-Reaver [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 3

- Norse Slaver Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52	49	54 (5)	43(4)**	30 (40)	26	27	30

Skills: Common Knowledge (Any two, Norsca) (Int), Consume Alcohol (T +10), Dodge Blow (Ag), Drive (S), Evaluate (Int), Follow Trail (Int), Haggle (Fel), Intimidate (S), Outdoor Survival (Int), Ride (Ag), Row (S), Sail (Ag +10), Scale Sheer Surfaces (S), Speak Language (Any three, Norse, Reikspiel) (Int), Swim (S), Torture (Fel)

Talents: Dealmaker, Menancing, Provincial Expertise (Any Tribe), Public Speaking, Seasoned Traveller, Specialist Weapon Group (Entangling), Street Fighting, Streetwise, Strike Mighty Blow*, Very Resilient**

Traits: Inured to Chaos

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 16

Armour (Medium): Full Leather Armour, Mail Shirt, Helmet (Head 3, Arms 1, Body 3, Legs 1; -10 Ag)

Weapons: Unarmed Strike (WS 62; 1d10+3*), Hand Weapon (Axe, Sword) (1d10+6*), Shield (1d10+4*; Defensive, Special)

Slaughter Margin: Average

Norse Vitki

Career: Vitki (ex-Seer [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 3

- Norse Vitki Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47	39	44 (4)	48 (4)*	40	41	52	50

Skills: Animal Training (Fel), Channelling (WP +10), Charm Animal (Fel), Common Knowledge (Norsca) (Int), Consume Alcohol (T), Hypnotism (WP), Intimidate (S), Magical Sense (WP +10), Outdoor Survival (Int +10), Sail (Ag), Perception (Int), Performer (Storyteller) (Fel), Speak Arcane Language (Daemonic, Dark Tongue) (Int), Speak Language (Norse) (Int)

Talents: Dark Magic, Hedge Magic, Lesser Magic (Aethyric Armour, Dispel), Master Orator, Meditation, Menacing, Petty Magic (Hedge), Provincial Expertise (Any Tribe), Public Speaking, Very Resilient*, Witchcraft (Burning Blood, Claws of Fury, Omen, Summon Lesser Daemon, Vision of Torment)

Traits: Inured to Chaos

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 17

Magic: 2; Petty Magic (Hedge); *Aethyric Armour*, *Dispel*; Burning Blood (Chaos), Claws of Fury (Beasts), Omen (Heavens), Summon Lesser Daemon (Chaos), Vision of Torment (Chaos); Ritual (Call Daemon: Least Daemon)

Armour: - / Aethyric Armour (Head 0/2, Arms 0/2, Body 0/2, Legs 0/2)

Weapons: Unarmed Strike (1d10; double AP value), Claws of Fury (WS 57; 1d10+5; Fast), Quarter Staff (1d10+2; Defensive, Pummeling)

Slaughter Margin: Challenging

Norse War Mammoth Rider

Career: Scout (ex-Animal Trainer [*Norsca: The Tribes*])

Race: Male Human (Norseman)

Insanity Points: 3

- Norse War Mammoth Rider Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52	49	44 (4)	48(4)**	45	46	47*	50

Skills: Animal Care (Int +10), Animal Training (Fel), Charm Animal (Fel +10), Common Knowledge (Any one, the Empire, Norsca) (Int), Concealment (Ag), Consume Alcohol (T), Dodge Blow (Ag), Follow Trail (Int), Navigation (Int), Outdoor Survival (Int), Perception (Int +10), Ride (Ag +10), Scale Sheer Surfaces (S), Secret Language (Ranger Tongue, Scout) (Int), Silent Move (Ag +10), Speak Language (Any one, Norse, Reikspiel) (Int)

Talents: Animal Whisperer, Coolheaded*, Mighty Shot**, Orientation, Provincial Expertise (Any Tribe), Rapid Reload, Specialist Weapon Group (Entangling, Longbow), Trick Riding, Very Resilient**

Traits: Inured to Chaos

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 18

Armour (Light): Full Leather Armour (Head 1, Arms 1, Body 1, Legs 1)

Weapons: Unarmed Strike (1d10; double AP value), Spear (1d10+4; Fast), Shield (1d10+2; Defensive, Special), Longbow (1d10+4**; Range 30/60; Reload Free; Armour Piercing)

Slaughter Margin: Average

Tier 3

Norse Berserker Champion / Ulfwerenar Champion

Career: Judicial Champion (ex-Veteran, ex-Berserker)

Race: Male Human (Norseman)

Insanity Points: 5

- Norse Berserker Champion / Ulfwerenar Champion Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
67	49	54 (5)+	53(5)**	50	36	42	30
77	0	64 (6)+	63(6)**	70	26	32	10

Skills (Berserker): Common Knowledge (the Empire) (Int), Common Knowledge (Norsca) (Int +10), Consume Alcohol (T +20), Dodge Blow (Ag +10), Gamble (Int), Gossip (Fel), Intimidate (S +10), Outdoor Survival (Int), Perception (Int +10), Performer (Storyteller) (Fel), Sail (Ag), Secret Language (Battle Tongue) (Int), Speak Language (Norse, Reikspiel) (Int), Swim (S)

Skills (Were): Concealment (Ag), Dodge Blow (Ag +10), Follow Trail (Int), Perception (Int), Silent Move (Ag), Swim (S)

Talents (Berserker): Frenzy, Lightning Parry, Menacing, Provincial Expertise (Any Tribe), Quick Draw, Specialist Weapon Group (Fencing, Flail, Parrying, Throwing, Two-handed), Strike Mighty Blow*, Strike to Injure***, Very Resilient**, Very Strong+

Traits (Berserker): Inured to Chaos, Mutations (Were or Ulfwerenar)

Talents (Were): Frenzy, Strike Mighty Blow*, Strike to Injure***

Traits (Were): Frightening, Inured to Chaos, Keen Senses, Mutations (Were or Ulfwerenar), Natural Weapons (Fangs & Claws), Night Vision

Combat

Attacks: 3 (4 Were); **Movement:** 4 (5 Were); **Wounds:** 18 (23 Were)

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons (Berserker): Unarmed Strike (1d10+2*; CV+1***; double AP value), Best Great Weapon (Axe, Sword) (1d10+6*; CV+1***; Impact, Slow)

Weapons (Were): Fangs & Claws (1d10+7*; CV+1***)

Slaughter Margin: Hard

Mutations

All Ulfwerenar gain the *Were* mutation. Check more above from Ulfwerenar.

Norse Chaos Knight

Career: Chaos Knight (ex-Chaos Warrior [*Tome of Corruption*], ex-Warleader [*Tome of Corruption*], ex-Reaver [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 5

- Norse Chaos Knight Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52	34	59 (5)+	63(6)**	50	31	42	40

Skills: Animal Care (Int), Command (Fel +10), Common Knowledge (Any one, Chaos Wastes, Norsca) (Int), Consume Alcohol (T +20), Dodge Blow (Ag +10), Follow Trail (Int), Intimidate (S +10), Navigation (Int), Outdoor Survival (Int +10), Perception (Int +10), Ride (Ag), Row (S), Sail (Ag +10), Scale Sheer Surfaces (S), Search (Int), Speak Language (Kurgan, Norse, Reikspiel) (Int), Swim (S)

Talents: Fearless, Provincial Expertise (Any Tribe), Orientation, Seasoned Traveller, Specialist Weapon Group (Flail, Two-handed), Street Fighting, Strike Mighty Blow*, Strike to Injure***, Very Resilient**, Very Strong+

Traits: Inured to Chaos, Mutations (varies), Reward of Chaos (Chaos Armour), Unsettling

Combat

Attacks: 3; **Movement:** 4; **Wounds:** 18

Armour (Heavy): Chaos Armour (Head 5, Arms 5, Body 5, Legs 5; +5% T)

Weapons: Unarmed Strike (WS 62; 1d10+3*; CV+1***), Best Hand Weapon (Sword) (WS 57; 1d10+6*; CV+1***, Defensive), Shield (1d10+4*; CV+1***, Defensive, Special), Best Great Weapon (Sword) (WS 57; 1d10+7*; CV+1***, Impact, Slow)

Slaughter Margin: Hard

Mutations

All Chaos Warriors must have at least one mutation. If you have *Tome of Corruption*, then use mutation tables dedicated to Chaos God that Warrior has offered his body and soul. During the time there probably will be more mutations. Here are few possibilities based on the God (bonuses not added):

- **Blood Lust (Khorne):** Warrior has develop an uncontrollable and bloodthirsty rage. Warrior gains the *Frenzy* Talent. When raged, warriors face turns red and gains the hideous aspect of a Daemon. While in this state, Warrior has a hard time coming out of the rage. Each round after all of the enemies have been destroyed, Warrior must make a Challenging (-10%) Will Power Test to gain control. On a failed test, Warrior attacks the nearest creatures.
- **Magic Resistant (Khorne):** Somehow, Warrior gotten it in his head that magic doesn't work so well against him. This gives +20% bonus to Will Power Tests made to resist all magical effects. In addition, your Magic Characteristic, if any, is immediately reduced to 0.
- **Corrosive Vomit (Nurgle):** Warriors stomach houses a particularly toxic soup of corrosive fluid, much like that of a Troll's. Once every 1d10 rounds as a half action, you can spray the contents of your gut into an adjacent square. The vomit hits automatically for a Damage 2 hit and ignores all Armour Points. This spew may be dodged but not parried. Also Warrior gains +1d10 to your Toughness Characteristic.
- **Cloud of Flies (Nurgle):** A cloud of vile horseflies find in Warrior the perfect friend and hovering around the warrior, crawling in his nose and mouth to nuzzle in the moisture of his body. When Warrior is threatened, they grow angry and swarm about Warriors head. Opponents using melee weapons against Warrior take a -10% penalty to their Weapon Skill Tests as the flies crawl into their noses, mouths, and eyes. Variations maybe also beetles, cockroaches or even termites.
- **Bizarre Coloration (Slaanesh):** Warrior skin pigment is unnatural. Entire body is strangely coloured (white, red, yellow, blue, orange, purple...etc.).
- **Scorpion Tail (Slaanesh):** A sinister-looking tail sprouts from Warriors back. It is covered in black, brown, and orange plates, and ends with a hooked stinger. Warrior may make attacks with his tail. Each successful attack deals an SB Damage hit. If Warrior deals damage, the victim must succeed on a Challenging (-10%) Toughness Test or become poisoned, dying after a number of rounds equal to the victim's Toughness Bonus.
- **Beak (Tzeentch):** Warriors face twists and controrts, and the flesh around his mouth lengthens and hardens, forming a beak. Warrior can use his beak to make attacks. Beak (WS 62; 1d10+5*; CV+1***).
- **Wings - Medium (Tzeentch):** Warrior has a pair of leathery wings. They give Warrior *Hoverer* Trait. Movement is equal to Warriors Movement Characteristic.

Reward of Chaos

The Dark Gods grant rewards only for deeds in keeping with their aims and interests. Further, they only grant rewards when they actually notice their Champion's actions. This Champion has succeeded in that. Reward also brings number of Insanity Points equal to $1d10/5 + 1$ for each point of his **Magic** Characteristic. Champion may make a special **Will Power Test** to reduce the number of Insanity Points gained. For each degree of success, he reduces the number Insanity Points by 1.

- **Chaos Armour:** Champion has gained a suit of Chaos Armour.

Norse Chaos Champion

Career: Aspiring Champion (ex-Chaos Knight [*Tome of Corruption*], ex-Chaos Warrior [*Tome of Corruption*], ex-Warleader [*Tome of Corruption*], ex-Reaver [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 5

- Norse Chaos Champion Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
62+++	39	59 (5)+	63(6)**	50	36	52++	40

Skills: Animal Care (Int), Command (Fel +20), Common Knowledge (Any one, Chaos Wastes, the Empire, Kislev, Norsca) (Int), Consume Alcohol (T +20), Dodge Blow (Ag +20), Follow Trail (Int), Intimidate (S +20), Navigation (Int), Outdoor Survival (Int +20), Perception (Int +20), Ride (Ag +10), Row (S), Sail (Ag +10), Scale Sheer Surfaces (S), Search (Int), Speak Arcane Language (Daemonic) (Int), Speak Language (Any two, Kislevarin, Kurgan, Norse, Reikspiel) (Int), Swim (S)

Talents: Coolheaded++, Fearless, Provincial Expertise (Any Tribe), Orientation, Seasoned Traveller, Specialist Weapon Group (Cavalry, Flail, Two-handed), Street Fighting, Strike Mighty Blow*, Strike to Injure***, Very Resilient**, Very Strong+, Warrior Born+++

Traits: Inured to Chaos, Mutations, Reward of Chaos (Chaos Armour, Chaos Weapon), Unsettling

Combat

Attacks: 3; **Movement:** 4; **Wounds:** 25 (+5 from weapon)

Armour (Heavy): Chaos Armour (Head 5, Arms 5, Body 5, Legs 5; +5% T)

Weapons: Unarmed Strike (WS 72; $1d10+3^*$; CV+1***), Chaos Hand Weapon (Axe, Sword) ($1d10+6^*$; CV+1***; Impunity), Shield ($1d10+4^*$; CV+1***; Defensive, Special), Chaos Great Weapon (Axe, Sword) ($1d10+6^*$; CV+1***; Impact, Slow; Impunity)

Slaughter Margin: Hard

Mutations

All Chaos Warriors must have at least one mutation. If you have *Tome of Corruption*, then use mutation tables dedicated to Chaos God that Warrior has offered his body and soul. During the time there probably will be more mutations. Here are few possibilities based on the God (bonuses not added):

- **Blood Lust (Khorne):** Warrior has develop an uncontrollable and bloodthirsty rage. Warrior gains the *Frenzy* Talent. When raged, warriors face turns red and gains the hideous aspect of a Daemon. While in this state, Warrior has a hard time coming out of the rage. Each round after all of the enemies have been destroyed, Warrior must make a Challenging (-10%) Will Power Test to gain control. On a failed test, Warrior attacks the nearest creatures.
- **Magic Resistant (Khorne):** Somehow, Warrior gotten it in his head that magic doesn't work so well against him. This gives +20% bonus to Will Power Tests made to resist all magical effects. In addition, your Magic Characteristic, if any, is immediately reduced to 0.
- **Corrosive Vomit (Nurgle):** Warriors stomach houses a particularly toxic soup of corrosive fluid, much like that of a Troll's. Once every 1d10 rounds as a half action, you can spray the contents of your gut into an adjacent square. The vomit hits automatically for a Damage 2 hit and ignores all Armour Points. This spew may be dodged but not parried. Also Warrior gains +1d10 to your Toughness Characteristic.
- **Cloud of Flies (Nurgle):** A cloud of vile horseflies find in Warrior the perfect friend and hovering around the warrior, crawling in his nose and mouth to nuzzle in the moisture of his body. When Warrior is threatened, they grow angry and swarm about Warriors head. Opponents using melee weapons against Warrior take a -10% penalty to their Weapon Skill Tests as the flies crawl into their noses, mouths, and eyes. Variations maybe also beetles, cockroaches or even termites.

- **Bizarre Coloration (Slaanesh):** Warrior skin pigment is unnatural. Entire body is strangely coloured (white, red, yellow, blue, orange, purple...etc.).
- **Scorpion Tail (Slaanesh):** A sinister-looking tail sprouts from Warriors back. It is covered in black, brown, and orange plates, and ends with a hooked stinger. Warrior may make attacks with his tail. Each successful attack deals an SB Damage hit. If Warrior deals damage, the victim must succeed on a Challenging (-10%) Toughness Test or become poisoned, dying after a number of rounds equal to the victim's Toughness Bonus.
- **Beak (Tzeentch):** Warriors face twists and controrts, and the flesh around his mouth lengthens and hardens, forming a beak. Warrior can use his beak to make attacks. Beak (WS 72; 1d10+5*; CV+1***).
- **Wings - Medium (Tzeentch):** Warrior has a pair of leathery wings. They give Warrior *Hoverer* Trait. Movement is equal to Warriors Movement Characteristic.

Reward of Chaos

The Dark Gods grant rewards only for deeds in keeping with their aims and interests. Further, they only grant rewards when they actually notice their Champion's actions. This Champion has succeeded in that. Reward also brings number of Insanity Points equal to 1d10/5 + 1 for each point of his **Magic** Characteristic. Champion may make a special **Will Power Test** to reduce the number of Insanity Points gained. For each degree of success, he reduces the number Insanity Points by 1.

- **Chaos Armour:** Champion has gained a suit of Chaos Armour.
- **Chaos Weapon:** Chaos Weapons are greater than ordinary magic items but much less potent than the Daemon Weapons. Champion either has Hand Weapon or Greater Weapon (not both). Chaos Weapon has magical aura and can be detected by those with the Magical Sense ("Witchsight") automatically. Aura seems like a swirling cloud of black mist. Chaos Weapons can damage those creature that are immune to the effect of normal weapons. Champion takes -10% penalty to all tests made to resist gaining new mutations.
 - o **Impunity:** Wielder gains +5 Wounds.

Norse Chosen of the Dark Gods

Career: Soulflayer (ex-Doomweaver [*Tome of Corruption*], ex-Maledictor [*Tome of Corruption*], ex-Seer [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 7

- Norse Chosen of the Dark Gods Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
42	39	34 (3)	52(5)**	49	61*	62	45

Skills: Academic Knowledge (Damonology) (Int +20), Academic Knowledge (Astronomy, History, Magic, Science, Strategy/Tactics) (Int), Channelling (WP +20), Charm Animal (Fel), Common Knowledge (Any one, Chaos Wastes, Kislev, Norsca) (Int), Consume Alcohol (T), Intimidate (S +10), Magical Sense (WP +20), Outdoor Survival (Int), Perception (Int +10), Ride (Agi), Sail (Ag), Read/Write (Int +10), Search (Int +10), Speak Arcane Language (Daemonic, Magick) (Int +20), Speak Language (Any two, Hung, Kislevarin, Kurgan, Norse, Reikspiel) (Int)

Talents: Aethyric Attunement, Chosen of Chaos, Dark Lore (Chaos or chosen God), Dark Magic, Fast Hands, Hedge Magic, Lesser Magic (Aethyric Armour, Blessed Weapon, Dispel, Magic Lock, Magic Alarm, Skywalk), Menacing, Mighty Missile, Petty Magic (Chaos, Hedge), Provincial Expertise (Any Tribe), Public Speaking, Savvy*, Stout-hearted, Strong-minded, Very Resilient**

Traits: Chaos Side-Effects (varies), Inured to Chaos, Mutations (varies), Rewards of Chaos (Chaos Weapon, Might of Chaos)

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 21 (+5 from weapon)

Magic: 3; Petty Magic (Chaos, Hedge); *Aethyric Armour, Blessed Weapon, Dispel, Magic Lock, Magic Alarm, Skywalk*; Dark Lore (Chaos or chosen God); Ritual (Call Daemon: Least Daemon, Call Daemon: Lesser Daemon, Call Daemon: Daemon Prince/Exalted Daemon)

Armour: - / Aethyric Armour (Head 0/3, Arms 0/3, Body 0/3, Legs 0/3)

Weapons: Unarmed Strike (1d10-1; double AP value), Chaos Quarter Staff (1d10+1; Defensive, Pummeling; Impunity)

Slaughter Margin: Hard

Chaos Side-Effects

Users of Dark Magic, or *Dhar*, risk permanent side-effects. If magic-user gets doubles on the percentile dice when resolving the Tzeentch Curse, magic-user also suffers from a side-effect. In here there are two side-effects, but there can be more (bonuses not added):

- **Disfigurement:** Sorcerer has a repulsive disfigurement in its body and partly head. This is small scales. It gives -10% penalty to Fellowship Characteristic in all social situations.
- **Unnatural Appetite:** Sorcerer has an obscene hunger for the unspeakable. This is could be anything GM want's (Human, Elf, Dwarf, flesh, dung, blood...etc.). When confronted by the object of desire, Sorcerer must succeed on a Will Power Test or break.

Mutations

All Chaos Sorcerers must have at least one mutation. If you have *Tome of Corruption*, then use mutation tables dedicated to Chaos God that Sorcerer has offered his body and soul. During the time there probably will be more mutations. Here are few possibilities based on the God (bonuses not added):

- **Corrosive Vomit (Nurgle):** Sorcerers stomach houses a particularly toxic soup of corrosive fluid, much like that of a Troll's. Once every 1d10 rounds as a half action, you can spray the contents of your gut into an adjacent square. The vomit hits automatically for a Damage 2 hit and ignores all Armour Points. This spew may be dodged but not parried. Also Warrior gains +1d10 to your Toughness Characteristic.
- **Cloud of Flies (Nurgle):** A cloud of vile horseflies find in Sorcerers the perfect friend and hovering around the Sorcerer, crawling in his nose and mouth to nuzzle in the moisture of his body. When Sorcerer is threatened, they grow angry and swarm about Sorcerers head. Opponents using melee weapons against Sorcerer take a -10% penalty to their Weapon Skill Tests as the flies crawl into their noses, mouths, and eyes. Variations maybe also beetles, cockroaches or even termites.
- **Bizarre Coloration (Slaanesh):** Sorcerer skin pigment is unnatural. Entire body is strangely coloured (white, red, yellow, blue, orange, purple...etc.).

- **Scorpion Tail (Slaanesh):** A sinister-looking tail sprouts from Sorcerers back. It is covered in black, brown, and orange plates, and ends with a hooked stinger. Sorcerer may make attacks with his tail. Each successful attack deals an SB Damage hit. If Sorcerer deals damage, the victim must succeed on a Challenging (-10%) Toughness Test or become poisoned, dying after a number of rounds equal to the victim's Toughness Bonus.
- **Beak (Tzeentch):** Sorcerers face twists and controrts, and the flesh around his mouth lengthens and hardens, forming a beak. Sorcerer can use his beak to make attacks. Beak (1d10+2).
- **Wings - Medium (Tzeentch):** Sorcerer has a pair of leathery wings. They give Sorcerer *Hoverer* Trait. Movement is equal to Warriors Movement Characteristic.

Reward of Chaos

The Dark Gods grant rewards only for deeds in keeping with their aims and interests. Further, they only grant rewards when they actually notice their Champion's actions. This Champion has succeeded in that. Reward also brings number of Insanity Points equal to 1d10/5 + 1 for each point of his **Magic** Characteristic. Champion may make a special **Will Power Test** to reduce the number of Insanity Points gained. For each degree of success, he reduces the number Insanity Points by 1.

- **Chaos Weapon:** Chaos Weapons are greater than ordinary magic items but much less potent than the Daemon Weapons. Champion either has Hand Weapon or Greater Weapon (not both). Chaos Weapon has magical aura and can be detected by those with the Magical Sense ("Witchsight") automatically. Aura seems like a swirling cloud of black mist. Chaos Weapons can damage those creature that are immune to the effect of normal weapons. Champion takes -10% penalty to all tests made to resist gaining new mutations.
 - **Impunity:** Wielder gains +5 Wounds.
- **Might of Chaos:** Champion gains 1d10 points to distribute as you wish amongst all of your Characteristics on the Main Profile. No more than half of these points may be placed in one Characteristics. This Sorcerer gains 8 points and uses half to Toughness and other half to Agility.

Norse Greater Jarl / Jerg / Warlord

Career: Captain (ex-Warleader [*Tome of Corruption*], ex-Reaver [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 5

- Norse Greater Jarl / Jerg / Warlord Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
62	49	59 (5)+	58(5)**	40 (50)	41	42	55

Skills: Academic Knowledge (Strategy/Tactics) (Int), Animal Care (Int), Command (Fel +10), Common Knowledge (Any one, Chaos Wastes, the Empire, Kislev, Norsca) (Int), Consume Alcohol (T +20), Dodge Blow (Ag +20), Gossip (Fel), Intimidate (S), Outdoor Survival (Int), Perception (Int), Read/Write (Int), Ride (Ag), Row (S), Sail (Ag +10), Scale Sheer Surfaces (S), Secret Language (Battle Tongue) (Int), Speak Language (Kislevan, Norse, Reikspiel) (Int), Swim (S)

Talents: Fearless, Lightning Parry, Provincial Expertise (Any Tribe), Quick Draw, Seasoned Traveller, Specialist Weapon Group (Cavalry, Flail, Two-handed), Street Fighting, Strike Mighty Blow*, Strike to Injure***, Very Resilient**, Very Strong+

Traits: Inured to Chaos, Unsettling

Combat

Attacks: 3; **Movement:** 4; **Wounds:** 19

Armour (Medium): Full Mail Armour (Head 3, Arms 3, Body 3, Legs 3; Ag -10)

Weapons: Unarmed Strike (WS 72; 1d10+3*; CV+1***), Best Hand Weapon (Axe) (WS 67; 1d10+6*; CV+1***; Impact), Shield (1d10+4*; CV+1***; Defensive, Special), Best Great Weapon (Axe) (WS 67; 1d10+7*; CV+1***; Impact, Slow, Tiring)

Slaughter Margin: Hard

Norse Sea Captain

Career: Sea Captain (ex-Navigator, ex-Reaver [*Tome of Corruption*])

Race: Male Human (Norseman)

Insanity Points: 3

- Norse Sea Captain Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
57	49	49 (4)	58(5)**	40 (50)	51	52	60

Skills: Academic Knowledge (Astronomy, Strategy/Tactics) (Int), Animal Training (Fel), Command (Fel), Common Knowledge (Any two, Araby, Chaos Wastes, the Empire, Kislev, Norsca) (Int), Consume Alcohol (T +10), Dodge Blow (Ag +10), Navigation (Int), Outdoor Survival (Int), Perception (Int +10), Read/Write (Int), Row (S), Sail (Ag +20), Scale Sheer Surfaces (S), Speak Language (Any one, Classical, Hung, Kurgan, Norse, Reikspiel) (Int), Swim (S +20), Trade (Cartographer) (Ag), Trade (Shipwright) (Int)

Talents: Disarm, Lightning Parry, Orientation, Provincial Expertise (Any Tribe), Seasoned Traveller, Specialist Weapon Group (Fencing), Street Fighting, Strike Mighty Blow*, Very Resilient**

Traits: Inured to Chaos

Combat

Attacks: 3; **Movement:** 4; **Wounds:** 18

Armour (Medium): Full Leather Armour, Mail Shirt, Helmet (Head 3, Arms 1, Body 3, Legs 1; -10 Ag)

Weapons: Unarmed Strike (WS 67; 1d10+2*), Best Hand Weapon (Sword) (WS 62; 1d10+5*; Defensive), Shield (1d10+3*; Defensive, Special)

Slaughter Margin: Challenging