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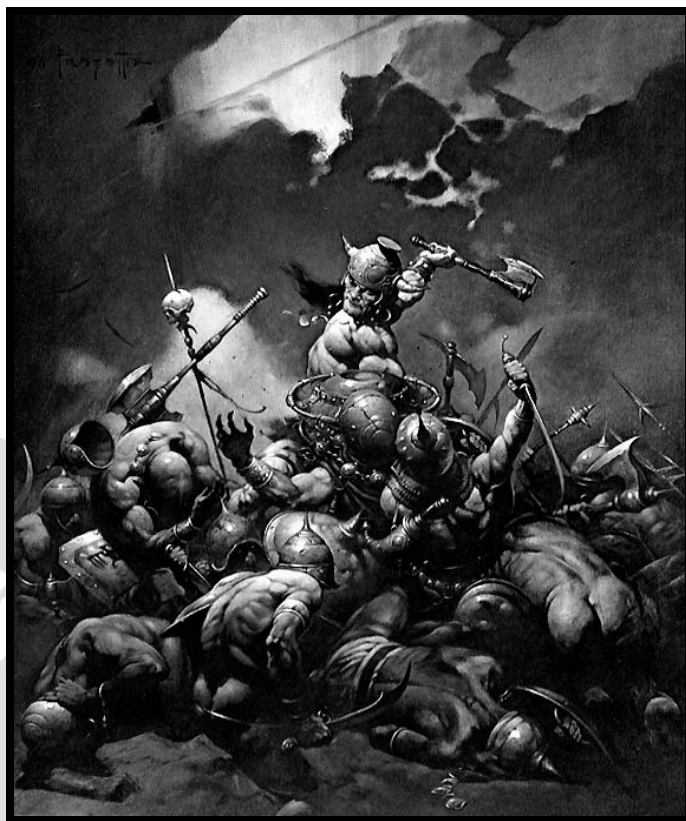
KALEVALA HAMMER

WARHAMMER FANTASY ROLEPLAY
UNOFFICIAL RULE EXPANSION

by Jackdays



The Northmen



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by Jackdays

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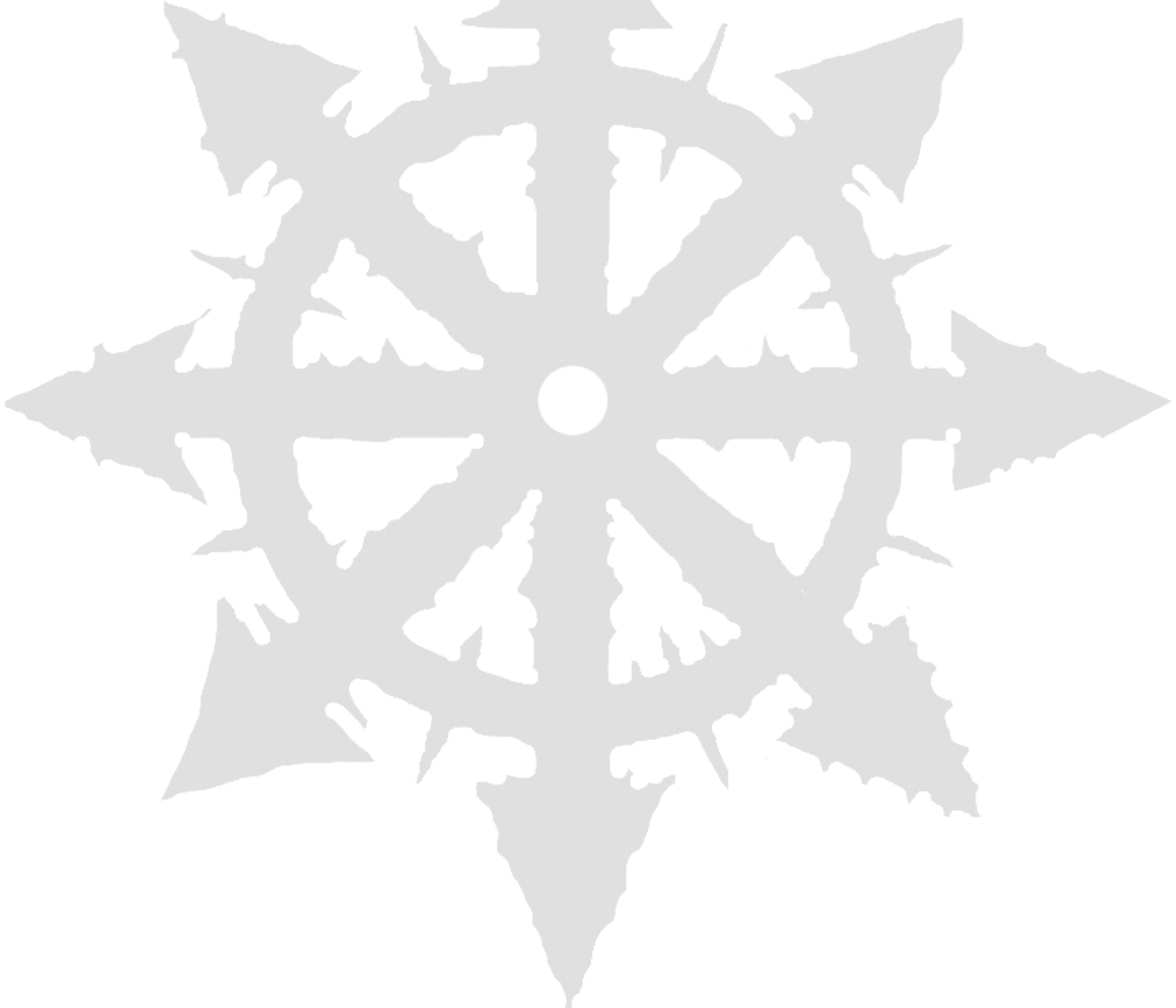




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The Northmen and the Northlands

The Northmen, or the men of the north, are hardy folk living in the harsh and unforgiving lands of the north. These northern lands are called in many names: The Northlands, the Shadowlands, Chaos Wastes, the Realm of Chaos, Umbra Chaotica, Northern Wastes or simple as the Wastes. North is legendary home of the lost and the damned and, so it is said, of infinitely worse things: the numberless and nameless monstrosities that inhabit the eternal planes. It is the birthplace of heroes and monsters, the forge from which eternal life or everlasting damnation can be wrought.

The men who dwell in the Northlands are, for the most part, barbarous and savage compared to those who live in the settled lands to the south. Though typically larger and more physically powerful, they are not unlike other men. Even in the civilized southernlands, mutation and disfigurement are commonplace – in the Empire, mutant offsprings are abandoned to die and folk showing even the slightest aberration of form are hunted down and burned at the stake by the dreaded Witch Hunters. In the far north, such mutations are so common as to be almost universal. Though not always apparent at first glance, most bear some trace of Chaos upon their bodies. To the people of the north, these are not curses or disfigurements but blessings bestowed upon them by the Gods.

The men of the north tend to wear their hair long and cultivate great masses of facial hair. Their skin is tough as leather and windburnt by the fierce caress of the blizzard. They protect themselves from the fury of the elements with furs cut from the backs of wolves, bears or the nameless beasts that roam the wilderness. Upon their heavily-thewed arms they wear crude jewellery and sport tangled masses of scar tissue. Many Northmen bear grisly tokens and tattoos that they believe will keep them safe from harm or attract the gaze of the gods.

The northern tribes are universally bloodthirsty, barbaric and fierce. They are warrior people used to battling amongst themselves, against the softer civilized men of the south, and against the older races that have built their empires across the globe. War is natural state and they wage it with neither prejudice nor malice, rejoicing in battle and strength at arms, honouring the brave of both sides and despising cowards. When Chaos is ascendent, the men of the north are willing to put aside their rivalries and disputes.

The Tribes of Chaos

Northmen have little concept of nationality or allegiance beyond their immediate family and tribe; they recognize no border other than the horizon ahead of them and will fight to the death for the slightest of reasons. Nonetheless, so vast is the wasteland that surrounds the Realm of Chaos that several distinct clans and groups of tribes inhabit it, each with their own customs and beliefs.

To the immediate north of the Old World live the Norscan tribes: **The Norse** are fierce barbarians, hard-bitten and warlike. Their mountainous land is haunted by all manner of twisted beasts, notably Trolls, Giants, and pallid things that live under the mountains. They are warriors of the sea as well as the land, journeying far to the south and the west in sturdily-built longships.

The Norse have pale skin after the manner of men of the Empire. They are generally held to be especially tall and strong, and many have red or fair hair. Those that live the greatest distance from the Realm of Chaos are the least favoured of their Gods – and the most likely to be seen openly in more civilized lands as a result.

Most famous of the Norse tribes are the *Bjornlings*, *Skaelings*, *Baersonlings*, *Sarls*, *Graelings*, *Vargs*, and the dreaded *Aeslings*.

To the east of Norsca lies the southern arm of the Frozen Sea and, east of that, the Northern Wastes, stretching many thousands of miles to the distant ocean. This cold and barren extension of the great northern steppes is home to fierce nomadic peoples, of whom the greatest and most feared are the Kurgan to the west and the horse-nomads of the Hung to the east. These races are themselves divided into many inter-warring tribes, some even more barbarous and bloodthirsty than others.

The Kurgan are a raven haired, dark-skinned and powerfully built race, quite unlike Old Worlders in appearance. The tribes of the Kurgan, several hundred in number, are said to be equally at home on foot or on horseback. When the armies of Chaos gather to invade the Old World, it is the Kurgan that comprise the bulk, for they are a numerous people compared to the other tribes and they feel the call of battle in their blood. It is the warriors of the northernmost Kurgan tribes who are the fiercest and most likely to bear the unnatural gifts of their Gods.

Most famous of the Kurgan tribes are the *Kvelligs*, *Gharhars*, *Tahmaks*, *Hastlings*, *Tokmars*, *Yusak*, *Khazags*, *Avags*, *Dolgans* and the terrible *Kul*

In the wasteland to the north of Grand Cathay lives a nomadic race of men who prey upon their borders with an unquenchable lust for butchery. Slavers, deceivers, slaughterers and petty thieves are the feral raiders of **the Hung**. Their westernmost borders fall beyond the Eastern Steppes.

Those who have encountered the Hung have described them as savage stinking beasts, or worse. They are squat in stature and stocky in build with thick necks and wide ugly faces. The Hung are an oriental race – perhaps shorter and more squat than the people of Cathay but otherwise resembling them. Selfmutilation is commonplace among their people. From birth, a mother will cut gashes in the skin of her child. Scarred youths become men who will continue to deface themselves by idly devouring flesh cut from the mutated beasts slain during a hunt in the Wastes. They will feed on fish and game when it is available only untainted food is scarce in their barren domain. When hunting is poor the Hung will consume insects, rats, lice from their own bodies or even afterbirth from a mare's foaling. Cannibalism is not uncommon and drinking the blood from his own steed will sustain the most desperate warrior.

Most famous of the Hung tribes are the *Yin*, *Chi-An*, *Tu-Ka*, *Mung*, *Aghols*, *Wei-Tu*, *Man-Chu*, *Dreaded Wo* and the *Kuj*.



A Classed Society

The northmen society is made up of distinct tribes that venerate their own heroes and their own visions of the Gods, but all share similar social structures. Each tribe is ruled by a King or High Zar who distributes hunting grounds and territory to his lords, called Jergs, Chieftains, Jarls and Zar. These lords bestow favors and gifts onto their loyal warriors, who occupy a vaunted place among their fellows. The rest of the northern society consists of the elderly, the infirm, and women. At the very bottom are the thralls, slaves taken from raids for use as sacrifices, menial labor, or worse, as consorts.

Women

Though northmen society is patriarchal, women have a stronger place in these lands than many might suspect. A woman may own property and can become a lord if her husband dies and has no male offspring. It is up to the woman to decide whom she weds and if she divorces. Whilst women are expected to stay behind during raids and wars, it falls to them to protect the home, so most are competent, if not outright-skilled warriors.

Thralls

The most wretched existence facing any southerling is a life of forced servitude, whether it's in the mines of the horrid Ratmen, serving in the Pleasure Palaces of distant Araby, or being subjected to a life of pain and misery as a thrall to a northman ruler. Each raid against the south find more and more people captured and brought back and forced into a life of endless toil and service to their masters. Such thralls are not contained to just the women and children abducted, but also include warriors captured on the field of battle.

The life of a thrall varies depending on the capturing tribe. Mostly, thralls are used as labour, building longships or working in the frozen fields. Some thralls are taken as fourth or fifth wives, selected for their appearance rather than their station. But for most, their fate is to be sacrificed to curry the favour of the Dark Gods. When a new Dragonship is finished, the Norsemen line the approach to the sea with screaming slaves, to crush the life out of them as the warriors push the boat into the waters. Before a new raid, a thrall may be disembowelled, his guts flung out to the wastes or seas to appease the Daemons, whilst his corpse is strung up on the pike or mast to feed the crows and other spirits of death. Seers and shamans kill thralls with impunity, using innocent blood to conjure spirits from the Otherworld. Though some thralls may receive decent treatment, most face a gruesome fate.

Peasants

Northmen who lack skill or ability at arms fill a low place in northmen society. Reviled as weak and inferior, they are relegated to serving the lords, tending the fields and thralls, and herding animals. They are builders, farmers, and craftsmen. They may not have the prestige of the warriors, it's understood that without them, northmen societies would surely die.

Warriors

The ideal person in the northern culture is the young, virile slayer. He's courageous, skilled, and tough. He is the warrior. He is the hunter, the defender, the raider, and the hero. He defines the youthful aspirations of the young. Skalds recount his exploits in song and tale to the rapt children who dream of one day joining the other warriors, fighting not only for honour and glory but for the respect of their ancestors and the favour of the Dark Gods.

Becoming a warrior is, at heart, a simple matter. Anyone can pick up a sword and fight. But to gain the status and the attention coveted by would be fighters, one must undertake certain rites of passage. Different tribes have different rites. Some require three tests: a test of Strength, a test of Skill, and a test of Courage. Others may send out candidates armed only with a spear to hunt down and slay a dreaded beast (such as the Ymir or even Troll). Some clans erect a fake village and populate it with thralls armed with shields and clubs. The warriors must then raid the village to recover a prize, perhaps gold, ale, meat, or a beautiful thrall.



Lords adopt the new warriors, binding them with oaths of loyalty. The bonded warrior protects the noble, enhancing the lords prestige and power. In exchange for his service, the warrior receives gifts such as arm rings, weapons, armour, golden jewellery, and of course, thralls.

The life of a warrior is often brief, but it is always exciting. Between raids, these men provide flesh for the clan by hunting the wild beasts of the north. They gain prestige when they return with an ice boar, moose, chaos spawn or some massive shark pulled from the seas.

When not hunting or fighting, warriors enjoy the finer aspects of northmen culture. They spend their time in sweat lodges, swapping lies, and telling tales of their contests. At night, they engage in drinking contests from which they can gain new and evocative titles. Northmen warriors are also unforgivable boasters, claiming impossible things to outdo their rivals. Sometimes these boasts lead to physical contests of arm wrestling, knife fighting, or brawling. These fights are rarely lethal since killing a warrior in times of peace is a grave crime.

To the outsider, northmen warriors are all the same: bloodthirsty bands of killers. But there are distinctions even among the various tribes and clans. Loyalty to a particular lord (Jerg, Chieftain, Jarl, Zar...) engenders peculiarities that all his bonded warriors embrace. Some warriors have a particular fighting style, perhaps using only axes, or fighting with shields whose edges are sharpened to a razor edge. Others are incredible leapers, while some wear armour only on the fronts of their bodies so they may never retreat. Unusual haircuts, topknots, a particular braid of beard, or lack of a beard altogether characterise the differing groups of the northmen.

Holymen

Commonly they are Seer, Vitki, Shamans or even dreaded Sorcerers. Holymen advise the lords in matters pertaining to the will of their ancestors and the Gods. It falls to these privileged men (and occasionally women) to interpret the movements of the Winds of Magic, the whispers of Daemons, and the spirits of fallen warriors to guide the lord to choose the proper course for the tribe. Many advisors in service to the northmen tribes are former cultists, forced to flee their native lands after being uncovered by the Witch Hunters. These individuals are highly regarded, and are valued members of their adopted communities. With a word, a Holyman can order any peasant's death, and thralls die by the scores to fuel the dark magic needed to perform their profane rituals.

A tribal holy man is actually often called Priest of something, when in fact he is a Vitki or Witch (or some other kind of magic-user). Holy men have many other titles too. Norse and Norse Dwarfs call them Helruns, Runeskyres, Volas and Wyrdskyres. Also holy men of Khorne are commonly called the Bloodfathers. There are many other similarly varied titles.

Norse Holymen

It is taboo amongst the tribes of the north to strike down one of the God-touched holymen (Seers, Vitki, Shaman, Witches, Sorcerers...etc.), an act certain to bring the vengeance of those same Gods upon any who dared such blasphemy. A man might kill a jarl or even a king, but he did not dare raise his hand against one who served the Gods.

The northmen truly fear the wrath of gods, and holymen are therefore usually left alone. They may even walk among battle site striking men down, but nobody touches them (this is risky, but still common). Most feared are those holymen that worship the Dark Gods.

Kurgan and Hung tribes dedicated to the Skull King have little use for magic, and, therefore, slay these magic-users whenever they are found. The Norse, that worship the Khorne, are more fearful about the holymen.



Lords (Jerg, Chieftain, Jarl, Zar)

Lord of the clan or small tribe (even multiple clans or tribes). The lord is a great warrior loyal to the tribe's King or High Zar. In exchange for his devoted service, the King grants the lord hunting grounds, warriors, treasure, and thralls. The lord is the absolute ruler of his lands but is expected to be subservient to his master, and when the winds of war blow, the lord is expected to come to the aid of his King, and lend his warriors for the cause. Should the King or Queen die without an heir, the these lords fight a bloody contest to take the throne.

Whilst it's expected that lords be utterly loyal to their monarch, it's not unheard of for a lord to slay his master and usurp his position. Such a coup is always dangerous since it invites reprisals and further treachery. But in times of weak leaders, it is expected for a lord to step up and seize power.

Kings and High Zar

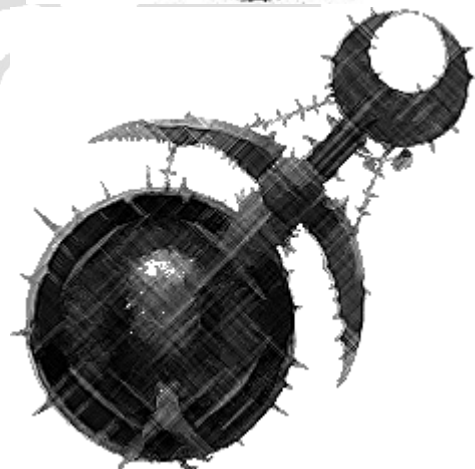
The most powerful northmen in every tribe is the King or High Zar. Most Kings were once lords, but occasionally, one inherits the title from his father. Rules of succession vary a great deal. In the north, the tribal leader is always the victor of a bloody contest, with all claimants battling for control. In the south, Kings inherit their titles in a way similar to those used in the Empire. Most Kings bear the favour of their God, having a potent Mark of Chaos to show their right to rule. Celebrated Chaos Champions, they prove their worth and might in war time and again.



Northern Religion

Truth is that the vast majority of those northmen live and die under the shadow of Chaos worship and rever each of the four greater powers: **Khorne**, **Nurgle**, **Slaanesh** and **Tzeentch** in turn, as well as others. Thusly might a warrior pray to Khorne the Blood God for prowess and victory in battle, offer up sacrifices to Nurgle the Desolate One in time of famine or plague or to afflict their enemies, Slaanesh the Decadent for plunder and for fulsome feasting and celebration in victory, and to Tzeentch for cunning and that the rage of storm and sea might submit to their will. Every facet of the world and life belongs in some way to one of the Gods of Chaos, and there are many among the tribes of the north who account it suicidal folly to spurn one of the Great Powers their due. There are however some who claim the patronage of a single Chaos God, disavowing worship of all others in the name of a single supreme master, and in return - and should their hellish divinity find them worthy - they may be granted the boon of an unholy pact which empowers and harness but the merest sliver of their god's might and nature, but this alone is enough to set them apart from other men in strength and unnatural abilities. Such a pact is a perilous one for as power is given, so too is great risk, and the dark path of such devotion can lead to the warrior being entirely consumed, body and soul, either becoming little more than a hollow extension of Chaos's immortal will or physically devolving into a mutated, mindless spawn.

The Northmen are a superstitious lot. They believe in omens, portents and signs in the skies. Even the lowliest of warriors will carry a trinket or two to ward off the evil eye or bring the favor of the Gods. These range from traditional charms, such as a rabbit's foot bound with hag's hair or rune-etched raven's beaks, to more esoteric talismans that are beyond the reach of normal men. It is thought that the dried tongue of a Plaguebearer gives one power over disease, for instance, and that the eye of a Cockatrice will draw precious gemstones into your path. Some tribesmen have their skin tattooed with symbols of dark power or branded with runes of abjuration. Whether these protective measures work or not is immaterial, for the Northmen find strength in them, and what more can one ask of folklore and tradition?





Northmen Characteristics

Northmen from the different tribes have different physical looks. Following details require also d10 dices and there are rules for each of the Warhammer versions (WFRP3, WFRP2, WFRP1).

Height & Weight

The Norse

Average height is about 3" taller than average Old World folk. This would make Males about 5'7"+1d10" tall and Females about 5'4"+1d10" tall. You should remember that these are just average values and smaller and a lot more bigger folk can be born also (even without mutations). In GM ruling the height can also be rolled by following way for both sexes: 5'+2d10".

Weight is about the same as Old World folk. You should remember that there can be huge variations here also, for example if character is really over-weighted. Average weight is about 4lbs x 4d10 + 100lbs.

The Kurgan

Average height is about 2" taller than average Old World folk. This would make Males about 5'6"+1d10" tall and Females about 5'3"+1d10" tall. You should remember that these are just average values and smaller and a lot more bigger folk can be born also (even without mutations). In GM ruling the height can also be rolled by following way for both sexes: 5'+2d10".

Weight is almost the same as Old World folk. You should remember that there can be huge variations here also, for example if character is really over-weighted. Average weight is about 4lbs x 4d10 + 110lbs. The Kurgan have powerful builds.

The Hung

Average height is about 4" shorter than average Old World folk. This would make Males about 5'+1d10" tall and Females about 4'9"+1d10" tall. You should remember that these are just average values and smaller and a lot more bigger folk can be born also (even without mutations). In GM ruling the height can also be rolled by following way for both sexes: 4'5"+2d10".

Weight is almost the same as Old World folk. Even the Hung are much smaller they are still powerfully build and stocky. You should remember that there can be huge variations here also, for example if character is really over-weighted. Average weight is about 4lbs x 4d10 + 90lbs.

Hair

The men of the north tend to wear their hair long and cultivate great masses of facial hair. The Norse have more lighter tones. Some Kurgan tribes have even red, but this is rare, most have raven black hair. The Hung all have dark hair.

Table: Hair Colour (2d10)

Colour	The Norse (Aeslings and Vargs gain +4 to the roll)	The Kurgan	The Hung
Light Blond	2-4		
Corn-Blond	5-7		
White (Albino)	8	2	2
Red	9-10	3	
Sandy	11-13		
Light Brown	14-16		
Mid-Brown	17-19	4-5	
Dark Brown	20-21	6-10	3-6
Blue Black	22-23	11-15	7-10
Jet Black	24	16-20	11-20

Eye Colour

Eye colour is largely related to hair colour. If you roll White (Albino) from the previous table, then eye colour is pink.

Table: Eye Colour (d10)

Colour	The Norse	The Kurgan	The Hung
Blue	1-5	1	
Grey	6-7	2	
Amber	8	3	
Light Brown	9	4-5	
Green	10	6	
Dark Brown		7-9	1-9
Black		10	10

Skin Tone

The Norse have pale skin after the manner of men of the Empire. But their complexion is easily turned to almost bronze if spend long time in the sun. The Kurgan are naturally more dark-skinned and automatically almost bronze like. The Hung have similar skin tone as other eastern folk, like the people of the Grand Cathay.



Northmen Rules: WFRP3

A Northman character gains the following characteristics and abilities.

Norse Characters

To reflect their knowledge of ocean lore, nature of their harsh icy and mountainous realm, their physical and mental stamina, and finally the presence of Chaos, the Norse have the following racial abilities:

Characteristics	The Norse
Strength	2
Toughness	3
Agility	2
Intelligence	2
Willpower	3
Fellowship	2
Creation Points	20

- + **Poor:** During character creation, it costs 3 creation points for a Northman to start as comfortable, and 4 to start as affluent.
- + **Northerners:** Two fewer ■■ misfortune dice are added to a Northman's dice pool any effects from cold, wind or bad weather (this doesn't count penalties from the *Cold* [NEW] and *Hypothermic* [NEW] condition). You may add □ fortune die for any Environmental Damage checks against cold, because familiarity to cold.
- + **Inured to Chaos:** Northman can add □ fortune die to resist Corruption.
- + *** The Children of Norsca:** During character creation (before investing any creation points), a Norse character may train one of the following basic skills for free – Athletics, Intimidate, Nature Lore, or Weapon Skill.
- + *** Nautical:** The Norse add □ fortune die to any check made to handle a boat, navigate a ship, swim, or work with ropes.
- + **Wound Threshold:** 9 + Toughness rating
- + **Corruption Threshold:** 5 + Toughness rating
- + **Native Language:** Norse

* **Optional Ability Rule:** The Norse tribes are very different from each other and so are they special abilities. If you want to break this stereotypical race template little, you can substitute *Nautical* ability with any ability below. And also change *The Children of Norsca* skill set, that suits the Norse character better.

- + **Mountain Walk:** The Norse may ignore terrain-based manoeuvre penalties and up to ■■ misfortune penalties to movement and actions performed while in mountain terrain.
- + **Riders of the North:** The Norse add □ fortune die to any check made to handle a riding animal (or beast) or drive wagon. Also *Melee Attack* actions when mounted gain this bonus and opponents add ■ misfortune die to *Melee Attacks* unless armed with a spear, lance, or similar.
- + **Monster Slayers:** The Norse must defend their realm to all kinds of monsters (Trolls, Chaos Beasts, Giants...etc). The Norse gain □ fortune die to all *Melee Attack* and *Ranged Attack*, or *Spells* or *Blessings* that target the defence of any creature with a Fear or Terror rating.

Note! The Norse tribes are covered in more detail in my Norsca Project. Found from the same site as this document.

Kurgan Characters

To reflect their knowledge of grim northern wastes, nature of their harsh icy realm, their physical and mental stamina, and finally the presence of Chaos, the Kurgan have the following racial abilities:

Characteristics	The Norse
Strength	2
Toughness	3
Agility	2
Intelligence	2
Willpower	3
Fellowship	2
Creation Points	20

- + **Poor:** During character creation, it costs 3 creation points for a Northman to start as comfortable, and 4 to start as affluent.
- + **Northerners:** Two fewer ■ misfortune dice are added to a Northman's dice pool any effects from cold, wind or bad weather (this doesn't count penalties from the *Cold* [NEW] and *Hypothermic* [NEW] condition). You may add □ fortune die for any Environmental Damage checks against cold, because familiarity to cold.
- + **Inured to Chaos:** Northman can add □ fortune die to resist Corruption.
- + **Will of Chaos:** Kurgan treat the difficulty of all Fear ratings of foes aligned to Chaos as 1 less than normal (to a minimum of 1). In addition, the Terror ratings of foes aligned to Chaos are treated as Fear rating instead (but do not have their rating reduced).
- + *** Riders of the North:** The Kurgan add □ fortune die to any check made to handle a riding animal (or beast) or drive wagon. Also *Melee Attack* actions when mounted gain this bonus and opponents add ■ misfortune die to *Melee Attacks* unless armed with a spear, lance, or similar.
- + **Wound Threshold:** 9 + Toughness rating
- + **Corruption Threshold:** 5 + Toughness rating
- + **Native Language:** Kurgan

*** Optional Ability Rule:** The Kurgan tribes are very different from each other and so are they special abilities. If you want to break this stereotypical race template little, you can substitute *Riders of the North* ability with any ability below that suits the Kurgan character better:

- + **Lore of the Wild:** When a Kurgan spends a fortune point on a Nature Lore checks, he adds ■ expertise die to the check instead of □ fortune die.
- + **Grim:** The performing an action, a Kurgan ignores the first ☠ that is not cancelled by a ⚔, before triggering any bane effects.
- + **Grudge Against the South:** There is basically eternal grudge against all the civilized races that live south from the Chaos Wastes (this including the Norsca). The Kurgan gain □ fortune die to all *Melee Attack* and *Ranged Attack*, or *Spells* or *Blessings* that target the defence of any member of the civilized southern human nation (usually this means the folk from the Empire, Bretonnia, or the Kislev, but also Albion, Estalia, Tilea, Wasteland/Marienburg, Grand Cathay...). This bonus cannot be compined with *Riders of the North* bonuses.

Hung Characters

To reflect their knowledge of grim northern wastes, nature of their harsh icy realm, their physical and mental stamina, and finally the presence of Chaos, the Hung have the following racial abilities:

Characteristics	The Norse
Strength	2
Toughness	3
Agility	2
Intelligence	2
Willpower	3
Fellowship	2
Creation Points	20

- + **Poor:** During character creation, it costs 3 creation points for a Northman to start as comfortable, and 4 to start as affluent.
- + **Northerners:** Two fewer ■■ misfortune dice are added to a Northman's dice pool any effects from cold, wind or bad weather (this doesn't count penalties from the *Cold* [NEW] and *Hypothermic* [NEW] condition). You may add □ fortune die for any Environmental Damage checks against cold, because familiarity to cold.
- + **Inured to Chaos:** Northman can add □ fortune die to resist Corruption.
- + *** The Children of Wastes:** During character creation (before investing any creation points), a Hung character may train one of the following basic skills for free – Discipline, Nature Lore, Ride, or Stealth.
- + *** Will of Chaos:** Hung treat the difficulty of all Fear ratings of foes aligned to Chaos as 1 less than normal (to a minimum of 1). In addition, the Terror ratings of foes aligned to Chaos are treated as Fear rating instead (but do not have their rating reduced).
- + **Wound Threshold:** 9 + Toughness rating
- + **Corruption Threshold:** 5 + Toughness rating
- + **Native Language:** Hung

*** Optional Ability Rule:** The Hung tribes are very different from each other and so are they special abilities. If you want to break this stereotypical race template little, you can substitute *Will of Chaos* ability with any ability below. And also change *The Children of Wastes* skill set, that suits the Hung character better.

- + **Stubborn:** Hung mental characteristics are considered to be one higher for the purposes of determining whether that characteristic is distressed.
- + **Naturally Sneaky:** Hung like to surprise their opponents. They like backstabbing tactics and are very good of sneaking and hiding even in the barren wilderness. All Observation checks to detect the Hung add ■■ misfortune dice to the dice pool.
- + **Defensive Tactics:** Once per session, when targeted by an attack, a Hung may increase his defence value by an amount equal to his Agility.

Optional Rules: WFRP3

Mutation:

Mutations, or the marks of the Dark Gods, are common in the north. Eventually almost everyone will carry some mark of the Chaos. Every Northman should roll a change for a single mutation, but this is optional rule. If GM chooses to bring a Northman character to the campaign based on the south the mutation rule could be ignored.

- ❖ There is a 20% chance a Norse character begin play with a mutation. If you begin play with a mutation, there's a 10% chance the character is an Ulfwerenar instead of Human.
- ❖ There is a 25% chance for a Kurgan character to begin play with a mutation.
- ❖ There is a 25% chance for a Hung character to begin play with a mutation.

Social Encounters:

Because of the grim stature and feared reputation, all the Northmen should gain penalties in any social encounter with other races and nations (even among each other – They do not easily trust each other). Off course after a Northman has gained the trust this penalty could be removed.

- ❖ Add ■ misfortune die to all checks to interact with people in any social encounter with other Northmen race (than your own).
- ❖ Add ■■ misfortune dice to all checks to interact with people in any social encounter with other races and nations (than Northmen).

Northmen Careers: WFRP3

Career cards can be found from the same location as this document. There is unique careers that the Northmen can use. Also you can use following basic-careers.

Boatman (Core, Player's Vault)

Tribes: The Norse

Most Norse boatmen are actually fishermen.

Burgher (Core, Player's Vault)

Tribes: The Norse

Usually peasants, but some may gain or come from warrior-class status.

Commoner (Core, Player's Vault)

Tribes: The Norse, the Kurgan, The Hung

Commoners are usually just thralls or peasants doing menial jobs among the tribes.

Hunter (Core, Player's Vault)

Tribes: The Norse, the Kurgan, The Hung

Mercenary (Core, Player's Vault)

Tribes: The Norse, the Kurgan, The Hung

More common among the Norse who leave their lands and travel to the south. But Kurgan and Hung mercenaries are possible among themselves (they do not travel to the south and hire their services to southern-folk).

Miner (Black Fire Pass)

Tribes: The Norse, the Kurgan (rare), The Hung (rare)

More common among the Norse, but possible also among the other tribes. Miners are usually just thralls or peasants. But some may even gain warrior-class status.



Mystic (Signs of Faith, Player's Vault)

Tribes: The Norse, the Kurgan, The Hung

Even not true Hedge Magic users, sometimes (even rarely) some individuals are touched by the gods. Mystics can still be viewed as Holymen.

Pedlar (Signs of Faith, Player's Vault)

Tribes: The Norse, the Kurgan (rare), The Hung (rare)

Many tribes just take what they want by force. But even so, there are still shopkeepers and traders among the tribes. Especially the Norse trade with other realms if they are not raiding them. Pedlars can be peasants, but also from the warrior-class.

Performer (Signs of Faith, Player's Vault)

Tribes: The Norse, the Kurgan, The Hung

Northern performers are the skalds. Yet, performers are still found. Many are thralls, some even gain peasant status.

Pit Fighter (Adventure's Toolkit, Player's Vault)

Tribes: The Norse, the Kurgan, The Hung

Even most are thralls fighting for their lives, some may actually gain warrior status.

Scout (Core, Player's Vault)

Tribes: The Norse, the Kurgan, The Hung

Servant (Winds of Magic, Player's Vault)

Tribes: The Norse, the Kurgan, The Hung

Commoners are usually just thralls and servants.

Northmen Magic-Users

Admittedly, most Northmen spellcasters draw their power from the Dark Gods (as many are Chaos Sorcerers), channelling *Dhar* to suit their needs. Still, in some parts of Norsca, an older tradition remains: one placing emphasis on divination, healing, and prophecy.

For Northmen magic-users use Hedge Magic and Witchcraft found from the *The Witch's Song* (WFRP3 adventure).

Norse Seer or Wastes Shaman (Witch career): Sometimes Norse Seers are referred as Shamans (also Vólva or Völva). Wastes Shamans are typically Kurgan and Hung magic-users that are time to time referred as Witch Doctors. Seers/Shamans are self-appointed authorities on all matters involving the spiritual world. They can be found in marketplaces of any town, proclaiming their latest revelation to anyone who will listen. Since Seers/Shamans operate outside the bounds of sanctioned religious laws, and purport to understand the will of the Gods, they are easy targets for persecutions by Witch Hunters, who don't draw a line of distinction between the authentic seers and the charlatans. In the north, however, Seers/Shamans are valued members of a Jergs, Jarls, Zars and kings entourage, reading the signs and portents in the entrails of their sacrifice or translating the flickers of fire to divine some glimpse of future events.

Vitki or Wastes Warlock (Warlock career): Sometimes Vitki are referred as Shamans (also Vólva or Völva). Kurgan and Hung magic-users are usually Wastes Warlock. Whilst most include them in the pantheon of corrupt Daemonologists, Vitki are not blatant servants of the Ruinous Powers, and instead work their magic to aid their people. Wastes Warlock more commonly serve the Ruinous Powers and use their magic to summon Daemons.

Northmen Rules: WFRP2

A Northman character gains the following skills, talents and traits based on the tribe.

Talents & Traits:

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 [Talent]

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.

Witchcraft [Talent]

Description: You have managed to survive the perils of hedge wizardry and teach yourself more powerful techniques of magic use. This gives you access to spells beyond Petty Magic, but since you must figure out each spell on your own, your progress is slower than that of a Sorcerer. Witchcraft allows you to learn any spell from an Arcane Lore with a Casting Number of 15 or less, but you must pay 200 xp for each one. You can cast these spells without having the Speak Arcane Language (Magick) Skill. However, you must roll an extra d10 when casting one of these spells. This does not add into your Casting Roll but does count for the purposes of Tzeentch's Curse. Once you learn an Arcane Language and an Arcane Lore, you no longer have to roll the extra die.

The Norse

A Norse character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol, Outdoor Survival, Sail or Scale Sheer Surfaces, Speak Language (Norse)

Talents & Traits: Inured to Chaos, Provincial Expertise (own tribal area), plus 1 random talent

Mutations: There is a 20% chance a Norse character begin play with a mutation. If you begin play with a mutation, there's a 10% chance the character is an Ulfwerenar instead of Human. GM decision the change for a mutation could be ignored.

Note! The Norse tribes are covered in more detail in my Norsca Project. Found from the same site as this document.

The Kurgan

A Kurgan character gains the following skills, talents and traits:

Skills: Common Knowledge (Chaos Wastes or Eastern Steppes), Outdoor Survival, Ride, Speak Language (Kurgan)

Talents & Traits: Hardy, Inured to Chaos, Provincial Expertise (own tribal area), Very Resilient, Warrior Born

Mutations: There is a 25% chance for a Kurgan character to begin play with a mutation. GM decision the change for a mutation could be ignored.

The Hung

A Hung character gains the following skills, talents and traits:

Skills: Common Knowledge (Chaos Wastes or Eastern Steppes), Outdoor Survival, Ride, Speak Language (Hung)

Talents & Traits: Hardy, Inured to Chaos, Provincial Expertise (own tribal area), Rover, Stout-Hearted

Mutations: There is a 25% chance for a Hung character to begin play with a mutation. GM decision the change for a mutation could be ignored.

Table: Northmen Characteristics

Characteristics	The Norse	The Kurgan	The Hung
Weapon Skill (WS)	20+2d10	20+2d10	20+2d10
Ballistic Skill (BS)	20+2d10	20+2d10	20+2d10
Strengh (S)	20+2d10	25+2d10	20+2d10
Toughness (T)	20+2d10	25+2d10	25+2d10
Agility (Ag)	20+2d10	20+2d10	20+2d10
Intelligence (Int)	20+2d10	15+2d10	20+2d10
Will Power (WP)	20+2d10	20+2d10	20+2d10
Fellowship (Fel)	20+2d10	15+2d10	15+2d10
Attacks (A)	1	1	1
Wounds (W)	Below	Below	Below
Strengh Bonus (SB)	First digit of S	First digit of S	First digit of S
Toughness Bonus (TB)	First digit of T	First digit of T	First digit of T
Movement (M)	4	4	4
Magic (Mag)	0	0	0
Insanity Points (IP)	0	0	0
Starting Wounds (1d10):			
1-3	10	11	10
4-6	11	12	11
7-9	12	13	12
10	13	14	13
Starting Fate Points (1d10):			
1-4	2	0	1
5-7	3	0	2
8-9	3	1	2
10	3	1	2

Optional Rules: WFRP2

Social Encounters:

Because of the grim stature and feared reputation, all the Northmen should gain penalties in any social encounter with other races and nations (even among each other – They do not easily trust each other). Off course after a Northman has gained the trust this penalty could be removed.

- ❖ Any social encounter with other Northmen race (than your own) causes a -10 penalty to any **Fellowship-based tests** or raises the difficulty of the tests by one level.
- ❖ Any social encounter with other races and nations (than Northmen) causes a -20 penalty to any **Fellowship-based tests** or raises the difficulty of the tests by two levels.

Familiarity to Cold:

Those living in the most northern areas of the world are more custumed to extreme cold. These areas include the Chaos Wastes, Norsca, Kislev Oblast, Eastern Steppes, Land of Chill... They should get +10 bonus for tests against cold, because they have adapted the most brutal of cold environments.

Northmen Careers: WFRP2

* Careers found from my Norsca Project, if needed. In this document few careers are given, so that you can create a typical Northmen characters.

Also you can use following basic-careers: Bodyguard, Burgher (the Norse), Entertainer, Fisherman (the Norse), Hedge-Wizard, Hunter, Mercenary, Miner (usually only the Norse), Outlaw, Outrider, Peasant, Pit Fighter, Seaman (the Norse), Servant, Thief (the Hung), Thug, Tradesman, Woodsman (the Norse)



The Khornate warrior-priests. Because Kharnath, the Blood God, despises the use of magic, the Bloodfathers are commonly non-magical warrior-priests. Instead of magic, they have unimpeachable knowledge of axe and sword, and it is often whispered amongst the Norsemen that no man can defeat Bloodfather (if one would even dare to try), as there is no trick of war that Khorne has not revealed to unto them. They are fearsome warriors in their own right.

Special: To become a Bloodfather, the Character must have at least one mutation. Also character must be strongly dedicated to Khorne.

Career Entries: Any (usually Captain, Judicial Champion, Marauder*, Veteran, Warleader*)

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+20	-	+10	+15	+5	-	+15	-	+1	+4	-	-	-	-	-	-

Skills: Common Knowledge (any one), Dodge Blow, Heal**, Intimidate, Secret Language (Battle Tongue)

Talents: Hardy, Inured to Chaos, Lighting Reflexes or Very Resilient, Specialist Weapon Group (Flail or Two-handed), Strike Mighty Blow, Strike to Injure

Trappings: Hand Weapon and Shield or Great Weapon, Medium Armour (Full Leather and Mail Shirt), Cult Vestments, Religious Symbol of Khorne, Skin of Blood

Career Exits: Agiator, High Bloodfather - Cult Magus of Khorne*, Marauder*, Outlaw, Veteran, Zealot

** Heal skill is expanded rule and not in original career concept.





High Bloodfather ~ Magus of Khorne (Advanced)

Tome of Corruption

High Bloodfather's are feared and respected high priests of Khorne.

Special: -

Career Entries: Bloodfather - Acolyte of Khorne

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+40	+5	+20	+30	+10	-	+15	+5	+2	+7	-	-	-	-	-	-

Skills: Command, Dodge Blow, Intimidate

Talents: Frenzy, Quick Draw, Resistance to Magic, Specialist Weapon Group (Flail or Two-handed), Unsettling, Very Resilient, Very Strong, Warrior Born

Trappings: Heavy Armour (Full Plate), Good Craftmanship Flail or Great Weapon, Cult Vestments, Religious Symbol of Khorne, Bag of Blood, Shrine/Temple of Khorne

Career Exits: It is common to choose the Chaos Champion – Chaos Warrior career after this career.



Marauder (Basic)

Tome of Corruption, Career Compendium

Most Northmen are great warriors, blessed with strength at arms and fierce demeanours, but it is the dream of nearly every Norsemen to join the ranks of the greatest warriors, to become Champions of Chaos and bear the marks of their Gods' favour. Until they can prove their value to the Dark Gods, they are simply Marauders. Most Marauders are the core of the Chaos Hordes. They flock to the banners of their Champions, throwing their weight behind any cause, whether it's the bidding of their Gods or the call to battle. When not part of a great army, they spend their time raiding villages of the Empire. Natural fighters, they are hardened by the bleak land and bred for battle. They hold all others in contempt.

Special: The Norse are rarely horsemen, but this is possible (especially among the Varg tribe). Kurgan and Hung are generally horsemen, hence this career allows for Marauders that serve as horsemen.

Career Entries: Bondsman*, Cult Acolyte (*Tome of Corruption*), Freeholder*, Norse Berserker*, Norse Beastmaster*, Reaver*, Skald*, Whaler* or Any career with at least one mutation with GM's permission

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	-	+5	+5	+10	-	+10	-	+1	+2	-	-	-	-	-	-

Skills: Animal Care, Consume Alcohol, Follow Trail, Navigation, Perception, Ride or Sail, Search

Talents: Orientation, Specialist Weapon Group (Cavalry, Flail or Two-handed), Strike to Injury

Trappings: Dagger or 2 Javelins, Flail, Great Weapon or Demilance, Hand Weapon, Light Armour (Helmet and Leather Leggings), Shield, Tattoos

Career Exits: Bloodfather - Cult Acolyte of Khorne*, Mercenary, Reaver*, Slaver*, Warleader*; It is common to choose the Chaos Champion – Chaos Warrior career after this career.





Reaver (Basic)

Tome of Corruption, Career Compendium

The seas of the Old World are full of terrors, some Human, others subhuman. Among the most feared mariners are the Norse Reavers, brutal warriors who plunder the coastlines in search of foodstuffs, gold, and slaves. They are a merciless lot, hardened from their frequent battles with Imperial sailors and the feeble militias that stand against them. Reavers sail the seas to bring booty back to their settlements in their frozen lands. Others sell their souls to the Ruinous Powers, hoping to attract the attention of their uncaring Gods, and gain the power they so crave.

Special: -

Career Entries: Bondsman*, Marauder*, Norse Berserker*, Seaman, Skald*, Warleader*, Whaler*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	-	+10	+5	+10	-	-	-	+1	+2	-	-	-	-	-	-

Skills: Common Knowledge (Bretonnia, the Empire, Lustria, Norsca, Southlands, Tilea or the Wasteland), Consume Alcohol, Dodge Blow, Row, Sail, Scale Sheer Surfaces, Speak Language (Breton, Estalian, Reikspiel or Tilean), Swim

Talents: Hardy or Street Fighting, Menancing or Strike Mighty Blow, Seasoned Traveller

Trappings: Hand Weapon, Medium Armour (Mail Shirt, Full Leather and Helmet), Shield, Tattoos

Career Exits: Marine, Marauder*, Mate, Mercenary, Navigator, Slaver*, Veteran, Warleader*, Whaler*



Seer (Basic)

Tome of Corruption, Career Compendium

Sometimes Norse Seers are referred as Shamans (also Vólva or Völva). Seers are self-appointed authorities on all matters involving the spiritual world. They can be found in marketplaces of any town, proclaiming their latest revelation to anyone who will listen. Since Seers operate outside the bounds of sanctioned religious laws, and purport to understand the will of the Gods, they are easy targets for persecutions by Witch Hunters, who don't draw a line of distinction between the authentic seers and the charlatans. In Norsca, however, Seers are valued members of a Jarls entourage, reading the signs and portents in the entrails of their sacrifice or translating the flickers of fire to divine some glimpse of future events.

Special: Norse Holymen.

Career Entries: Hedge Wizard, Skald*, Strigany Mystic (*Nights Dark Masters, Career Compendium*)

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
-	-	-	-	+5	+5	+10	+15	-	+2	-	-	-	+1	-	-

Skills: Blather or Speak Arcane Language (Daemonic or Magick), Channelling or Performer (Palm Reader), Charm Animal or Heal**, Magical Sense or Perception

Talents: Hedge Magic or Keen Senses, Luck or Petty Magic (Hedge), Public Speaking

Trappings: Instruments of Divination (dice, cards, a chicken...etc.)

Career Exits: Agitator, Charlatan, Vagabond, Vitki*, Witch (*Realms of Sorcery, Career Compendium*); It is common to choose the Chaos Sorcerer – Maledictor career after this career.

** Heal skill is expanded rule and not in original career concept.





Vitki (Advanced)

Tome of Corruption

Sometimes Vitki are referred to as Shamans (also Vólva or Völva). Admittedly, most Norseman spellcasters are Sorcerers, Witches, and Warlocks. All of these mystics draw their power from the Dark Gods, channelling *Dhar* to suit their needs. Still, in some parts of Norsca, an older tradition remains: one placing emphasis on divination, healing, and prophecy. Whilst most include them in the pantheon of corrupt Daemonologists, Vitki are not blatant servants of the Ruinous Powers, and instead work their magic to aid their people.

Special: Norse Holymen.

Career Entries: Hedge Wizard, Seer*, Witch (*Realms of Sorcery, Career Compendium*)

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+15	+10	+10	+10	+10	+15	+25	+20	+1	+5	-	-	-	+2	-	-

Skills: Animal Training, Channelling, Heal**, Hypnotism, Intimidate, Magical Sense, Outdoor Survival, Perception, Performer (Storyteller), Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)

Talents: Dark Magic, Lesser Magic (any two), Master Orator, Meditation, Menancing, Witchcraft***

Trappings: Dagger, Filthy Hides, A Bag of Entrails

Career Exits: Warlock (*Realms of Sorcery, Career Compendium*); It is common to choose the Chaos Sorcerer – Maledictor career after this career.

** Heal skill is expanded rule and not in original career concept.

*** This trait can be found in this document – See above.



Warleader (Advanced)

Tome of Corruption, Career Compendium

Warleaders are proven Norsemen warriors who've seen countless battles and are entrusted by their Jarls, Jergs, Chieftains, Zars and Kings to lead detachments of other warriors and Marauders against their enemies. Typically, Warleaders bear many strange tattoos, ritual scars, and most, if not all, have one or more mutations, showing they have the favour of the Gods.

Special: -

Career Entries: Bondsman*, Marauder*, Reaver*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+20	-	+20	+20	+10	+5	+10	+10	+2	+5	-	-	-	-	-	-

Skills: Command, Consume Alcohol, Dodge Blow, Intimidate, Perception

Talents: Fearless, Strike Mighty Blow, Strike to Injure, Specialist Weapon Group (Two-handed), Unsettling, Very Resilient or Very Strong

Trappings: Hand Weapon and Shield or Great Weapon, Medium Armour (Sleeved Mail Shir, Mail Coif and Full Leather Armour), Warband of 2d10 Marauders

Career Exits: Bloodfather - Cult Acolyte of Khorne*, Captain, Champion, Reaver*, Veteran





Wastes Shaman (Basic)

NEW

Wastes Shamans are Kurgan and Hung holymen and witch doctors. They are self-appointed authorities on all matters involving the spiritual world. They can be found in marketplaces of any town, proclaiming their latest revelation to anyone who will listen. Since Seers operate outside the bounds of sanctioned religious laws, and purport to understand the will of the Gods, they are easy targets for persecutions by Witch Hunters, who don't draw a line of distinction between the authentic Shaman and the charlatans. In the north, however, Shamans are valued members of a Jergs, Jarls, Zarl's or kings entourage, reading the signs and portents in the entrails of their sacrifice or translating the flickers of fire to divine some glimpse of future events.

Special: Chaos Wastes Holymen.

Career Entries: Cult Acolyte (*Tome of Corruption*), Hedge Wizard, Skald*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	-	-	+5	+5	+5	+10	+10	-	+1	-	-	-	+1	-	-

Skills: Blather or Speak Arcane Language (Daemonic or Magick), Channelling, Charm Animal or Heal, Magical Sense or Perception

Talents: Hedge Magic or Keen Senses, Petty Magic (Chaos or Petty), Public Speaking

Trappings: Instruments of Divination (dice, cards, a chicken...etc.)

Career Exits: Agitator, Charlatan, Vagabond, Wastes Warlock, Witch (*Realms of Sorcery*, *Career Compendium*); It is common to choose the Chaos Sorcerer – Maledictor career after this career.



Wastes Warlock (Advanced)

NEW

Wastes Warlocks are Kurgan and Hung holymen and witch doctors. Admittedly, most Northmen spellcasters are Chaos Sorcerers. All of these mystics draw their power from the Dark Gods, channelling *Dhar* to suit their needs.

Special: Chaos Wastes Holymen.

Career Entries: Cult Magus (*Tome of Corruption*), Wastes Shaman, Witch (*Realms of Sorcery*, *Career Compendium*)

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+15	+10	+10	+15	+15	+15	+20	+20	+1	+4	-	-	-	+2	-	-

Skills: Animal Training, Channelling, Command, Heal, Hypnotism, Intimidate, Magical Sense, Outdoor Survival, Performer (Storyteller), Prepare Poison, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)

Talents: Dark Magic, Lesser Magic (any two), Meditation, Menancing, Strong-Minded, Witchcraft**

Trappings: Dagger, Filthy Hides, A Bag of Entrails

Career Exits: Warlock (*Realms of Sorcery*, *Career Compendium*); It is common to choose the Chaos Sorcerer – Maledictor career after this career.

** This trait can be found in this document above.





Northmen Rules: WFRP1

A Northman character gains the following skills, talents and traits based on the tribe.

The Norse

Speak: Norse

Night Vision: Zero

Alignment: Neutral or Chaos

Psychology: No special psychology rules

Skills: All Norsemen have *Sailing* or *Scale Sheer Surfaces*. If the character has two or more initial skills, the second will be *Consume Alcohol*. Any remaining initial skills should be diced randomly on the Skill Chart for the chosen Career Class.

Special Rules: *Inured to Chaos*: If you have a mutation, you gain a +10 bonus to tests made to resist gaining additional mutations. There is a 20% chance a Norse character begin play with a mutation. If you begin play with a mutation, there's a 10% chance the character is an Ulfwerenar instead of Human. GM decision the change for a mutation could be ignored.

Note! The Norse tribes are covered in more detail in my Norsca Project. Found from the same site as this document.

The Kurgan

Speak: Kurgan

Night Vision: Zero

Alignment: Neutral or Chaos

Psychology: No special psychology rules

Skills: All Kurgan have *Ride* or *Drive Cart*. If the character has two or more initial skills, the second will be *Very Resilient*. Any remaining initial skills should be diced randomly on the Skill Chart for the chosen Career Class.

Special Rules: *Inured to Chaos*: If you have a mutation, you gain a +10 bonus to tests made to resist gaining additional mutations. There is a 25% chance a Kurgan begin play with a mutation. GM decision the change for a mutation could be ignored.

The Hung

Speak: Hung

Night Vision: Zero

Alignment: Neutral or Chaos

Psychology: No special psychology rules

Skills: All Hung have *Ride* or *Silent Move Rural*. If the character has two or more initial skills, the second will be *Concealment Rural*. Any remaining initial skills should be diced randomly on the Skill Chart for the chosen Career Class.

Special Rules: *Inured to Chaos*: If you have a mutation, you gain a +10 bonus to tests made to resist gaining additional mutations. There is a 25% chance a Hung begin play with a mutation. GM decision the change for a mutation could be ignored.



Table: Northmen Characteristics

Characteristics	The Norse	The Kurgan	The Hung
Movement (M)	D3+2	D3+2	D3+2
Weapon Skill (WS)	2D10+20	2D10+25	2D10+20
Ballistic Skill (BS)	2D10+20	2D10+20	2D10+20
Strenght (S)	D3+1	D3+1	D3+1
Toughness (T)	D3+1	D3+1	D3+1
Wounds (W)	D3+4	D3+5	D3+4
Initiative (I)	2D10+20	2D10+20	2D10+20
Attacks (A)	1	1	1
Dexterity (Dex)	2D10+20	2D10+20	2D10+25
Leadership (Ld)	2D10+20	2D10+20	2D10+20
Intelligence (Int)	2D10+20	2D10+15	2D10+15
Cool (CL)	2D10+20	2D10+25	2D10+30
Will Power (WP)	2D10+20	2D10+20	2D10+20
Fellowship (Fel)	2D10+20	2D10+10	2D10+10

Optional Rules: WFRP1

Social Encounters:

Because of the grim stature and feared reputation, all the Northmen should gain penalties in any social encounter with other races and nations (even among each other – They do not easily trust each other). Off course after a Northman has gained the trust this penalty could be removed.

- ❖ Any social encounter with other Northmen race (than your own) causes a -5 penalty to any **Fellowship-based tests**.
- ❖ Any social encounter with other races and nations (than Northmen) causes a -10 penalty to any **Fellowship-based tests**.

Familiarity to Cold:

Those living in the most northern areas of the world are more customed to extreme cold. These areas include the Chaos Wastes, Norsca, Kislev Oblast, Eastern Steppes, Land of Chill... They should get +10 bonus for tests against cold, because they have adapted the most brutal of cold environments.



Northmen Careers: WFRP1

* Careers found from my Norsca Project, if needed. In this document few careers are given, so that you can create a typical Northmen characters.

Also you can use following basic-careers: Bodyguard, Entertainer, Fisherman (the Norse), Foopad (the Hung), Herdsman, Hunter, Labourer, Mercenary, Outlaw, Outrider, Pedlar, Pit Fighter, Seaman (the Norse), Seer, Servant, Thief (the Hung), Trapper, Woodsman (the Norse)



Bloodfather (Advanced) Warrior

The Khornate warrior-priests. Because Khornath, the Blood God, despises the use of magic, the Bloodfathers are commonly non-magical warrior-priests. Instead of magic, they have unimpeachable knowledge of axe and sword, and it is often whispered amongst the Norsemen that no man can defeat Bloodfather (if one would even dare to try), as there is no trick of war that Khorne has not revealed to unto them. They are fearsome warriors in their own right.

Special: To become a Bloodfather, the Character must have at least one mutation (Use mutations found from the *TEW Campaign Volume 1: Shadow Over Bøgenhafen*). Also character must be strongly dedicated to Chaos (Khorne). To advance even further character needs to gain *Rewards of Chaos*. See *Realms of Chaos: The Lost and The Damned* and *Slaves To Darkness* or use table found from this document. See more Chapter VII: Religion.

Career Entries: Judicial Champion, Marauder*, Mercenary Captain (Sergeant), Norse Berserker*, Slaver, Viking*, Warleader*

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+30	-	+1	+2	+5	+20	+1	-	-	+10	+30	+10	+10

Skills: Disarm, Dodge Blow, Frenzied Attack, Heal Wounds, Street Fighter, Specialist Weapon – Two-handed, Specialist Weapon – Flail, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling

Trappings: Hand Weapon and Shield or Great Weapon, Medium Armour (Full Leather and Mail Shirt), Cult Vestments, Religious Symbol of Khorne, Skin of Blood

Career Exits: Chaos Champion (Khorne)





Marauder (Basic)

Warrior

Most Norsemen are great warriors, blessed with strength at arms and fierce demeanours, but it is the dream of nearly every Norsemen to join the ranks of the greatest warriors, to become Champions of Chaos and bear the marks of their Gods' favour. Until they can prove their value to the Dark Gods, they are simply Marauders. Most Marauders are the core of the Chaos Hordes. They flock to the banners of their Champions, throwing their weight behind any cause, whether it's the bidding of their Gods or the call to battle. When not part of a great army, they spend their time raiding villages of the Empire. Natural fighters, they are hardened by the bleak land and bred for battle. They hold all others in contempt.

Special: The Norse are rarely horsemen, but this is possible (especially among the Varg tribe). The Marauder career is open also to the Kurgan and Hung (other tribes living in the Chaos Wastes). They are generally horsemen, hence this career allows for Marauders that serve as horsemen.

Career Entries: Bondsman*, Freeholder*, Norse Berserker*, Norse Beastmaster*, Reaver*, Skald*, Whaler* or Any career with at least one mutation (GM's permission)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	+1	-	+2	+10	+1	-	-	-	+10	-	-

Skills: Animal Care, Consume Alcohol, Follow Trail, Orientation, Sailing or Ride – Horse, Specialist Weapon – Two-handed, Specialist Weapon – Flail or Specialist Weapon – Lance, Strike Mighty Blow, Strike to Injure, 50% chance of Very Resilient

Trappings: Dagger or 2 Javelins, Great Weapon, Flail or Demilance, Hand Weapon, Mail Shirt, Shield, Tattoos

Career Exits: Bloodfather*, Mercenary, Reaver*, Slaver, Viking*, Warleader*



Reaver (Basic)

Warrior

The seas of the Old World are full of terrors, some Human, others subhuman. Among the most feared mariners are the Norse Reavers, brutal warriors who plunder the coastlines in search of foodstuffs, gold, and slaves. They are a merciless lot, hardened from their frequent battles with Imperial sailors and the feeble militias that stand against them. Reavers sail the seas to bring booty back to their settlements in their frozen lands. Others sell their souls to the Ruinous Powers, hoping to attract the attention of their uncaring Gods, and gain the power they so crave.

Special: -

Career Entries: Bondsman*, Marauder*, Norse Berserker*, Seaman, Skald*, Viking*, Warleader*, Whaler*

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	-	+1	+2	+10	+1	-	-	-	+10	-	-

Skills: Consume Alcohol, Dodge Blow, Row, Sailing, Scale Sheer Surfaces, Speak Additional Language (any one), Street Fighter, Strike Mighty Blow, Swim, 50% chance of Very Strong

Trappings: Hand Weapon, Mail Shirt, Helmet, Shield, Tattoos

Career Exits: Marine, Marauder*, Mercenary, Navigator, Slaver, Sea Captain (Mate), Viking*, Warleader*, Whaler*





Norse Seer (Basic)

Academic

Sometimes Norse Seers are referred to as Shamans (also Vólva or Völva). Seers are self-appointed authorities on all matters involving the spiritual world. They can be found in marketplaces of any town, proclaiming their latest revelation to anyone who will listen. Since Seers operate outside the bounds of sanctioned religious laws, and purport to understand the will of the Gods, they are easy targets for persecutions by Witch Hunters, who don't draw a line of distinction between the authentic seers and the charlatans. In Norsca, however, Seers are valued members of a Jarl's entourage, reading the signs and portents in the entrails of their sacrifice or translating the flickers of fire to divine some glimpse of future events.

Special: Norse Holymen. Norse Seer and Vitki are basically similar careers as Hedge-Wizard careers found from the *Realms of Sorcery*, but with few changes. The main distinguishing feature is their lack of formal magical training. Many cannot read or write, and have discovered spells in their own eccentric fashion, which bears little resemblance to the formal theories of the magical colleges. Their dabbling in magic commonly leads them into the dangerous paths of Daemonology and Chaos Sorcery. Much of their time is spent working with herbs and medical potions (which some may pass off as magic), healing the sick and telling fortunes. Their lack of knowledge of *Arcane Language – Magick*, and in many cases the fact that they cannot even read, means that Norse Seers must either learn spells from a teacher, or invent them themselves, which is time-consuming and often unsuccessful. See more details about spell creation *Realms of Sorcery*.

Career Entries: Hedge Wizard Apprentice (*Realms of Sorcery*), Herbalist, Seer, Skald*

Magic Points: 2D4 Humans (and start with two petty magic spells)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+1	-	-	-	-	+10	-	+10	+10

Skills: Cast Spells – Petty Magic, Cure Disease, Divining, Heal Wounds, Story Telling

Trappings: Instruments of Divination (dice, cards, a chicken...etc.)

Career Exits: Agitator, Charlatan, Herbalist, Vitki*



Warleader (Advanced)

Warrior

Warleaders are proven Norsemen warriors who've seen countless battles and are entrusted by their Jarls and Kings to lead detachments of other warriors and Marauders against their enemies. Typically, Warleaders bear many strange tattoos, ritual scars, and most, if not all, have one or more mutations, showing they have the favour of the Gods.

Special: -

Career Entries: Bondsman*, Marauder*, Reaver*

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	+10	+1	+1	+4	+20	+1	+10	+20	+10	+20	+10	+10

Skills: Consume Alcohol, Disarm, Dodge Blow, Street Fighter, Specialist Weapon – Two-handed, Specialist Weapon – Flail, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong

Trappings: Hand Weapon and Shield or Great Weapon, Full Mail Armour, Warband of 2d10 Marauders

Career Exits: Bloodfather*, Judicial Champion, Mercenary Captain (Sergeant), Sea Captain (Mate)





Wastes Shaman (Basic)

Academic

Wastes Shamans are Kurgan and Hung holymen and witch doctors. They are self-appointed authorities on all matters involving the spiritual world. They can be found in marketplaces of any town, proclaiming their latest revelation to anyone who will listen. Since Seers operate outside the bounds of sanctioned religious laws, and purport to understand the will of the Gods, they are easy targets for persecutions by Witch Hunters, who don't draw a line of distinction between the authentic Shaman and the charlatans. In the north, however, Shamans are valued members of a Jergs, Jarls, Zarl's or kings entourage, reading the signs and portents in the entrails of their sacrifice or translating the flickers of fire to divine some glimpse of future events.

Special: Chaos Wastes Holymen. Wastes Shaman and Warlock are basically similar careers as Hedge-Wizard careers found from the *Realms of Sorcery*, but with few changes. The main distinguishing feature is their lack of formal magical training. Many cannot read or write, and have discovered spells in their own eccentric fashion, which bears little resemblance to the formal theories of the magical colleges. Their dabbling in magic commonly leads them into the dangerous paths of Daemonology and Chaos Sorcery. Much of their time is spent working with herbs and medical potions (which some may pass off as magic), healing the sick and telling fortunes. Their lack of knowledge of *Arcane Language – Magick*, and in many cases the fact that they cannot even read, means that Shamans must either learn spells from a teacher, or invent them themselves, which is time-consuming and often unsuccessful. See more details about spell creation *Realms of Sorcery*.

Career Entries: Hedge Wizard Apprentice (*Realms of Sorcery*), Herbalist, Seer, Skald*

Magic Points: 2D4 Humans (and start with two petty magic spells)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+1	-	-	-	-	+10	+10	+10	-

Skills: Cast Spells – Petty Magic, Cure Disease, Divining, Heal Wounds, Magical Sense

Trappings: Instruments of Divination (dice, cards, a chicken...etc.), Talisman of the (Dark) Gods

Career Exits: Agitator, Charlatan, Herbalist, Wastes Warlock





Vitki (Advanced)

Academic

Sometimes Vitki are referred to as Shamans (also Vólva or Völva). Admittedly, most Norseman spellcasters are Chaos Sorcerers. All of these mystics draw their power from the Dark Gods, channelling *Dhar* to suit their needs. Still, in some parts of Norsca, an older tradition remains: one placing emphasis on divination, healing, and prophecy. Whilst most include them in the pantheon of corrupt Daemonologists, Vitki are not blatant servants of the Ruinous Powers, and instead work their magic to aid their people.

Special: Norse Holymen. Vitki can learn and cast spells from any discipline of magic, except Colour and High Magic, up to their level of Vitki. However, spells from disciplines other than petty magic cost double the normal cost, and a Vitki can learn no more than four non-petty magic spells at each level. This is because Vitki have had little or no formal training in magic, and therefore have difficulty understanding other methods of describing and explaining spells. Being able to learn spells from any discipline can allow Vitki to become powerful users of magic, although if it happens this will take a long time. GMs are free to veto any spells that they don't think a character Vitki could reasonably have learned during a campaign. On top of this, any Vitki who study Daemonology, Necromancy, Dark or Chaotic magic gain D6 Insanity Points and one disability each time they learn a spell of this type, due to the lack of training that would give them some way of resisting the damaging influence of the spells. In addition, the first time they attempt to learn a spell from each of these disciplines, their alignment will move one step closer to Chaos as a result of the corrupting nature of their work. One way to avoid Insanity Point penalties is to become a Chaos Sorcerer.

Career Entries: Norse Seer*

Magic Points: 4D4 Humans

Vitki, Level 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+10	-	-	-	+10	-	+10	+10

Skills: Blather, Cast Spells – Any Level 1, Herb Lore, Hypnotism, Identify Plant, Magic Sense, Meditation

Vitki, Level 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+3	+20	-	+10	-	+10	+10	+10	+10

Skills: Cast Spells – Any Level 2, Daemon Lore, Evaluate, Magical Awareness, Read/Write (Futhark)

Vitki, Level 3

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+4	+30	-	+20	-	+20	+20	+20	+20

Skills: Cast Spells – Any Level 3, Manufacture Potions, Prepare Poisons

Vitki, Level 4

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+4	+40	-	+30	-	+30	+30	+30	+30

Skills: Astronomy, Cast Spells – Any Level 4, Identify Magical Artefact, Surgery

Trappings: Dagger, Filthy Hides, A Bag of Entrails

Career Exits: Chaos Sorcerer*, Vitki – Next level, Wizard's Apprentice (Daemonologist)





Wastes Warlock (Advanced)

Academic

Wastes Warlocks are Kurgan and Hung holymen and witch doctors. Admittedly, most Northmen spellcasters are Chaos Sorcerers. All of these mystics draw their power from the Dark Gods, channelling *Dhar* to suit their needs.

Special: Chaos Wastes Holymen. Wastes Warlock can learn and cast spells from any discipline of magic, except Colour and High Magic, up to their level of Wastes Warlock. However, spells from disciplines other than petty magic cost double the normal cost, and a Wastes Warlock can learn no more than four non-petty magic spells at each level. This is because Wastes Warlock have had little or no formal training in magic, and therefore have difficulty understanding other methods of describing and explaining spells. Being able to learn spells from any discipline can allow Wastes Warlock to become powerful users of magic, although if it happens this will take a long time. GMs are free to veto any spells that they don't think a character Wastes Warlock could reasonably have learned during a campaign. On top of this, any Wastes Warlock who study Daemonology, Necromancy, Dark or Chaotic magic gain D6 Insanity Points and one disability each time they learn a spell of this type, due to the lack of training that would give them some way of resisting the damaging influence of the spells. In addition, the first time they attempt to learn a spell from each of these disciplines, their alignment will move one step closer to Chaos as a result of the corrupting nature of their work. One way to avoid Insanity Point penalties is to become a Chaos Sorcerer.

Career Entries: Wastes Shaman

Magic Points: 4D4 Humans

Wastes Warlock, Level 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	-	-	+2	+10	-	-	-	+10	+10	+10	-

Skills: Arcane Language (Demonology), Blather, Cast Spells – Any Level 1, Herb Lore, Hypnotism, Identify Plant, Speak Additional Language – Dark Tongue

Wastes Warlock, Level 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+3	+20	-	+10	-	+10	+10	+10	+10

Skills: Cast Spells – Any Level 2, Daemon Lore, Evaluate, Magical Awareness, Read/Write (Dark Tongue)

Wastes Warlock, Level 3

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+4	+30	-	+20	+10	+20	+20	+20	+10

Skills: Cast Spells – Any Level 3, Identify Undead, Prepare Poisons

Wastes Warlock, Level 4

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	+10	+1	+1	+4	+40	-	+30	+20	+30	+30	+30	+10

Skills: Cast Spells – Any Level 4, Identify Magical Artefact, Manufacture Potions, Surgery

Trappings: Dagger, Filthy Hides, A Bag of Entrails

Career Exits: Chaos Sorcerer*, Wastes Warlock – Next level, Wizard's Apprentice (Daemonologist)

