



WFRP2: Gotrek & Felix

by Jackdays

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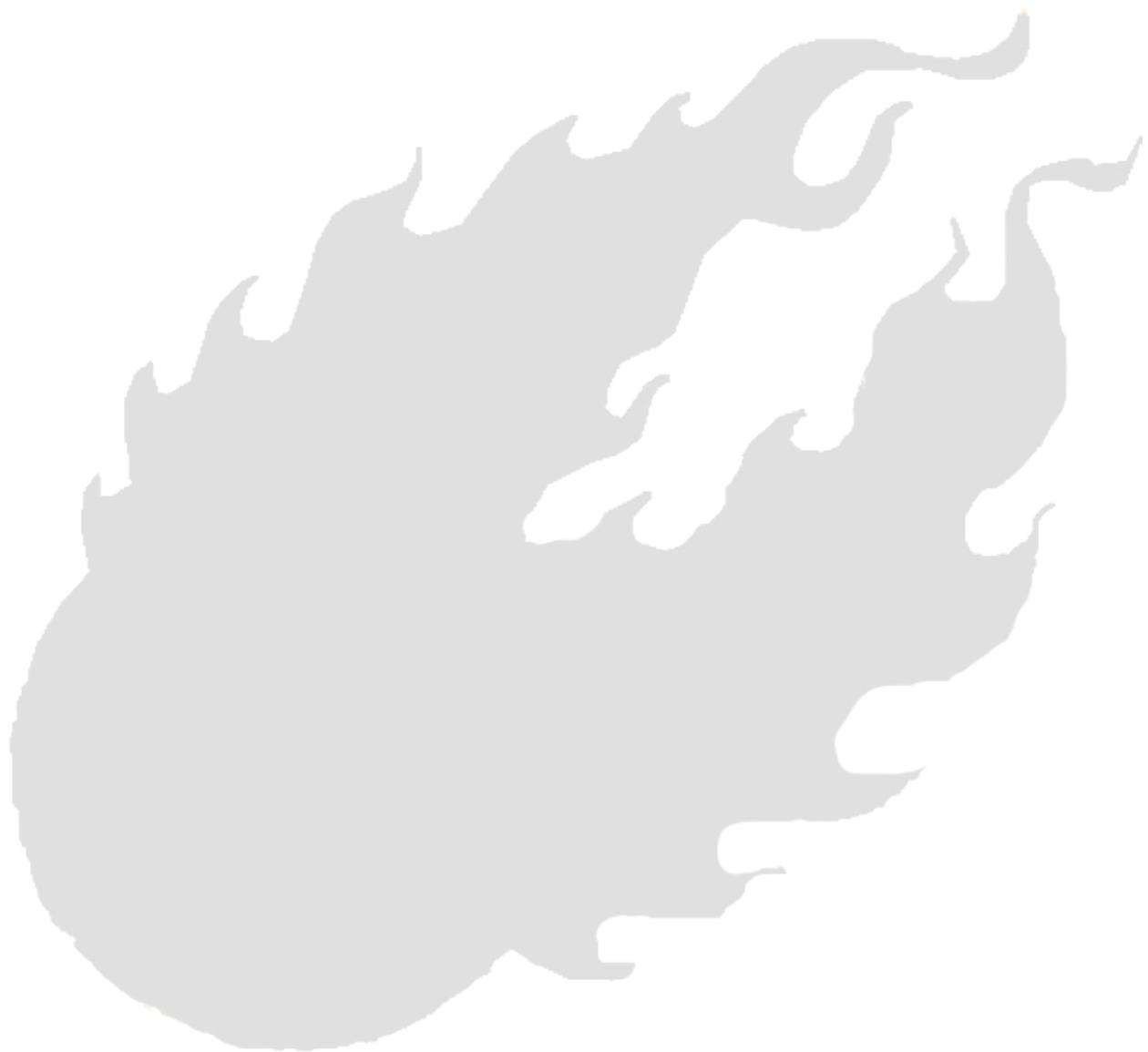
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WFRP2 stats for Gotrek & Felix

These are unofficial WFRP2 rules/stats for two iconic Warhammer characters: **Gotrek & Felix**. Their epic journeys have lasted for decades. Adventures of a Dwarfen Slayer named Gotrek Gurnisson and his human Rememberer companion Felix Jaeger. Rules give their stats from various stages of their journey and give one idea of their advancement.

Following text taken from *Doomstones: Death Rock* (WFRP1 campaign sourcebook).

Gotrek Gurnisson is a Slayer: Proud, belligerent, loyal to his friends, and an implacable enemy. Death means nothing to him. He seeks it out, welcoming the chance to die, providing he goes down fighting against impossible odds. Death is the only thing left for him, an atonement for his secret crime. The only problem is, that Gotrek is just too tough, too lucky or too plain mean to die. He Meets threats head on, and armed with his trusty axe, overcomes them all.

In quieter moments, Gotrek is a sad character, given to fits of depression and prodigious drinking bouts. He hides a surprisingly educated mind behind his harsh exterior - he has an excellent grasp of Dwarven history and a high regard for skilled workmanship, no matter what the source. Every once in a while, he lets slip some fact that shows he knows much of Dwarven engineering. But he is bitterly lonely. His only real friend is Felix Jaeger, a human poet. Family and clan are lost to him - a terrible thing for any Dwarf. As a result he is closed-mouthed about the crime that brought him to his current state.

In noisier moments - and that means in the middle of a fight - Gotrek is one of the deadliest close-quarter fighter in the Old World. Nothing seems to be able to stand in his way. His insane disregard for personal safety, combines with a degree of skill that few can match, makes him a devastating opponent. Even without his axe, he gives far better than he gets... And, of course, like all Slayers he lacks subtlety; "tactical finesse" means "Charge!"

Gotrek, like most Slayers, is nasty, brutish and stocky. His body is covered in tattoos and a great crest of orange hair rises from his head. He is a fearsome sight. After the event described in Trollslayer, Gotrek will be missing an eye and has a patch instead.

Felix Jaeger is a man who knows he's going to die. It's only a matter of time. His friendship with Gotrek Gurnisson makes it inevitable. Felix has followed the Dwarf across every stretch of wilderness in the Old World and even beyond, waiting for the inevitable. So far, so good...

Felix was once a articulate, well-educated student studying classic literature at Altdorf University. Then one day, he found himself in a duel with the bullying Wolfgang Krassner. Felix despatched Krassner, although he certainly didn't intend to do so, and was expelled.

Felix's father disinherited him and the young poet took to politics. As a leader of the now infamous Window Tax march, Felix was at the head of the crowd when the peaceful demonstration degenerated into a riot and the Imperial Cavalry intervened to quell the bloodbath.

Felix's life was save when he was pulled from under the hooves of the cavalry by a drunken trollslayer, who then cut them a path to freedom.

After walking from an epic pub-brawl, Felix was horrified to discover that while drunk he had sworn to accompany the Dwarf and record his death in an epic poem. It was only when sobriety returned that Felix realized that witnessing the Troll Slayer's death might be the last thing he ever did. Since he was sought for the murder of Krassner, Felix had no choice but to follow Gotrek, the Dwarf, when he left the city. Of course, Felix has regreted his oath on many occasions. Since then his life has been exciting, to say the least... Although every once in a while, he gets quite nostalgic about being a student and poet in Altdorf - or even a Wool merchant like his father and brother.

Felix Jaeger is an amicable young man about six foot in height with blonde hair and a duelling scar on his cheek. He has a perpetual, twitchy, worried expression on his handsome face, as benefits one who is both infamous and an associate of Gotrek Gurnisson.



Gotrek & Felix Stories and Timeline

Here is a rough and simple timeline (Imperial Years/Calendar) detailing Gotrek & Felix main stories. Timeline is missing many stories and details, but gives some idea where they were and when. Note! This is my timeline and not anyway official, but based on all the information about Gotrek & Felix.

For much more information and details about Gotrek & Felix timeline and their stories consult my website www.kalevalahammer.com.

- ❖ **Trollslayer:** 2502-2503; the Empire, the Border Princes, The World's Edge Mountains
- ❖ **Skavenslayer:** 2504; the Empire
- ❖ **Daemonslayer:** 2505; Kislev, Chaos Wastes
- ❖ **Dragonslayer:** 2505; Chaos Wastes, The World's Edge Mountains
- ❖ **Beastslayer:** 2505; Kislev
- ❖ **Vampireslayer:** 2506; Kislev, the Empire
- ❖ **Giantslayer:** 2506; Albion
- ❖ **Orcslayer:** 2522; Border Princes, Black Mountains
- ❖ **Manslayer:** 2522; the Empire
- ❖ **Elfslayer:** 2522; Marienburg/Wasteland, Sea of Claws
- ❖ **Shamanslayer:** 2522; the Empire
- ❖ **Zombieslayer:** 2523; the Empire
- ❖ **Kinslayer:** 2524-2525; the Empire, Kislev
- ❖ **Slayer:** 2527

Felix Jaegar from My Travels With Gotrek novels published by Altdorf Press:

- ❖ Felix Jaegar from My Travels With Gotrek (Vol.I): Details events in Altdorf and their escape. Just before Trollslayer.
- ❖ Felix Jaegar from My Travels With Gotrek (Vol.II): Trollslayer, Charnel Congress, Road of Skulls.
- ❖ Felix Jaegar from My Travels With Gotrek (Vol.III): Skavenslayer, Daemonslayer, Dragonslayer.
- ❖ Felix Jaegar from My Travels With Gotrek (Vol.IV): Beastslayer, Vampireslayer.
- ❖ Felix Jaegar from My Travels With Gotrek (Vol.V): Giantslayer.
- ❖ Felix Jaegar from My Travels With Gotrek (Vol.VI): City of the Damned.
- ❖ Felix Jaegar from My Travels With Gotrek (Vol.VII): Orcslayer, Manslayer, Elfslayer.
- ❖ Felix Jaegar from My Travels With Gotrek (Vol.VIII): Shamanslayer, Zombieslayer.



Weapons

Both Gotrek and Felix wield legendary runic weapons.

Gotrek's Axe (Runemaster's Axe / Axe of Valek)

Gotrek's Axe is a large Gromril (Star Metal) battle axe. Runemaster's Axe or Axe of Valek. Originally very old sister weapon to *Hammer of Fate*. Axe was wielded by the runemaster of lost dwarfen realm of Karag Dum. Last runemaster of Karag Dum, Valek, lost his life fighting with the axe against Khorne Bloodthirster. With his death prophesy was given that one day the axe would return. Finally axe was given to King Thangrim Firebeards son Morakai. Morakai lost his life in the Chaos Wastes, from where many years later it was found by Dwarf Gotrek Gurnisson. Legend also tells that this weapon might have belonged to Grimnir himself...

- ❖ Treat the axe similar weapon as the best craftsmanship hand-and-a-half Claymore Sword (Special Weapon, *Old World Armoury*).
- ❖ Enc 135 (double in the hands of non-dwarf); +5 to WS; SB+1 (SB+1 comes from Gromril); Slow (one-handed) or Impact, Slow (two-handed).
- ❖ Axe has permanent runes of *Rune of Bane (Chaos)*, *Rune of Fury* and *Rune of Might*. *Rune of Bane (Chaos)* glows in the close presence of Chaos or powerful Dark Magic (*Dhar*).
- ❖ Gromril weapon is unbreakable and increases the indicated damage by +1 (counted above).
- ❖ **Holy Rune Item (Divine Blessing)* - Blessed by Grimnir:** It seems that Dwarf attuned to this weapon will age slower (including close by companions), gains *Regeneration* ability (similar to Trolls), and becomes physically bigger and tougher. Weapon radiates immense power (make Magic Sense test to notice this).
 - **Brawn:** +10 Strength
 - **Aura of Immortality:** Causes invisible aura that affects the user (and possibly any close companions, that remain close for long periods of time). The user ages four times slower. It also reduces scarring (or they just seem to heal). User also seems to be very resistant to all disease rarely catching anything. GM may give bonuses to any tests against of mundane diseases (see below). If user loses the weapon, then he/she starts to age again fast, gaining the "slow" years in a faster pace.
 - Gain a +20 bonus to all tests against diseases.
 - **Regeneration:** Regenerate damage, even if at the point of death. Light Wounds heal one wound point per hour, heavy one wound point per day, up to maximum. Any critical/severe wounds heal twice as fast. This also means bones, which heal completely, without any sign of having ever been broken. All these abilities cease to function if the user dies.
- ❖ **Mighty Rune Artifact***: During the ancient days, when Dwarfs were still experimenting Rune magic, they forged items, that broke the rune rules. This caused many major failures and even deadlier effects, before the rules for rune magic were born. But, there were also few successfully created mighty artifacts, which hold more runes, than it is anymore possible (unless you willingly break the rules and manage to do that without failure). Experimental rune magic used to create this artifact breaks the rules of rune magic, which were created to shield the items and their creators from the hazards of using the Winds of Magic (mostly the *Wind of Chamon*).
 - **Master Rune of Unbinding:** There is a hidden and lost rune hidden in the Gotrek's Axe. This is *Master Rune of Unbinding*. Its powers cannot be used, nor its presence seen, until right chant is said to activate the rune. This rune remains lost, as it is said, that only person to know the activation of this rune was the last runemaster of Karag Dum, Valek.

Gotrek's Axe and Mighty Rune Artifact rule

Gotrek's Axe is truly a mighty rune artifact hiding a Master Rune besides three normal runes! This is something that cannot be done these days by the runesmiths and which was very difficult (if not almost impossible) in the ancient days too. First the *Master Rune of Unbinding* was created and hidden in the axe. Then three normal runes were added, so nobody would even think that there is one more rune hidden. And if this doesn't make the axe powerful enough, it is also blessed weapon (by Grimnir), which gives even more bonuses to its wielder.





Karaghul ("Wyrmslayer")

Karaghul is a rune sword. Dragon hilted blade was originally wielded by Raphael, Templar of the Order of the Fiery Heart. He accompanied Dwarf Faragrim in searching the depths of Karag Eight Peaks. Sword was then lost. Later sword was sought by Templar Aldred "Fellblade" Keppler. He tried to retrieve sword from Karag Eight Peaks, but during the expedition Aldred was killed and his infamous companion Felix Jaegar retrieved the sword. Felix has wielded Karaghul since. The Order of the Fiery Heart is still searching for their lost sword.

- ❖ Karaghul is best craftsmanship sword.
- ❖ Enc 45; +5 to WS; Defensive.
- ❖ Karaghul has permanent *Master Rune of Dragonbane**. Weapon causes sudden rage to its wielder when Dragons are in 1000ft radius.

* More about these rules, see my *Rune Expansion* document. You can find rules about runes from the *Realms of Sorcery* (WFRP2 sourcebook) and rules about some new runes from below.

Master Rune of Dragonbane (WFRP2)

Inscription Number: 35

Empowerment: 12

Description (Permanent): Any weapon bearing this rune protects its wielder from any dragon breath weapon (no damage) and dragon inflicted fear and terror. Also, all allies within 48 yards (24 squares) gain protection against the fear and terror. Weapon bearing Dragonbane rune also ignores dragons armour (scales) and Toughness Bonus characteristic. When this rune gets close to any dragon it faintly glows. This happens about 1000ft range. Rune can also be inscribed on a missile (bolt, stone, arrow...etc.) and even on bullets shot with gunpowder weapons. *Optional Rule:* Master Rune can be so powerful, that its hate against certain creature type will cause sudden rage (use *Frenzy* Trait) to wielder of weapon, when creature is 1000ft radius.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 5 minutes and for missiles it only lasts one shot.

Master Rune of Unbinding (WFRP2)

I leave specific details of this rune out of this document - more from my *Rune Expansion* document. This is a legendary rune and a lost rune. It is in the Gotrek's Axe, but even someone would find this out, it would still need activation, which is also lost knowledge.

Rune of Bane (WFRP2)

Inscription Number: 14

Empowerment: 4

Description (Permanent): Any weapon bearing this rune gains an extra +4 bonus on damage rolls against one type of enemy (check Type of the Enemy -table). When rune gets close to its enemy type it will also faintly glow. This happens about 100ft range. Rune can also be inscribed on a missile (bolt, stone, arrow...etc.) and even on bullets shot with gunpowder weapons.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 minute, but for missiles it only lasts one shot.

Multiple Runes:

- ❖ **Two Runes:** Two Runes of Bane causes' +8 bonus on damage rolls (see above). When rune gets close to its enemy type it will also faintly glow. This happens about 500ft range.
- ❖ **Three Runes:** Three Runes of Bane causes' +12 bonus on damage rolls (see above). When rune gets close to its enemy type it will also faintly glow. This happens about 1000ft range.





Character Profiles

First I provide basic profile. Character at the starting point before the first career. In there I give possible Characteristics. After this all the stages provide more advanced profile. All the bonuses are given, so you can use Characteristics given or add these bonuses any Characteristics you consider better.

Example:

- Felix Jaeger -				Character name.
WS	BS	S	T	This line provides possible beginning Characteristics.
29	28	29	35	
+5				This line provides additional bonuses from talents & traits. Added to the stats.

Skills: Common Knowledge (the Empire) (Int), Gossip (Fel), Speak Language (Reikspiel) (Int)

Talents: Provincial Expertise (Reikland) Beginning skills, talents and traits.

Traits: -

Felix Jaeger - Poet and Radical Activist (circa 2502)

Career: Student

Name, profession, circa, career-path, experience, racial information.

Experience: 200 advances

Race: Human (The Empire: Reikland)

- Felix Jaeger -				Character name, again.
WS	BS	S	T	Top line provides one possibility for Characteristics with all the bonuses counted.
34	28	29	33	
+5				Middle line provides all the additional bonuses gained from talents & traits.
				Lowest line provides Characteristic bonuses taken so far.

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (the Empire) (Int), Gossip (Fel), Perception (Int), Read/Write (Int), Search (Int), Speak Language (Classical Reikspiel +10) (Int)

Talents: Etiquette, Provincial Expert Skills, talents, traits and their bonuses taken so far.

(counted)

Traits: -

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 12

Magic: 0; -

Armour (Medium): -

Combat and Magic Characteristics. Also armour and weapons used.

Weapons: Hand Weapon (Sword) (1d10+X), Unarmed (1d10-1; AP x2)

Background:

- ❖ This is Felix, when he he is a great poet and writer, but is also a part of radical movement.
- ❖ I'll give him following talents in the Character creation: *Suave* (because he seems to be pretty handsome and charming) and *Warrior Born* (this presents his training in the Arms Houses of Altdorf's Sword Masters).
- ❖ First Felix is student in the Altdorf University, but after the deadly duel with Wolfgang Krassner he is expelled. I'll let him continue and finish up the Student career.





Gotrek Gurnisson

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49	30	33 (3)	46 (4)	27	34	31	13

Skills: Common Knowledge (Dwarfs) (Int), Secret Language (the Mine Code) (Int)*, Speak Language (Khazalid, Reikspiel) (Int)

Talents: Provincial Expertise (Karaz-a-Karak), Resistance to Magic, Stout-hearted

Traits: Dwarfcraft, Grudge-born Fury, Night Vision, Sturdy

* from racial features skills and talents I change *Trade (Miner, Smith, or Stoneworker)* to *Secret Language (the Mine Code)*, which is mentioned in few novels.

Gotrek Gurnisson - Engineer (circa 2430)

Career: Engineer (ex-Tradesman)

Experience: 3900 advances + 100 career change

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
59	45	38 (3)	51 (5)	37	54	41	13
+10	+15	+5	+5	+10	+20	+10	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Dwarfs +10) (Int), Drive (S +10), Haggle (Fel), Evaluate (Int), Perception (Int +10), Read/Write (Int +10), Secret Language (Guild Tongue, the Mine Code) (Int), Speak Language (Khazalid +10, Reikspiel) (Int), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Master Gunner, Provincial Expertise (Karaz-a-Karak), Resistance to Magic, Specialist Weapon Group (Engineer), Stout-hearted

Traits: Dwarfcraft, Grudge-born Fury, Night Vision, Sturdy

Combat

Attacks: 1; **Movement:** 3; **Wounds:** 18 (+4)

Magic: 0; -

Armour (Light): Full Leather Armour & Helmet (Head 3, Arms 1, Body 1, Legs 1)

Weapons: Hand Weapon (Axe) (1d10+3), Unarmed (1d10-1; AP x2)

Background:

- ❖ Multiple stories (*The Slayer Gazetteer, Manslayer, Road of Skulls...*) and the wide technical knowledge Gotrek has, give good idea that he might have been training to become something else than warrior originally.
- ❖ Young Gotrek is Engineer about the time he meets and pairs up with Hamnir Ranulfsson, Prince of Karak Hirn. After this Gotrek and Hamnir become adventurers.





Gotrek Gurnisson - Mercenary (circa 2450)

Career: Mercenary (ex-Engineer, ex-Tradesman)

Experience: 5100 advances + 300 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
59	45	38 (3)	51 (5)	27	54	41	13
				-10			
+10	+15	+5	+5	+10	+20	+10	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Dwarfs +10, Tilea) (Int), Drive (S +20), Dodge Blow (Ag), Gamble (Int), Haggle (Fel +10), Evaluate (Int), Perception (Int +10), Read/Write (Int +10), Search (Int), Secret Language (Battle Tongue, Guild Tongue, the Mine Code) (Int), Speak Language (Khazalid +10, Reikspiel) (Int), Swim (S), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Master Gunner, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Magic, Specialist Weapon Group (Engineer), Stout-hearted, Strike Mighty Blow*, Strike to Stun

Traits: Dwarfcraft, Grudge-born Fury, Night Vision, Sturdy

Combat

Attacks: 2 (+1); **Movement:** 3; **Wounds:** 18 (+4)

Magic: 0; -

Armour (Medium): Full Mail Armour & Helmet (Head 5, Arms 3, Body 3, Legs 3); -10 penalty to Agility

Weapons: Hand Weapon (Axe) (1d10+4*), Unarmed (1d10*; AP x2)

Background:

- ❖ Manslayer gives away some information about Gotrek and Hamnir working as mercenaries during their adventures. This profile is somewhere in the middle of their adventures.
- ❖ Gotrek probably meets up with Snorri Nosebiter during this era of his life. Either is slayer yet.





Gotrek Gurnisson - Veteran Mercenary & Adventurer (circa 2480)

Career: Veteran (ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 7300 advances + 400 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
69	50	48 (4)	56 (5)	32	54	46	13
		+5		-10			
+20	+20	+10	+10	+15	+20	+15	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Dwarfs +10, the Empire, Tilea) (Int), Consume Alcohol (T), Drive (S +20), Dodge Blow (Ag +10), Gamble (Int +10), Gossip (Fel), Evaluate (Int), Haggle (Fel +10), Intimidate (S), Perception (Int +20), Read/Write (Int +10), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Magic, Specialist Weapon Group (Engineer, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Strike to Injure, Strike to Stun, Very Strong (counted)

Traits: Dwarfcraft, Grudge-born Fury, Night Vision, Sturdy

Combat

Attacks: 2 (+1); **Movement:** 3; **Wounds:** 20 (+6)

Magic: 0; -

Armour (Medium): Full Mail Armour & Helmet (Head 5, Arms 3, Body 3, Legs 3); -10 penalty to Agility

Weapons: Hand Weapon (Axe) (1d10+5*; CV+1), Unarmed (1d10+1*; CV+1; AP x2)

Background:

- ❖ This is more experienced adventurer and mercenary Gotrek. He has joined Vastarien's Vanquishers (*Warhawk*), and become friends with mercenaries Big Heinz (later innkeeper in Nuln) and Hugo (later innkeeper in Wurtbad). Also friendship with Hamnir has ended with argument.
- ❖ Little later Gotrek joins up with Loremaster Borek Forkbeards expedition to reach the lost Dwarf hold Karag Dum in the Chaos Wastes. He is asked to join by Snorri Nosebiter (*Kinslayer*), who also goes. Dwarfs make friends with Ivan Straghov, March Warden in Troll Country. This expedition is terrible failure. During the journey back Gotrek gets separated from Borek and Snorri (only other survivors) and is lost. Gotrek ends up in a cave, where he finds his magical axe (*Dragonslayer*).





Gotrek Gurnisson - Troll Slayer (circa 2500)

Career: Troll Slayer (ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 8000 advances + 600 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
69	50	58 (5)	56 (5)	47	54	46	13
		+15		+5			
+20	+20	+10	+10	+15	+20	+15	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Dwarfs +10, the Empire, Tilea) (Int), Consume Alcohol (T +10), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int), Haggle (Fel +10), Intimidate (S +10), Perception (Int +20), Read/Write (Int +10), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Hardy (counted), Lighting Reflexis (counted), Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Magic, Specialist Weapon Group (Engineer, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Very Strong (counted)

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 2 (+1); **Movement:** 3; **Wounds:** 21 (+6)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+7*; SB+1, CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+3*; CV+1; AP x2)

Background:

- ❖ After Gotrek's return to home and events after that, he takes the vow of Slayer. Also Snorri becomes Slayer (*Kinslayer*). Gotrek now has his magical axe.
- ❖ Gotrek has fought beside Ungrim Ironfist, Slayer King of Karak Kadrin, and this is the beginning of their grudge. Also even Gotrek has only been Slayer about 10-20 years he has earned the name of "Jinx-Slayer" (*Road of Skulls*). This is just before he meets up with Felix Jaeger (*Trollslayer*).





Gotrek Gurnisson - Slayer & Fugitive (circa 2504)

Career: Giant Slayer (ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 8900 advances + 700 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
74	30	63 (6)	61 (6)	47	54	51	13
	-20	+15		+5			
+25	+20	+15	+15	+15	+20	+20	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Dwarfs +20, the Empire, Tilea) (Int), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int), Haggle (Fel +10), Intimidate (S +20), Perception (Int +20), Read/Write (Int +10), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Hardy (counted), Lighting Reflexis (counted), Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Engineer, Flail, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Very Strong (counted)

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 2 (+1); **Movement:** 3; **Wounds:** 21 (+6)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+8*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+4*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek after the many events in *Trollslayer*, *Charnel Congress*, *Road of Skulls* (and probably few others). Gotrek and Felix are now entering Nuln to become Sewer Jacks, but events of *Skavenslayer* have not yet happened.
- ❖ He has now lost his other eye (*Trollslayer*).





Gotrek Gurnisson - Skavenslayer in Nuln (circa 2504)

Career: Sewer Jack (ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 9200 advances + 900 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
74	30	63 (6)	61 (6)	47	54	51	13
	-20	+15		+5			
+25	+20	+15	+15	+15	+20	+20	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Dwarfs +20, the Empire, Tilea) (Int), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int), Follow Trail (Int), Haggle (Fel +10), Intimidate (S +20), Perception (Int +20), Read/Write (Int +10), Scale Sheer Surfaces (S), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Swim (S), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Hardy (counted), Lighting Reflexis (counted), Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Engineer, Flail, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Very Strong (counted)

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 2 (+1); **Movement:** 3; **Wounds:** 21 (+6)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+8*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+4*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek after his and Felix first adventures in Nuln (*Skavenslayer*). Both seem to stay in Nuln some time (probably most of the year) acting as Sewer Jacks, that is why I decided to give this "side-track-career" to Gotrek.
- ❖ Sewer Jack career is not finished yet. This career finally provides him few needed skills he later seem to have: Scale Sheer Surfaces, Silent Move (this will be taken little later), Swim...





Gotrek Gurnisson - Daemonslayer in Chaos Wastes (circa 2505)

Career: Sewer Jack (ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-MMercenary, ex-Engineer, ex-Tradesman)

Experience: 9600 advances + 900 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
74	30	63 (6)	61 (6)	47	54	51	13
	-20	+15		+5			
+25	+20	+15	+15	+15	+20	+20	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Dwarfs +20, the Empire, Tilea) (Int), Concealment (Ag), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int), Follow Trail (Int), Haggle (Fel +10), Intimidate (S +20), Perception (Int +20), Read/Write (Int +10), Scale Sheer Surfaces (S), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Silent Move (Ag), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Swim (S), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Hardy (counted), Lighting Reflexis (counted), Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Disease, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Engineer, Flail, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Tunnel Rat, Very Strong (counted)

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 2 (+1); **Movement:** 3; **Wounds:** 21 (+6)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+8*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+4*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek after their long trek to the north in *Daemonslayer*.
- ❖ He has finished Sewer Jack career on this trek.





Gotrek Gurnisson - Hero of Praag (circa 2505)

Career: Daemon Slayer (ex-Sewer Jack, ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 9900 advances + 1000 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
89	30	63 (6)	61 (6)	47	54	51	13
	-20	+15		+5			
+40	+20	+15	+15	+15	+20	+20	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Dwarfs +20, the Empire, Tilea) (Int), Concealment (Ag), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int), Follow Trail (Int), Haggle (Fel +10), Intimidate (S +20), Perception (Int +20), Read/Write (Int +10), Scale Sheer Surfaces (S), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Silent Move (Ag), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Swim (S), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Hardy (counted), Lighting Reflexes (counted), Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Disease, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Engineer, Flail, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Tunnel Rat, Very Strong (counted)

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 3 (+2); **Movement:** 3; **Wounds:** 21 (+6)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+8*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+4*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek after the events of *Dragonslayer* and *Beastslayer*.
- ❖ I'll let Gotrek finally enter Daemon Slayer career (he has taken one more attack and all the WS bonuses).





Gotrek Gurnisson - Vampireslayer (circa 2506)

Career: Daemon Slayer (ex-Sewer Jack, ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 10100 advances + 1000 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
89	30	63 (6)	61 (6)	47	54	51	13
	-20	+15		+5			
+40	+20	+15	+15	+15	+20	+20	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Dwarfs +20, the Empire, Tilea) (Int), Concealment (Ag), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int), Follow Trail (Int), Haggle (Fel +10), Intimidate (S +20), Perception (Int +20), Read/Write (Int +10), Scale Sheer Surfaces (S), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Silent Move (Ag), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Swim (S), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Hardy (counted), Lighting Parry, Lighting Reflexis (counted), Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Disease, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Engineer, Flail, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Tunnel Rat, Unsettling, Very Strong (counted)

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 3 (+2); **Movement:** 3; **Wounds:** 21 (+6)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+8*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+4*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek after the events of *Vampireslayer*.





Gotrek Gurnisson - Hero of Albion (circa 2506)

Career: Daemon Slayer (ex-Sewer Jack, ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 10300 advances + 1000 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
89	30	63 (6)	61 (6)	47	54	51	13
	-20	+15		+5			
+40	+20	+15	+15	+15	+20	+20	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Albion, Dwarfs +20, the Empire, Kislev, Tilea) (Int), Concealment (Ag), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int), Follow Trail (Int), Haggle (Fel +10), Intimidate (S +20), Perception (Int +20), Read/Write (Int +10), Scale Sheer Surfaces (S), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Silent Move (Ag), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Swim (S), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Hardy (counted), Lighting Parry, Lighting Reflexis (counted), Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Disease, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Engineer, Flail, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Tunnel Rat, Unsettling, Very Strong (counted)

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 3 (+2); **Movement:** 3; **Wounds:** 21 (+6)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+8*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+4*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek after the events of *Giantslayer*.





Gotrek Gurnisson - Adventuring Slayer (circa 2510)

Career: Daemon Slayer (ex-Sewer Jack, ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 11500 advances + 1000 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
89	30	78 (7)	76 (7)	52	54	61	13
	-20	+15		+5			
+40	+20	+30	+30	+20	+20	+30	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Albion, Dwarfs +20, the Empire, Kislev, Tilea) (Int), Concealment (Ag), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int), Follow Trail (Int), Haggle (Fel +10), Intimidate (S +20), Perception (Int +20), Read/Write (Int +10), Scale Sheer Surfaces (S +10), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Silent Move (Ag), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Swim (S), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Hardy (counted), Lighting Parry, Lighting Reflexis (counted), Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Resistance to Disease, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Engineer, Flail, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Tunnel Rat, Unsettling, Very Strong (counted)

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 3 (+2); **Movement:** 3; **Wounds:** 23 (+8)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+9*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+5*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek about four years after the events of *Giantslayer*. Events of *Warhawk* and probably number of other stories have happened. I have given 1200XP, which is roughly just 300XP per year (which is not even much considering their normal adventures).





Gotrek Gurnisson - Master Slayer (circa 2514)

Career: Scout (ex-Champion, ex-Daemon Slayer, ex-Sewer Jack, ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 12600 advances + 1200 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
89	50	78 (7)	76 (7)	62	54	61	13
	-20	+15		+5			
+40	+40	+30	+30	+30	+20	+30	

Skills: Academic Knowledge (Engineering, Science) (Int), Animal Care (Int), Common Knowledge (Albion, Dwarfs +20, the Empire, Kislev, Tilea) (Int), Concealment (Ag), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int +10), Follow Trail (Int), Haggle (Fel +10), Intimidate (S +20), Perception (Int +20), Read/Write (Int +10), Scale Sheer Surfaces (S +10), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code) (Int), Silent Move (Ag), Speak Language (Khazalid +10, Reikspiel, Tilean) (Int), Swim (S), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Fleet Footed (counted), Hardy (counted), Lighting Parry, Lighting Reflexis (counted), Master Gunner, Mighty Shot, Provincial Expertise (Karaz-a-Karak), Quick Draw, Rapid Reload, Resistance to Disease, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Engineer, Entangling, Flail, Parrying, Sling, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Tunnel Rat, Unsettling, Very Strong (counted), Wrestling

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 3 (+2); **Movement:** 4 (+1); **Wounds:** 23 (+8)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+9*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+5*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek about eight years after the events of *Giantslayer*. Events of *City of the Damned*, *Blood Sport*, *The Tilan's Talisman*, *Red Snow*, *Slayers Honor* and probably number of other stories have happened. I have given 1300XP from last four years, which is roughly just 300XP per year (which is not even much considering their normal adventures).
- ❖ Gotrek & Felix have now left Old World.





Gotrek Gurnisson - Slayer Champion (circa 2522)

Career: Explorer (ex-Scout, ex-Champion, ex-Daemon Slayer, ex-Sewer Jack, ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 15300 advances + 1300 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
89	50	78 (7)	76 (7)	62	59	61	28
	-20	+15		+5			
+40	+40	+30	+30	+30	+25	+30	+15

Skills: Academic Knowledge (Engineering, History, Science) (Int), Animal Care (Int +10), Charm Animal (Fel), Common Knowledge (Albion, Araby, Cathay, Dwarfs +20, the Empire, Ind, Kislev, Nehekbara, Tilea) (Int), Concealment (Ag +10), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int +10), Follow Trail (Int +10), Haggle (Fel +10), Intimidate (S +20), Navigation (Int), Outdoor Survival (Int), Perception (Int +20), Read/Write (Int +10), Ride (Ag), Scale Sheer Surfaces (S +20), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code, Ranger Tongue) (Int), Secret Signs (Scout), Silent Move (Ag +10), Speak Language (Cathayan, Indhya, Khazalid +10, Reikspiel, Tilean) (Int), Swim (S +10), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Fleet Footed (counted), Hardy (counted), Lighting Parry, Lighting Reflexis (counted), Master Gunner, Mighty Shot, Orientation, Provincial Expertise (Karaz-a-Karak), Quick Draw, Rapid Reload, Resistance to Disease, Resistance to Magic, Resistance to Poison, Seasoned Traveller, Specialist Weapon Group (Crossbow, Engineer, Entangling, Flail, Parrying, Sling, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Sure Shot, Tunnel Rat, Unsettling, Very Strong (counted), Wrestling

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 3 (+2); **Movement:** 4 (+1); **Wounds:** 23 (+8)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+9*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+5*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek when they return back to the Empire in *Orcslayer*. For years (decade or so) they have been adventuring in the world. I'll give both Gotrek & Felix 2800XP for those years.
- ❖ Gotrek's career-path becomes pretty troublesome at this point. I direct him first into Champion career and then more ranger-type career-path. It suits their travelling lifestyle. From Explorer career Gotrek has taken Characteristic advances and Talents. He has also taken History, Outdoor Survival, Scale Sheer Surfaces, Swim and three Common Knowledge skills.





Gotrek Gurnisson - Epic Slayer (circa 2524)

Career: Explorer (ex-Scout, ex-Champion, ex-Daemon Slayer, ex-Sewer Jack, ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 16800 advances + 1300 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
89	50	78 (7)	76 (7)	62	59	61	28
	-20	+15		+5			
+40	+40	+30	+30	+30	+25	+30	+15

Skills: Academic Knowledge (Engineering, History, Law, Science) (Int), Animal Care (Int +10), Charm Animal (Fel), Command (Fel), Common Knowledge (Albion, Araby, Cathay, Dwarfs +20, the Empire, Ind, Kislev, Nehekbara, Tilea) (Int), Concealment (Ag +10), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int +20), Follow Trail (Int +20), Haggle (Fel +10), Intimidate (S +20), Navigation (Int +10), Outdoor Survival (Int +10), Perception (Int +20), Read/Write (Int +20), Ride (Ag +10), Scale Sheer Surfaces (S +20), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code, Ranger Tongue +10) (Int), Secret Signs (Scout +10), Silent Move (Ag +10), Speak Language (Cathayan, Indhya, Khazalid +20, Kislev, Reikspiel +10, Tilean) (Int), Swim (S +20), Trade (Cartography) (Ag), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Disarm, Fleet Footed (counted), Hardy (counted), Lighting Parry, Lighting Reflexis (counted), Master Gunner, Mighty Shot, Orientation, Provincial Expertise (Karaz-a-Karak), Quick Draw, Rapid Reload, Resistance to Disease, Resistance to Magic, Resistance to Poison, Seasoned Traveller, Specialist Weapon Group (Crossbow, Engineer, Entangling, Flail, Parrying, Sling, Throwing, Two-handed), Stout-hearted, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Sure Shot, Tunnel Rat, Unsettling, Very Strong (counted), Wrestling

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy

Combat

Attacks: 3 (+2); **Movement:** 4 (+1); **Wounds:** 23 (+8)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+9*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+5*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek & Felix after Orcslayer, Manslayer, Elflayer, Slayer of the Storm God, Shamanslayer and Zombieslayer. It's been one of the most difficult and toughest year in their lives. After those events they have travelled to Karak Kadrin and gone to their separated ways. This is actually them at the beginning of 2524. After this long and hard journey I'll give both Gotrek & Felix 1500XP.
- ❖ Gotrek has now freed Felix from his vows to record his doom (which never seems to happen).
- ❖ Gotrek has just finished up Explorer career. Now, it is starting to become really difficult to decide where he should go - so, if I continue advance him we need to create some new epic (Tier 5) level career, with some new epic level talents. This is *Legendary Slayer* (see below).





Slayers regularly attempt impossible deeds, pitting their weapons and finely tuned killing skills against creatures that outclass them in terms of power and size by a hundredfold or more. Undaunted by hopeless odds or how many of their own kind fall, Slayers do not stop their attack until they are dead. From out of such fierce tenacity legends have grown - tales of Slayers performing deeds of unbelievable might.

History knows few Legendary Slayers who cannot seem to find the death they crave. They have tried to find their doom for decades facing impossible odds and terrifying monster, and still they are alive. Many call them jinxed, yet also many view their great deeds with silent respect (Dwarfs cannot really openly respect one who has taken the Slayers Oath). Examples for Slayers like this are infamous Gotrek Gurnisson, Snorri Nosebiter and Ungrim Ironfist, the Slayer King of Karak Kadrin.

Legendary Slayers are among the greatest warriors found from the world. They are fearsome and skilled opponents and many have become immune to horrors, because they have witnessed all of them.

Special: You must be Dwarf.

Career Entries: Daemon Slayer

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+45	-	+35	+35	+25	-	+35	-	+2	+10	-	-	-	-	-	-

Skills: Common Knowledge (any two), Follow Trail, Outdoor Survival, Scale Sheer Surfaces, Speak Language (any one)

Talents: Bigger They Are..., Deathwish, Final Strike, Strike Mightier Blow, Weaponmaster's Strike (any two melee), Whirlwind of Devastation, Will of Iron

Trappings: Great Weapon

Career Exits: Glorious death (finally)

- Bigger They Are... (Talent)

Description: You gain a +1 damage rolls against great opponents, this meaning those with Toughness 50 or greater.

- Deathwish (Talent)

Description: If you choose this reckless rage type of attack you gain a -20 penalty to Dodge and Parry and a -10 penalty to **Weapon Skill** for the duration of this battle. But, you gain an extra d10 for all your damage rolls and may pick the highest result. Weapons without *Impact* quality this means that you may roll two d10 and pick the best result and weapon with Impact quality you may roll THREE d10 and pick the best result. Deathwish rules (bonuses and penalties) remain for the entire battle and they can only be used with melee weaponry.

- Final Strike (Talent)

Description: If you deal more than 10 damage in a single melee hit (and only melee), you inflict a Critical Hit even if the target is not yet at 0 wounds. The severity of the Critical hit is determined by how far above 10 you go, so an 11 is treated as a Critical of 1, 12 is 2, and so on. If you would do a higher critical normally, you take the higher result.

Originally from *Knights of the Grail* (WFRP2 sourcebook) and uses *Virtue of Heroism* rules.

- Strike Mightier Blow (Talent)

Description: You know how to target melee attacks so they do extra damage. You gain a +1 damage rolls with melee weapons (you gain a +2 bonus if you already have *Strike Mighty Blow* talent).



- Weaponmaster's Strike (Talent)

Description: Choose one weapon, melee or missile. This is not weapon type, it should be specific weapon. Example: Longsword, Rapier, Great Sword...etc. You can reroll any failed attack once in your turn, when using this weapon. If you use multiple attacks and more than one of those fail you can reroll only one attack (one per turn). This is unusual in that it is not one talent, but many and each must be acquired individually. Each is a separate proficiency.

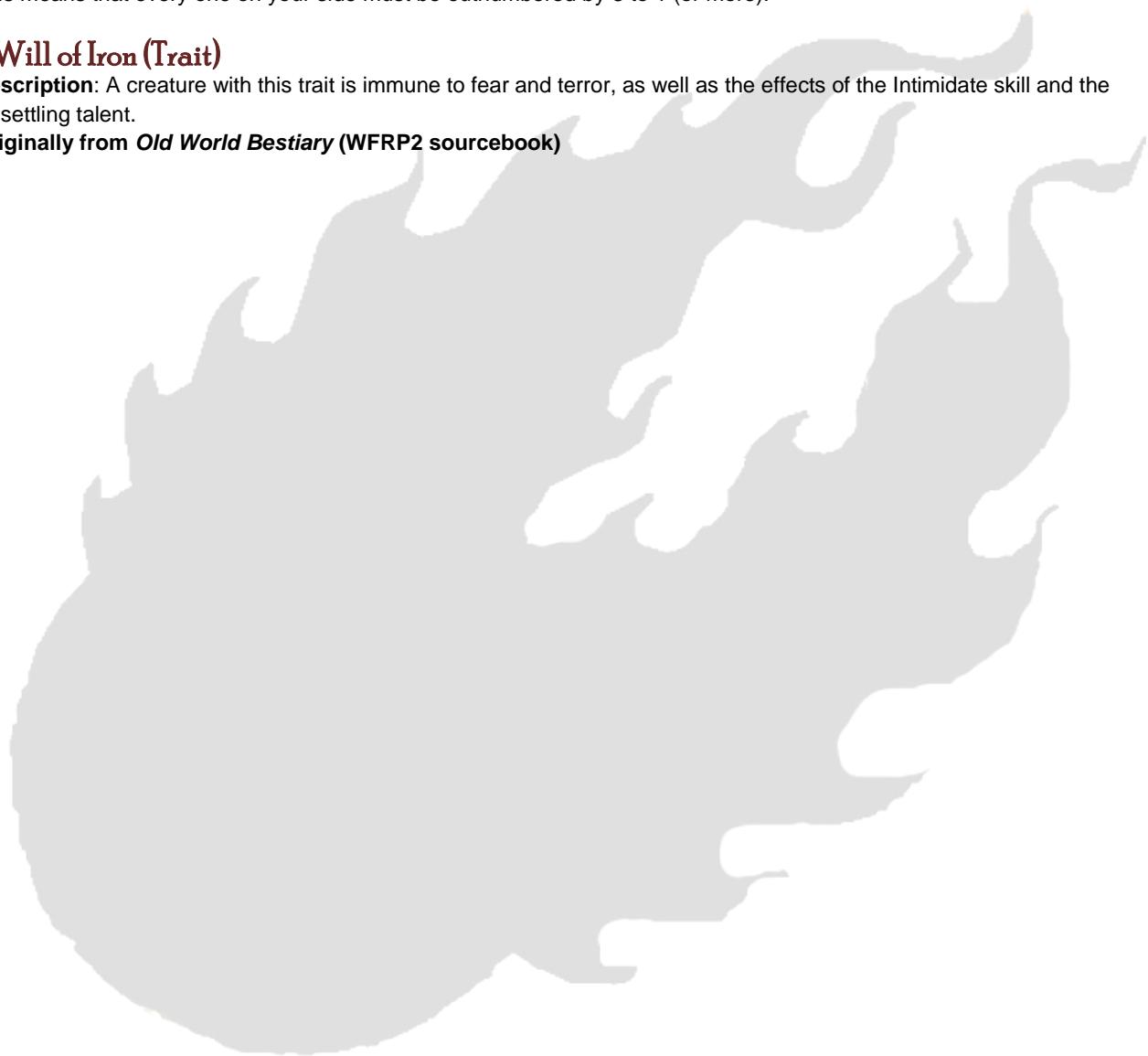
- Whirlwind of Devastation (Talent)

Description: When you are outnumbered by 3 to 1 (or worse), you gain +1 **Attack** for the duration of the battle. Note! This means that every one on your side must be outnumbered by 3 to 1 (or more).

- Will of Iron (Trait)

Description: A creature with this trait is immune to fear and terror, as well as the effects of the Intimidate skill and the Unsettling talent.

Originally from *Old World Bestiary* (WFRP2 sourcebook)





Gotrek Gurnisson - Hero of the End Times (circa 2527)

Career: Legendary Slayer (ex-Explorer, ex-Scout, ex-Champion, ex-Daemon Slayer, ex-Sewer Jack, ex-Giant Slayer, ex-Troll Slayer, ex-Veteran, ex-Mercenary, ex-Engineer, ex-Tradesman)

Experience: 17900 advances + 1400 career changes

Race: Dwarf

- Gotrek Gurnisson Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
94	50	83 (8)	81 (8)	62	59	66	28
	-20	+15		+5			
+45	+40	+35	+35	+30	+25	+35	+15

Skills: Academic Knowledge (Engineering, History, Law, Science) (Int), Animal Care (Int +10), Charm Animal (Fel), Command (Fel), Common Knowledge (Albion, Araby, Cathay, Dwarfs +20, the Empire, Ind, Kislev, Nehekbara, Tilea) (Int), Concealment (Ag +10), Consume Alcohol (T +20), Drive (S +20), Dodge Blow (Ag +20), Gamble (Int +10), Gossip (Fel), Evaluate (Int +20), Follow Trail (Int +20), Haggle (Fel +10), Intimidate (S +20), Navigation (Int +10), Outdoor Survival (Int +10), Perception (Int +20), Read/Write (Int +20), Ride (Ag +10), Scale Sheer Surfaces (S +20), Search (Int), Secret Language (Battle Tongue +10, Guild Tongue, the Mine Code, Ranger Tongue +10) (Int), Secret Signs (Scout +10), Silent Move (Ag +10), Speak Language (Cathayan, Indhya, Khazalid +20, Kislev, Reikspiel +10, Tilean) (Int), Swim (S +20), Trade (Cartography) (Ag), Trade (Gunsmith) (Ag), Trade (Miner) (S), Trade (Stoneworker) (Ag)

Talents: Dealmaker, Deathwish, Disarm, Final Strike, Fleet Footed (counted), Hardy (counted), Lighting Parry, Lighting Reflexis (counted), Master Gunner, Mighty Shot, Orientation, Provincial Expertise (Karaz-a-Karak), Quick Draw, Rapid Reload, Resistance to Disease, Resistance to Magic, Resistance to Poison, Seasoned Traveller, Specialist Weapon Group (Crossbow, Engineer, Entangling, Flail, Parrying, Sling, Throwing, Two-handed), Stout-hearted, Strike Mightier Blow*, Strike Mighty Blow*, Street Fighter, Strike to Injure, Strike to Stun, Sure Shot, Tunnel Rat, Unsettling, Very Strong (counted), Whirlwind of Devastation, Wrestling

Traits: Aura of Immortality (Gotrek's Axe), Brawn (Gotrek's Axe), Dwarfcraft, Grudge-born Fury, Lost Eye, Night Vision, Regeneration (Gotrek's Axe), Sturdy, Will of Iron

Combat

Attacks: 3 (+2); **Movement:** 4 (+1); **Wounds:** 25 (+10)

Magic: 0; -

Armour (None): None (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Gotrek's Axe (+5WS; 1d10+11*; SB+1; CV+1; Slow or Impact, Slow), Unarmed (+10WS; 1d10+6*; CV+1; AP x2)

Lost Eye

Gotrek suffers a permanent -20 BS reduction and takes a -20 penalty on all Skill and Characteristic Tests reliant on sight.

Background:

- ❖ This is Gotrek & Felix after the events of *Kinslayer* and *Rememberers* short novel, at the beginning of *Slayer*. For two years they have fought their way through devastated Kislev and the northern Empire towards Altdorf. This has been perilous and dangerous journey as war against Chaos rages on. It's hard to say how much experience they have gained, 2000XP or 1000XP? I decide to give both Gotrek & Felix 1200XP, just to keep the amount reasonable.
- ❖ Gotrek has now entered to *Legendary Slayer* career (see above). He has taken all the Characteristic advances and most of the Talents.





Felix Jaeger

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
29	28	31 (3)	33 (3)	34	37	30	35
+5							+5

Skills: Common Knowledge (the Empire) (Int), Gossip (Fel), Speak Language (Reikspiel) (Int)

Talents: Provincial Expertise (Reikland), Suave (not counted), Warrior Born (not counted)

Traits: -

Felix Jaeger - Poet and Radical Activist (circa 2502)

Career: Student

Experience: 200 advances

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
34	28	31 (3)	33 (3)	39	42	35	40
+5					+5		+5
				+5		+5	

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (the Empire) (Int), Gossip (Fel), Perception (Int), Read/Write (Int), Search (Int), Speak Language (Classical, Reikspiel +10) (Int)

Talents: Etiquette, Provincial Expertise (Reikland), Savvy (counted), Seasoned Traveller, Suave (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 12

Magic: 0; -

Armour (Medium): -

Weapons: Hand Weapon (Sword) (1d10+3), Unarmed (1d10-1; AP x2)

Background:

- ❖ This is Felix, when he is saved by Gotrek and he becomes Slayers "Rememberer". He fancies himself as a great poet and writer, but is also a part of radical movement.
- ❖ I'll give him following talents in the Character creation: *Suave* (because he seems to be pretty handsome and charming) and *Warrior Born* (this presents his training in the Arms Houses of Altdorf's Sword Masters).
- ❖ First Felix is student in the Altdorf University, but after the deadly duel with Wolfgang Krassner he is expelled. He will continue this career for a while, but will never fully finish it up.





Felix Jaeger - Vagabond & Fugitive (circa 2504)

Career: Vagabond (ex-Student)

Experience: 1000 advances + 200 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	28	31 (3)	33 (3)	44	47	35	45
+5				-10	+5		+5
+5				+10	+5	+5	+5

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (the Empire) (Int), Gossip (Fel), Outdoor Survival (Int), Perception (Int), Read/Write (Int), Search (Int), Silent Move (Ag), Speak Language (Classical, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Provincial Expertise (Reikland), Savvy (counted), Seasoned Traveller, Suave (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 13 (+1)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+3; Defensive), Unarmed (1d10-1; AP x2)

Background:

- ❖ This is Felix after the events of *Trollslayer*, *Charnel Congress*, *Road of Skulls* (and probably few others).
- ❖ I have decided that Felix has dropped the Student career after he and Gotrek fled Altdorf and has become Vagabond. With this career he has gained few survival skills and little fighting skills.
- ❖ Felix has also found the sword Karaghul.



Felix Jaeger - Skavenslayer in Nuln (circa 2504)

Career: Vagabond (ex-Student)

Experience: 1500 advances + 200 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	33	31 (3)	33 (3)	44	47	35	45
+5				-10	+5		+5
+5	+5			+10	+5	+5	+5

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (the Empire) (Int), Gossip (Fel), Heal (Int), Outdoor Survival (Int), Perception (Int), Read/Write (Int), Search (Int), Silent Move (Ag), Speak Language (Classical, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Orientation, Provincial Expertise (Reikland), Rover, Savvy (counted), Seasoned Traveller, Suave (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 14 (+2)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+3; Defensive), Unarmed (1d10-1; AP x2)

Background:

- ❖ This is Felix after his and Gotrek first adventures in Nuln (*Skavenslayer*). Both seem to stay in Nuln some time (probably most of the year) acting as Sewer Jacks. Felix has not entered Sewer Jack career, instead he continues advances in Vagabond career, which has most skills he needs for that job.





Felix Jaeger - Daemonslayer in Chaos Wastes (circa 2505)

Career: Vagabond (ex-Student)

Experience: 1900 advances + 200 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	38	31 (3)	33 (3)	44	47	35	45
+5				-10	+5		+5
+5	+10			+10	+5	+5	+5

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (the Empire, Kislev) (Int), Gossip (Fel +10), Heal (Int), Outdoor Survival (Int), Performer (Storyteller) (Fel), Perception (Int), Read/Write (Int), Search (Int), Silent Move (Ag), Speak Language (Classical, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Orientation, Provincial Expertise (Reikland), Rover, Savvy (counted), Seasoned Traveller, Suave (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 14 (+2)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+3; Defensive), Unarmed (1d10-1; AP x2)

Background:

- ❖ This is Felix after their long trek to the north in *Daemonslayer*.
- ❖ He has finished Vagabond career on this trek.



Felix Jaeger - Hero of Praag (circa 2505)

Career: Mercenary (ex-Vagabond, ex-Student)

Experience: 2300 advances + 400 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	38	31 (3)	33 (3)	44	47	35	45
+5				-10	+5		+5
+10	+10			+10	+5	+5	+5

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (the Empire, Kislev) (Int), Gossip (Fel +10), Heal (Int), Outdoor Survival (Int), Performer (Storyteller) (Fel), Perception (Int), Read/Write (Int), Search (Int), Silent Move (Ag), Speak Language (Classical, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Orientation, Provincial Expertise (Reikland), Rover, Savvy (counted), Seasoned Traveller, Suave (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 2 (+1); **Movement:** 4; **Wounds:** 14 (+2)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+3; Defensive), Unarmed (1d10-1; AP x2)

Background:

- ❖ This is Felix after the events of *Dragonslayer* and *Beastslayer*.
- ❖ It's hard to say what career is most suited for Felix at this point, but I think it should be warrior-based. Felix fighting skills are improving. So, I decided that he becomes Mercenary at this point (he has taken WS advance and one more Attack). Mercenary skill set is very suited for their adventuring style.





Felix Jaeger - Vampireslayer (circa 2506)

Career: Mercenary (ex-Vagabond, ex-Student)

Experience: 2500 advances + 400 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	38	31 (3)	33 (3)	44	47	35	45
+5				-10	+5		+5
+10	+10			+10	+5	+5	+5

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (the Empire, Kislev) (Int), Dodge Blow (Ag), Gossip (Fel +10), Heal (Int), Outdoor Survival (Int), Performer (Storyteller) (Fel), Perception (Int), Read/Write (Int), Search (Int), Silent Move (Ag), Speak Language (Classical, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Orientation, Provincial Expertise (Reikland), Rover, Savvy (counted), Seasoned Traveller, Strike Mighty Blow*, Suave (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 2 (+1); **Movement:** 4; **Wounds:** 14 (+2)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+4*; Defensive), Unarmed (1d10*; AP x2)

Background:

- ❖ This is Felix after the events of *Vampireslayer*.





Felix Jaeger - Hero of Albion (circa 2506)

Career: Mercenary (ex-Vagabond, ex-Student)

Experience: 2700 advances + 400 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	38	36 (3)	38 (3)	44	47	35	45
+5				-10	+5		+5
+10	+10	+5	+5	+10	+5	+5	+5

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (the Empire, Kislev) (Int), Dodge Blow (Ag), Gossip (Fel +10), Heal (Int), Outdoor Survival (Int), Performer (Storyteller) (Fel), Perception (Int), Read/Write (Int), Search (Int), Silent Move (Ag), Speak Language (Classical, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Orientation, Provincial Expertise (Reikland), Rover, Savvy (counted), Seasoned Traveller, Strike Mighty Blow*, Suave (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 2 (+1); **Movement:** 4; **Wounds:** 14 (+2)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+4*; Defensive), Unarmed (1d10*; AP x2)

Background:

- ❖ This is Felix after the events of *Giantslayer*.





Felix Jaeger - Adventuring Rememberer (circa 2510)

Career: Veteran (ex-Mercenary, ex-Vagabond, ex-Student)

Experience: 3800 advances + 500 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	38	36 (3)	38 (3)	44	47	35	45
+5				-10	+5		+5
+15	+10	+5	+5	+10	+5	+5	+5

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (Albion, the Empire, Kislev) (Int), Consume Alcohol (T), Dodge Blow (Ag +10), Drive (S), Gamble (Int), Gossip (Fel +20), Heal (Int), Outdoor Survival (Int), Performer (Storyteller) (Fel), Perception (Int +10), Read/Write (Int), Secret Language (Battle Tongue) (Int), Search (Int), Silent Move (Ag), Speak Language (Classical, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Orientation, Provincial Expertise (Reikland), Quick Draw, Rover, Savvy (counted), Seasoned Traveller, Strike Mighty Blow*, Strike to Stun, Suave (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 2 (+1); **Movement:** 4; **Wounds:** 14 (+2)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+4*; Defensive), Unarmed (1d10*; AP x2)

Background:

- ❖ This is Felix about four years after events of *Giantslayer*. Events of *Warhawk* and probably number of other stories have happened. I have given 1200XP, which is roughly just 300XP per year (which is not even much considering their normal adventures).
- ❖ Felix has finished Mercenary career and entered Veteran career. He has taken Consume Alcohol, Dodge Blow advances and +5 to WS.





Felix Jaeger - Master Rememberer (circa 2514)

Career: Veteran (ex-Mercenary, ex-Vagabond, ex-Student)

Experience: 5100 advances + 500 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49	48	41 (4)	43 (4)	49	47	45	45
+5				-10	+5		+5
+20	+20	+10	+10	+15	+5	+15	+5

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (Albion, the Empire, Kislev) (Int), Consume Alcohol (T), Dodge Blow (Ag +10), Drive (S), Gamble (Int), Gossip (Fel +20), Heal (Int), Outdoor Survival (Int), Performer (Storyteller) (Fel), Perception (Int +10), Read/Write (Int), Secret Language (Battle Tongue) (Int), Search (Int), Silent Move (Ag), Speak Language (Classical, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Orientation, Provincial Expertise (Reikland), Quick Draw, Rover, Savvy (counted), Seasoned Traveller, Specialist Weapon Group (Parrying), Strike Mighty Blow*, Strike to Stun, Suave (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 2 (+1); **Movement:** 4; **Wounds:** 18 (+6)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+5*; Defensive), Unarmed (1d10+1*; AP x2)

Background:

- ❖ This is Felix about eight years after the events of *Giantslayer*. Events of *City of the Damned*, *Blood Sport*, *The Tilan's Talisman*, *Red Snow*, *Slayers Honor* and probably number of other stories have happened. I have given 1300XP from last four years, which is roughly just 300XP per year (which is not even much considering their normal adventures).
- ❖ Gotrek & Felix have now left Old World.





Felix Jaeger - Rememberer Champion (circa 2522)

Career: Scout (ex-Veteran, ex-Mercenary, ex-Vagabond, ex-Student)

Experience: 7800 advances + 600 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54	48	46 (4)	38 (3)	49	62	45	45
+5		+5	+5	-10	+5		+5
+20	+20	+10	+10	+15	+20	+15	+5

Skills: Academic Knowledge (the Arts, History) (Int), Charm (Fel), Common Knowledge (Albion, Araby, Cathay the Empire, Ind, Kislev) (Int), Consume Alcohol (T), Dodge Blow (Ag +10), Drive (S), Gamble (Int +10), Gossip (Fel +20), Heal (Int), Intimidate (S), Outdoor Survival (Int), Performer (Storyteller) (Fel), Perception (Int +20), Read/Write (Int), Secret Language (Battle Tongue +10) (Int), Search (Int), Silent Move (Ag), Speak Language (Cathayan, Classical, Indhya, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Mighty Shot, Orientation, Provincial Expertise (Reikland), Quick Draw, Rover, Savvy (counted), Seasoned Traveller, Specialist Weapon Group (Parrying, Throwing), Strike Mighty Blow*, Strike to Injure, Strike to Stun, Suave (counted), Very Resilient (counted), Very Strong (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 2 (+1); **Movement:** 4; **Wounds:** 18 (+6)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+5*; CV+1; Defensive), Unarmed (1d10+1*; CV+1; AP x2)

Background:

- ❖ This is Felix when they return back to the Empire in *Orcslayer*. For years (decade or so) they have been adventuring in the world. I'll give both Gotrek & Felix 2800XP for those years.
- ❖ Felix is getting older, even he is just over forty now. But, it seems that divine blessings on the Gotrek's Axe also affect him too. Felix seem to have aged slowly compared to others.
- ❖ As Gotrek has become more ranger-type, so will Felix. I move Felix to Scout career after Veteran (from Vagabond exits). From Scout career he has taken all the missing Characteristic advances and Common Knowledge skills and Language skills (from their journeys in the far east).





Felix Jaeger - Epic Rememberer (circa 2524)

Career: Newsheet Vendor (ex-Scout, ex-Veteran, ex-Mercenary, ex-Vagabond, ex-Student)

Experience: 9100 advances + 800 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54	48	46 (4)	38 (3)	49	62	45	45
+5		+5	+5	-10	+5		+5
+20	+20	+10	+10	+15	+20	+15	+5

Skills: Academic Knowledge (the Arts, History) (Int), Animal Care (Int), Charm (Fel), Charm Animal (Fel), Common Knowledge (Albion, Araby, Cathay the Empire, Ind, Kislev) (Int), Concealment (Ag), Consume Alcohol (T), Dodge Blow (Ag +20), Drive (S), Follow Trail (Int), Gamble (Int +10), Gossip (Fel +20), Heal (Int), Intimidate (S), Navigation (Int), Outdoor Survival (Int), Performer (Storyteller +10) (Fel), Perception (Int +20), Read/Write (Int +10), Ride (Ag), Secret Language (Battle Tongue +10, Ranger Tongue) (Int), Search (Int), Secret Signs (Scout) (Int), Silent Move (Ag +10), Speak Language (Cathayan, Classical, Indhya, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Mighty Shot, Orientation, Provincial Expertise (Reikland), Public Speaking, Quick Draw, Rover, Savvy (counted), Seasoned Traveller, Specialist Weapon Group (Parrying, Throwing), Strike Mighty Blow*, Strike to Injure, Strike to Stun, Suave (counted), Very Resilient (counted), Very Strong (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 2 (+1); **Movement:** 4; **Wounds:** 18 (+6)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+5*; CV+1; Defensive), Unarmed (1d10+1*; CV+1; AP x2)

Background:

- ❖ This is Gotrek & Felix after *Orcslayer*, *Manslayer*, *Elflayer*, *Slayer of the Storm God*, *Shamanslayer* and *Zombieslayer*. It's been one of the most difficult and toughest year in their lives. After those events they have travelled to Karak Kadrin and gone to their separated ways. This is actually them at the beginning of 2524. After this long and hard journey I'll give both Gotrek & Felix 1500XP.
- ❖ Gotrek has now freed Felix from his vows to record his doom (which never seems to happen).
- ❖ It's time for Felix to use his last experience to his next career move. So, I decide that he skips Scout career and doesn't take following Talents: Rapid Reload, Sure Shot and Specialist Weapon. Instead he moves to become Newsheet Vendor (*Spires of Altdorf*, *Career Compendium*). This move takes 200XP as Felix never fully finished up his Student career. Why Newsheet Vendor you may ask? Well, after Felix "retires" to Altdorf he becomes part of the propaganda machine of the Royal House of Luitpold. He writes war-propaganda for the Reiksmarshall himself and this is printed and published all over the Empire (*Kinslayer*). So, this career seems to be pretty suited for that purpose.
- ❖ Felix has taken Public Speaking and also advances to Performer (Storyteller) and Read/Write.





Felix Jaeger - Hero of the End Times (circa 2527)

Career: Sergeant (ex-Newsheet Vendor, ex-Scout, ex-Veteran, ex-Mercenary, ex-Vagabond, ex-Student)

Experience: 10200 advances + 900 career changes

Race: Human (The Empire: Reikland)

- Felix Jaeger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54	48	46 (4)	38 (3)	49	62	45	60
+5		+5	+5	-10	+5		+5
+20	+20	+10	+10	+15	+20	+15	+20

Skills: Academic Knowledge (the Arts, History, Strategy/Tactics) (Int), Animal Care (Int), Blather (Fel), Charm (Fel +10), Charm Animal (Fel), Command (Fel), Common Knowledge (Albion, Araby, Cathay the Empire +10, Ind, Kislev) (Int), Concealment (Ag), Consume Alcohol (T), Dodge Blow (Ag +20), Drive (S), Follow Trail (Int), Gamble (Int +10), Gossip (Fel +20), Haggle (Fel), Heal (Int), Intimidate (S +10), Navigation (Int), Outdoor Survival (Int), Performer (Storyteller +10) (Fel), Perception (Int +20), Read/Write (Int +10), Ride (Ag), Secret Language (Battle Tongue +10, Ranger Tongue) (Int), Search (Int), Secret Signs (Scout) (Int), Silent Move (Ag +10), Speak Language (Cathayan, Classical, Indhya, Reikspiel +10) (Int), Swim (S)

Talents: Etiquette, Mighty Shot, Orientation, Provincial Expertise (Reikland), Public Speaking, Quick Draw, Rover, Savvy (counted), Seasoned Traveller, Specialist Weapon Group (Parrying, Throwing), Street Fighting, Strike Mighty Blow*, Strike to Injure, Strike to Stun, Suave (counted), Very Resilient (counted), Very Strong (counted), Warrior Born (counted)

Traits: -

Combat

Attacks: 2 (+1); **Movement:** 4; **Wounds:** 18 (+6)

Magic: 0; -

Armour (Medium): Sleeved Mail Shirt (Head 0, Arms 2, Body 2, Legs 0); -10 penalty to Agility

Weapons: Karaghul (Sword) (+5WS; 1d10+5*; CV+1; Defensive), Unarmed (+10WS; 1d10+2*; CV+1; AP x2)

Background:

- ❖ This is Gotrek & Felix after the events of *Kinslayer* and *Rememberers* short novel, at the beginning of *Slayer*. For two years they have fought their way through devastated Kislev and the northern Empire towards Altdorf. This has been perilous and dangerous journey as war against Chaos rages on. It's hard to say how much experience they have gained, 2000XP or 1000XP? I decide to give both Gotrek & Felix 1200XP, just to keep the amount reasonable.
- ❖ Felix is now well respected among the warriors they have gathered along their way. This is partly because his reputation, but also because of his experience. He has also become pretty good leader. So, it is logical to move him to Sergeant career now (from Veteran career exits). From there he can get military oriented skills he needs now. But, this time I first let him finnish up Newsheet Vendor career, and then move him to Sergeant career.
- ❖ From Sergeant career Felix has taken: Academic Knowledge (Strategy/Tactics), Command, Intimidate and full advances to Fellowship.

