



WFRP2

Career Expansion

by Jackdays

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Credits & Sources:

Special thanks must go to many sources and also numerous fans that have helped also. I will try to credit these sources here: *WFRP2 Core Rulebook*, *Warhammer Fantasy Battle books (WFB)*, *Old World Armoury* (WFRP2 sourcebook), *Realms of Sorcery* (WFRP2 sourcebook), *Marienburg: Sold Down the River* (WFRP1 sourcebook), *Corrupting Influence – The Best of Warpstone* (WFRP1 sourcebook), *Dwarfs: Stone & Steel* (WFRP1 sourcebook), *Knights of the Grail* (WFRP2 sourcebook), *Realm of the Ice Queen* (WFRP2 sourcebook), *Tome of Salvation* (WFRP2 sourcebook), *The WFRP Companion* (WFRP2 sourcebook), *Omens of War* (WFRP3 sourcebook), *Games Workshop: Knightly Orders* (WFB source), *Black Industries* published fan-sources and *Career Pamphlets* (WFRP2 sources), and various **Black Library** books (like *Genevieve* novels by Jack Yeovil, *Slayer* novels by William King and Nathan Long). And then various other sources, even not mentioned here.

Some of the text is directly taken from various sources, which are mentioned above or in the chapter detailing the career.

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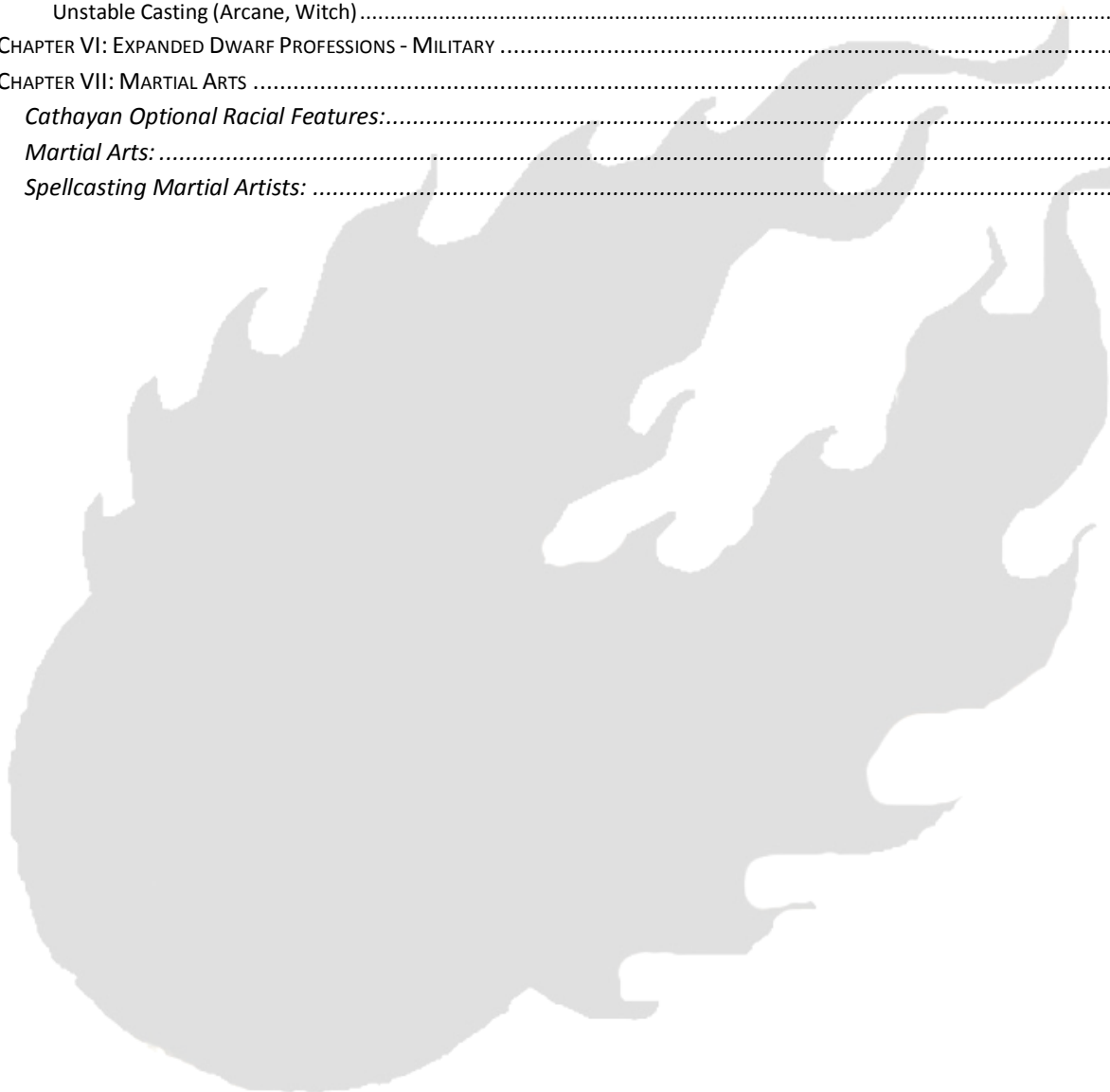


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WFRP2 Career Expansion

This document is made to expand WFRP2 careers giving them more advanced tiers and little more talents that – Well, I think are missing. Talents that make these careers more unique and specially giving them some new career related bonuses. There are some new rules also. You can make these new talents/rules optional or part of requirements.

All careers belong to one of the following roles: Academic, Commoner, Criminal, Ranger, Warrior

Chapter I: Basic Careers

Careers found here are marked with *, other sourcebooks are given by name. Otherwise career is found from the WFRP2 Core Rulebook.



Acrobats, tumblers and gymnastics. They are entertainers who perform feats of strenght, agility and daring above the ground or on the ground. All have great coordination skills and daring attitude doing dangerous tricks far above the ground fearing no height. Their stunts include tightrope, trapeze, handstands, rolls, somersaults, cartwheels, leaps, falls, back flips and any other feats in towering structures. All have excellent control of their bodies and are masters of climbing. Some learn contortionist abilities, others train with animals doing daring tricks with horses or even more fearsome creatures.

Even Acrobat Tumblers can perform alone they usually perform in pairs or even larger groups creating even more amazing feats. Usually all Acrobats move with larger groups (carnivals), because they need large space, ropes and huge poles for their trapeze and tightrope stunts. Because of these needs carnevals provide more easier way to transport needed equipment than, say, pair of performers.

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source) and *The WFRP Companion: Chapter I* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Chimney-Sweep (*Forges of Nuln, Career Compendium*), Thief

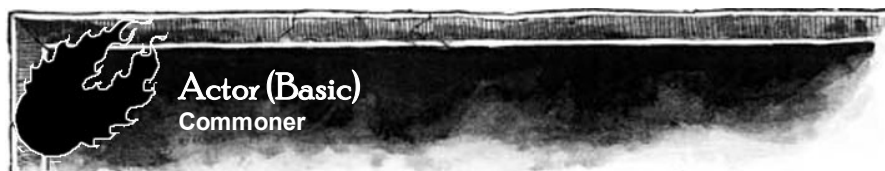
Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	-	+5	+5	+15	-	+5	+10	-	+2	-	-	-	-	-	-

Skills: Charm, Common Knowledge (any one), Dodge Blow, Gossip, Perception, Performer (Acrobat), Ride, Scale Sheer Surfaces, Speak Language (any one)

Talents: Contortionist or Trick Riding, Swashbuckler

Trappings: Light Armour (Leather Jerkin, Leather Scullcap), One Set of Good Craftmanship Clothing, Robe (20y)

Career Exits: Chimney-Sweep (*Forges of Nuln, Career Compendium*), Minstrel, Rogue, Thief, Vagabond



Drama actors, comedians, divas, opera stars, dancers...etc. Acting is powerful way to bring stories (real or fictionary) to the public. Drama, romance, comedy – Acting brings all kind of entertainment to people and actors usually specialize in multiple fields (Comedian, Dancer, Singer). Theaters and even wandering little shows are common and loved entertainment. Some may perform even alone, but usually all actors want to join acting groups (small groups are called troupes and larger groups usually theater companies). These groups may travel and act independently, but the best groups are found in the theaters or operas of cities and towns. Most famous actors (or opera stars) are desired by ladies and gentlemen alike. Famous actors can really make they way in the world, but not that many actually do make it.

Actor is highly trained profession, with the versatility and skill needed to put on an entire theatrical production. They must understand about stagecraft, including casting, directing, promoting, make-up...etc.

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source). If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Agitator, Bard*, Fire Eater*, Joker*, Playwright*, Prestidigitator*, Rafter (Sigmar's Heirs, Career Compendium), Ventriloquist*

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

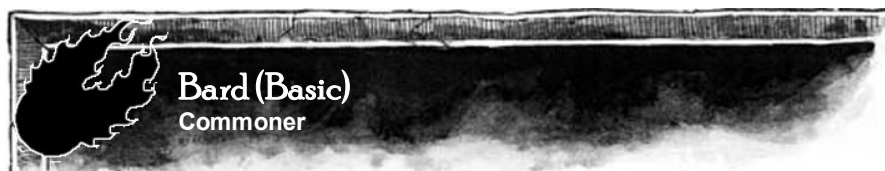
Skills: Charm, Common Knowledge (any one), Consume Alcohol, Disguise, Gossip, Performer (Actor), Read/Write, Speak Language (any one), *Any two:* Performer (Comedian), Performer (Dancer), Performer (Singer)

Talents: Public Speaking

Trappings: Costume, Musical Instrument (any) or Hand Weapon, One Set of Good Craftmanship Clothes, Trade Tools (Performer)

Career Exits: Agitator, Fire Eater*, Herald, Minstrel, Playwright*, Prestidigitator*, Rogue, Veteran Actor*





Troubadours, musicians, singers...etc. Bards are desired entertainment that are hired alone or in smaller groups to perform in public places, taverns, inns, festivals, parties and by nobility (and rich). Some may found themselves even teachers of music, hired by the nobility (and rich). Best musician performers are hired by the operas and theaters. Some bards actually do original composing, most just use other peoples songs. Public usually loves to hear famous and common songs (easier to sing along).

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source) - Especially *Troubadours and Notable Songs of the Old World*. If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Agitator, Racounter (*Sigmar's Heirs, Career Compendium*), Skald (*Tome of Corruption, Career Compendium*)

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

Skills: Charm, Common Knowledge (any one), Consume Alcohol, Gossip, Evalute or Haggle, Perception, Performer (Musician), Performer (Singer), Speak Language (any one)

Talents: Musical Aptitude [NEW], Public Speaking

Trappings: Light Armour (Leather Jerkin, Leather Skullcap), One Set of Good Craftmanship Clothes, Instrument (any one)

Career Exits: Actor*, Cantor (*Tome of Salvation, Career Compendium*), Fortune Seer*, Gambler (*Sigmar's Heirs, Career Compendium*), Herald, Minstrel, Racounter (*Sigmar's Heirs, Career Compendium*), Ventriloquist*



Animal Master & Beastmaster (Basic) Ranger

Animal Masters and Beastmasters (or Animal trainers, Animal Tamers, Animal Whisperers...) train different type of animals and monsters. Common trainers train dogs, birds of prey and pack animals, like horses. But those who truly want to specialize can become trainers of monsters like Griffons, Hippogriffi, Demigryph...etc. These creatures are very dangerous to train. Many trainers have ended up as meals for their charges or lost finger or limp.

Different nations and races train different animals and monsters. Bretonnians have heavy warhorses and pegasus; Lizardmen have Cold Ones and other Dinosaurs; Dark Elves have Cold Ones and Hydras; Kislevians train bears; southern nations train camels and huge elephants; Orcs have boars; Goblins Spiders; Ogres Rhinoceroses; Elves Warhawks, Northmen even various humanoid beasts and Chaos monsters for war...etc. To train these monsters should always be one or two levels harder than any normal animal. GM should also consider that failure means attack against the trainer.

Note: See more info about training animals (especially Bears) from the *Realm of the Ice Queen*. If you are rolling randomly for your Starting Career, you can substitute *Hunter* or *Sneak*.

Special: Choose either *Animal Whisperer* talent or *Beastmaster* talent - Which is best suited to characters nation/race. Most dedicated Animal Masters / Beastmaster usually become Animal Trainers. More info about Animal Trainers in the *Career Compendium*.

Career Entries: Bear Tamer (*Realm of the Ice Queen*, *Career Compendium*), Bondsman (*Tome of Corruption*, *Career Compendium*), Hunter

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

Skills: Animal Care, Animal Training, Charm Animal, Perception, Ride or Scale Sheer Surfaces, Silent Move or Trade (Aviary, Horse trader, Kennel master or Stableman)

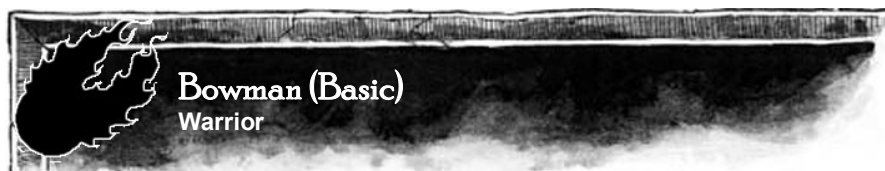
Talents: Animal Whisperer [NEW] or Beastmaster [NEW], Coolheaded, Lightning Reflexes, Specialist Weapon Group (Entangling)

Trappings: Hand Weapon, Collar with 10 yard Rope or Chain, Light Armour (Full Leather Armour), Whip

Career Exits: Animal Trainer (*Career Compendium*), Bear Tamer (*Realm of the Ice Queen*, *Career Compendium*), Bondsman (*Tome of Corruption*, *Career Compendium*), Freeholder (*Tome of Corruption*, *Career Compendium*), Horsemaster (*Realm of the Ice Queen*, *Career Compendium*), Hunter, Marauder (*Tome of Corruption*, *Career Compendium*), Muleskinner (*Renegade Crowns*, *Career Compendium*), Scout, Vagabond

The Norse Beastmaster

The Norse Beastmaster. The Norse are not a particularly accomplished race when it comes to farming or animal husbandry, but what they are good at is hunting. There is a small group of men in each settlement that devotes their entire lives to training beasts for hunting. Wolfhounds, wolves and even bears are most common animals trained for use whilst hunting or in battle. Beastmasters may also train more powerful creatures like Snow Trolls and even Ymir. Still, the most wanted animal is the mighty Hronjir – The Mammoth. The bravest Beastmasters sometimes train them to become War Mammoths. More exotic creatures could even be Chaos mutated monsters, Chaos Spawn and Sabretooth Tigers, but these are rare and training them is hazardous.



The bowman is highly skilled in the expert use of the bow (commonly long bow). These men of arms can be adventurers in search of fame or wealth, offer themselves as mercenaries for hire, or enlist to armies. The bowmen are quick, agile, and have exceptional dexterity and accuracy when it comes to the use of the bow.

Most famous archers come offcourse among the Elven armies, who are legendary with the bow. Peasant Bowmen are backbone of Bretonnian armies and there are even legendary units of bowmen in various Imperial provinces. Basicly all the nations / races support archers from the dreaded Skeleton Archers of the Tomb Kings to savage Greenskin archers (Arrer Boys).

Note: If you are rolling randomly for your Starting Career, you can substitute *Hunter*, *Kithband Warrior*, *Sneak* or *Soldier*.

Special: Even Bowman career is considered to be Long Bowman, it could be also variation to Dwarf Quarrellers (crossbow) and even Halflings (short bow). Elven Bowmen will gain Elven Bow.

Career Entries: Charioteer*, Hunter, Juggler*, Kithband Warrior, Marauder (*Tome of Corruption*, *Career Compendium*), Man-at-Arms (*Knights of the Realm*, *Career Compendium*), Mercenary, Militia, Outrider, Peasant, Prestidigitator*, Sneak, Soldier, Tradesman, Veteran

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

Skills: Dodge Blow, Gamble or Gossip, Outdoor Survival, Perception, Trade (Bowyer) or Trade (Fletcher)

Talents: Disarm or Quick Draw, Rapid Reload, Mighty Shot, choose one: Specialist Weapon Group (Longbow), Specialist Weapon Group (Crossbow), Excellent Vision

Trappings: Bow with ammunition for 10 shots, Shield, Light Armour (Full Leather Armour), Uniform

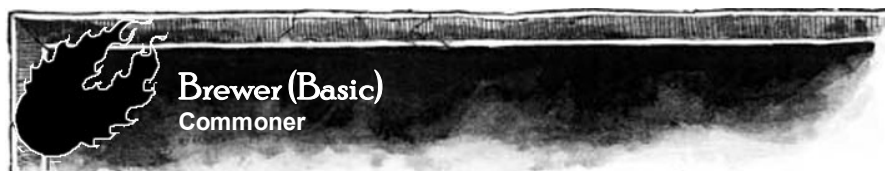
Career Exits: Charioteer*, Hunter, Horse Archer (*Realm of the Ice Queen*, *Career Compendium*), Man-at-Arms (*Knights of the Realm*, *Career Compendium*), Mercenary, Outlaw, Sergeant, Soldier, Targeteer, Veteran, Yeoman (*Knights of the Realm*, *Career Compendium*),

Bretonnian Peasant Bowmen

When the call to war comes, every peasant able to fight must serve in the armies of Bretonnia, a willingness reinforced by the promised bounty of a copper coin for any who survive the campaign. A few are pressed into service alongside the standing companies of men-at-arms, bulking out ranks thinned by casualties or sickness. However, most are employed as levies of longbowmen who are expected to engage enemies unworthy of a knight's attention. Though the tenets of the chivalric honour forbid a knight to use any kind of missile weapon, there is, of course, no such restriction on the peasants who are not expected to know better. Though the wage of a peasant archer could be judged pitiful by most standards, to the commoners of Bretonnia it is princely wage indeed. Most parents will encourage their offsprings to practice with a bow so they might increase the family' earnings.

Peasant Bowmen usually own their longbows. They are valuable possessions, that are handed down from father to son (though it is a rich family that can afford more than a single bow).





Master tradesman who is expert in the production of alcoholic beverages and alcohol fuel through fermentation. This is the method used in beer production, although the term can also be used for mead and wine manufacture. Brewing also means here a skill to make other alcohol beverages.

Brewing has a very long history in the Warhammer World and almost all nations and races have brewers. Dwarfs are very well known from their strong and tasty beers, people of Empire love also ales and beers and make stronger alcohol like Moonshine and different Liquors, Kislevians make Kvas, Halfling and Estalian specialty is Sherry, Tileans and Wastelanders have Rum, Bretonnians and elves are famous for their Wines, Norse from Aquavit and Mead...etc.

Note: See also from my site *Alcohol & Tobacco Expansion*. If you are rolling randomly for your Starting Career, you can substitute *Tradesman*.

Special: -

Career Entries: Burgher, Innkeeper, Peasant, Servant, Smuggler

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

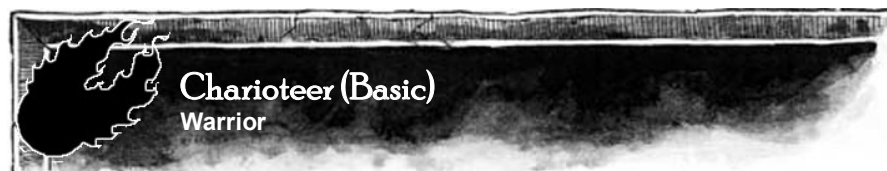
Skills: Consume Alcohol, Drive, Gossip, Haggle or Read/Write, Evaluate, Search, Secret Language (Guild Tongue), Trade (Brewer), Trade (Herbalist)

Talents: Hardy or Very Resilient, Resistance to Poison, Wine Taster [NEW]

Trappings: Trade Tools, Tankard, Flask, Jug, Water Skin, Keg of Ale/Beer or Bottle of Wine, Bottle of Spirits

Career Exits: Artisan, Innkeeper, Merchant, Smuggler





Charioteers are special type of soldiers. They specialize fighting in chariots they drive. The chariot is a type of carriage using animals (almost always horses) to provide rapid motive power. Chariots are used for war as "battle taxis" and mobile archery platforms, as well as more peaceable pursuits such as hunting or racing for sport, and as a chief vehicle of many ancient peoples, when speed of travel was desired rather than how much weight could be carried. The original chariot was a fast, light, open, two-wheeled conveyance drawn by two or more horses that were hitched side by side. The car was little more than a floor with a waist-high semicircular guard in front. The chariot, driven by a charioteer.

Ancient times many races and nations used Chariots, like for example early Empire tribes. Nowadays they are rare among the modern armies. Yet, there are armies still using them. Northmen and High Elves (Tiranoc Chariots) use chariots with deadly skill. Greenskins have their own chariots pulled by giant boars and wolves; and Dark Elves use dreaded Cold Ones in their chariots. Also ancient Tomb Kings ride with chariots pulled by undead.

Along the driver, there is commonly also a shooter in the chariot. Shooter are usually archers (Bowman career). But other type of variations are possible.

Note: If you are rolling randomly for your Starting Career, you can substitute *Sneak*, *Soldier* and *Marauder*.

Special: -

Career Entries: Bowman*, Coachman, Marauder (*Tome of Corruption*, *Career Compendium*), Mercenary, Militia, Outrider, Sneak, Soldier, Veteran

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

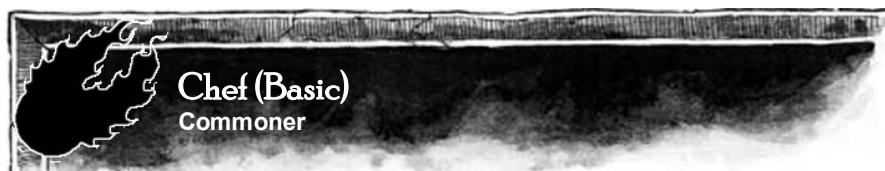
Skills: Animal Care, Dodge Blow, Drive, Gossip, Heal or Ride, Perception

Talents: Combat Driver [NEW], Quick Draw, Specialist Weapon Group (Throwing), Specialist Weapon Group (any one), Strike Mighty Blow

Trappings: Hand Weapon, Javelin, Short Bow with 10 arrows, Shield, Light Armour (Full Leather Armour), Uniform

Career Exits: Bowman*, Mercenary, Outrider, Seasoned Coachman*, Sergeant, Veteran





Chefs are very important part of society and valued profession (if the cook is actually good one). They are employed by the rich, armies, caravans, taverns, fancy restaurants, ships...etc. Many of the best chefs are Halflings, but also Bretonnians are famous for their cooking skills. Basicly any nation and race values cooking skills. For example Ogres value cooking skills very highly, even they can basicly eat anything. A big part of cooking ability is obtaining the right ingredients, by fair means or foul. Chefs are also experts with various herbs and spices. Chefs many times act as the butcherers also.

Note: If you are rolling randomly for your Starting Career, you can substitute *Servant* or *Frogwife* (*Barony of the Damned, Career Compendium*).

Special: -

Career Entries: Burgher, Frogwife (*Barony of the Damned, Career Compendium*), Peasant, Servant

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

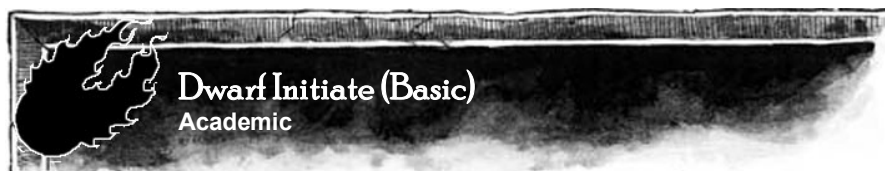
Skills: Common Knowledge (any one), Consume Alcohol, Evaluate, Haggle, Gossip, Search, Trade (Cook), Trade (Herbalism)

Talents: Cooking [NEW], Resistance to Poison

Trappings: Extra clothing, an apron, knives, cleaver, metal cutlery and cooking pots

Career Exits: Innkeeper, Servant





The dwarfs venerate their Ancestors instead of worshipping otherworldly gods. They believe that the spirits of Ancestors watch over them, guide their actions, judge their achievements and determine if they have led worthy lives.

Members of the priesthood are held in high esteem, both for their wisdom and because they represent the Ancestor Gods. Many disputes between clans and holds have been settled through the mediating efforts of priests. But Dwarfen priests are not very common and usually only the largest holds have few of them. This is also why other races may think that there actually isn't any Dwarfen priest. Another reason might be that Dwarfen priests do very much other kind of work also that priest usually don't do.

Dwarfen priests take care of the temples and shires. They perform some rituals, songs and prayers for the gods, marriage ceremonies and conduct burial rites. But most important task they have is to act as healers and physicians to their kind. Also Dwarfen priests may take roles of judges and advisors to Dwarfen rulers, are historians, and may even become ambassadors to other lands.

Most widely revered Ancestor gods are **Grungni** (God of mining, metalwork and stonework), **Grimnir** (God of warriors) and **Valaya** (Goddess of home, healing, heart and brewing). Lesser revered Ancestor Gods include **Gazul** (Lord of Underearth, protector of the dead), **Smednir** (God of Ore, shaper, metalworker, refiner of ore), **Thungni** (God of Runesmiths) and **Morgrim** (God of Engineers).

It is known that some Dwarf have actually started to worship other gods also (this happens sometimes especially among the Expatriate Dwarfs). In these cases use these careers, but take extra skills/talents from that gods fate.

Note: See more information from the *Dwarfs: Stone and Steel* (WFRP1 sourcebook), *WFRP2 Core Rulebook* and *Tome of Salvation* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Initiate*.

Special: You must be Dwarf. You must be loyal and faithful servant and believer of Dwarfen Ancestor Gods. Ancestor God fate also gives some extra skills and talents to choose from (see next page).

Career Entries: Apprentice Runesmith (*Realms of Sorcery*, *Career Compendium*), Dwarf Knight*, Engineer, Miner, Scribe, Student, Tradesman

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

Skills: Academic Knowledge (History), Academic Knowledge (Theology), Charm, Common Knowledge (Dwarfs), Heal, Read/Write, Speak Language (Khazalid), Speak Language (Any one)

Talents: Public Speaking, Surgery

Trappings: Religious Symbol, Robes

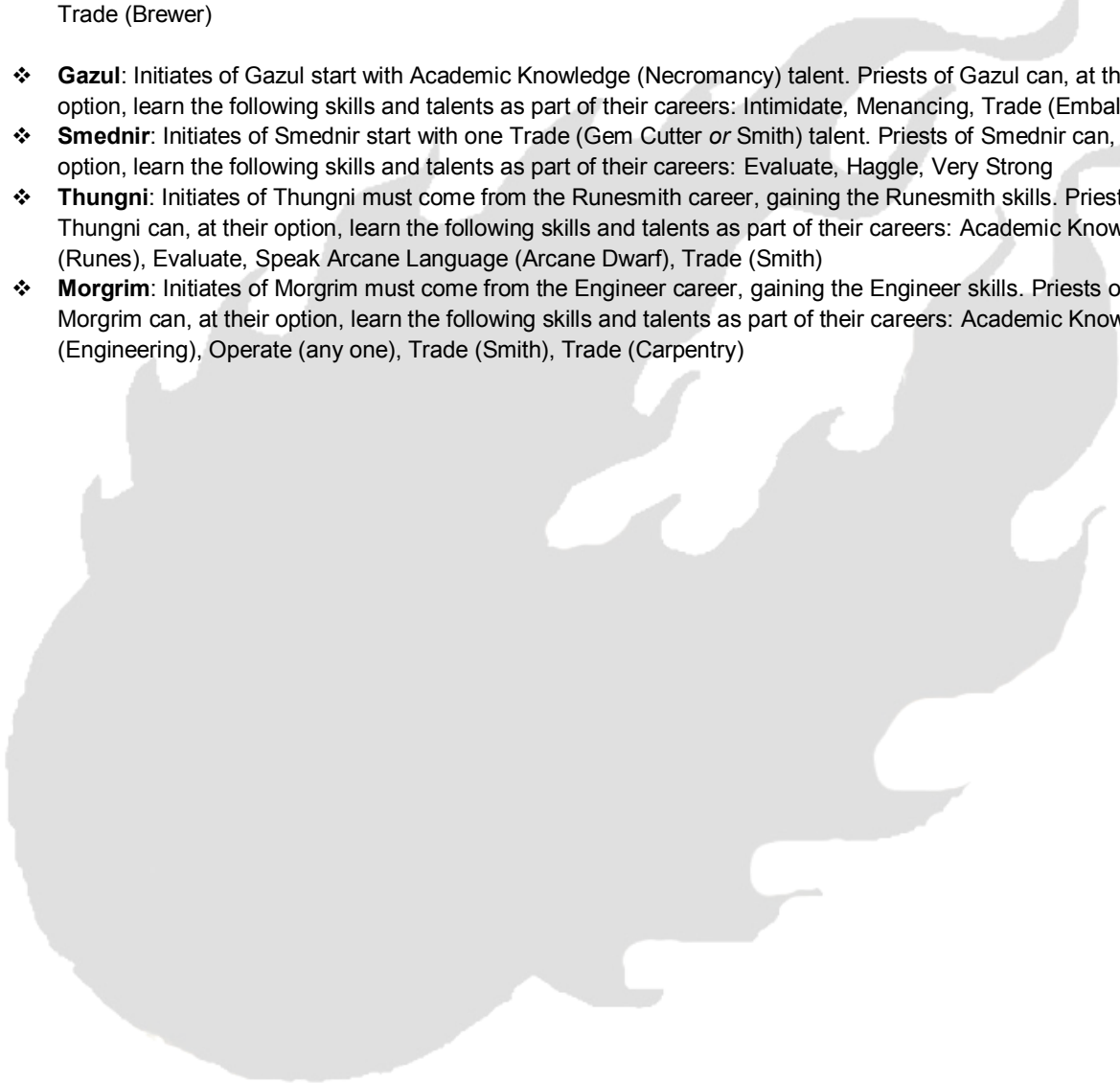
Career Exits: Apprentice Runesmith (*Realms of Sorcery*, *Career Compendium*), Dwarf Priest*, Miner, Scribe, Tradesman

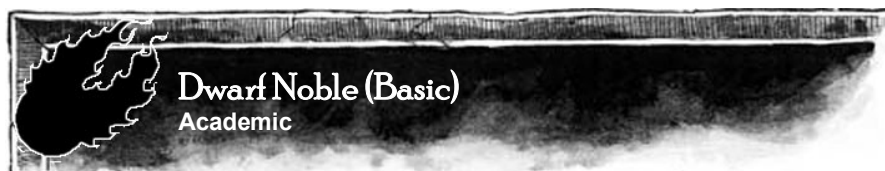




Choose of your fate (Dwarfen Ancestor God) that gives you another skill or talent as detailed in entry of your God below:

- ❖ **Grungni:** Initiates of Grungni start with one Trade (Armourer, Gem Cutter, Gunsmithing, Miner, Smith, Stoneworker or Weaponsmith). Priests of Grungni can, at their option, learn the following skills and talents as part of their careers: Evaluate, Secret Language (Guild Tongue), Secret Language (the Mine Code), Very Resilient
- ❖ **Grimnir:** Initiates of Grimnir start with Warrior Born talent. Priests of Grimnir can, at their option, learn the following skills and talents as part of their careers: Specialist Weapon Group (Any one), Street Fighting, Very Strong
- ❖ **Valaya:** Initiates of Valaya start with Trade (Herbalism) talent. Priests of Valaya can, at their option, learn the following skills and talents as part of their careers: Academic Knowledge (Any one), Hypnotism, Intimidate, Trade (Brewer)
- ❖ **Gazul:** Initiates of Gazul start with Academic Knowledge (Necromancy) talent. Priests of Gazul can, at their option, learn the following skills and talents as part of their careers: Intimidate, Menacing, Trade (Embalmer)
- ❖ **Smednir:** Initiates of Smednir start with one Trade (Gem Cutter or Smith) talent. Priests of Smednir can, at their option, learn the following skills and talents as part of their careers: Evaluate, Haggle, Very Strong
- ❖ **Thungni:** Initiates of Thungni must come from the Runesmith career, gaining the Runesmith skills. Priests of Thungni can, at their option, learn the following skills and talents as part of their careers: Academic Knowledge (Runes), Evaluate, Speak Arcane Language (Arcane Dwarf), Trade (Smith)
- ❖ **Morgrim:** Initiates of Morgrim must come from the Engineer career, gaining the Engineer skills. Priests of Morgrim can, at their option, learn the following skills and talents as part of their careers: Academic Knowledge (Engineering), Operate (any one), Trade (Smith), Trade (Carpentry)





Of all the Dwarf clans, the Nobles can claim the most direct descent from the Ancestor Gods. In fact, their bloodline makes the Noble clans among the most long-lived of Dwarfs and some of the most determined in temperament.

These ancient clans are unlike any other. From their number come the rulers of the Dwarf-holds, their emissaries and ambassadors, and most of the Kings' and Queens' advisors. Members of the noble clans may even apprentice themselves to the elders of other clans to learn a specific craft (with the sole exception of rune-smithing). Due to their role in society, no noble can has emigrated to the human realms.

Unlike nobles in human lands, Dwarfen nobles must learn to guide their people through peace and also wartimes. That why they have good military training unless they pursue some craft. Also they are very well taught the ancestor lines which they come from.

Note: See more information from the *Dwarfs: Stone and Steel* (WFRP1 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Noble*.

Special: You must be Dwarf and from noble birth.

Career Entries: Dwarf Elder Knight*

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

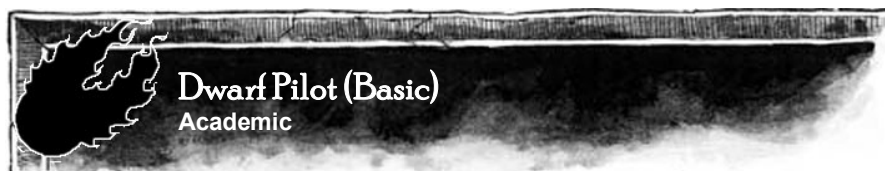
Skills: Academic Knowledge (History), Academic Knowledge (Genealogy/Heraldry), Charm, Command, Common Knowledge (Dwarfs), Read/Write, Speak Language (Khazalid), Speak Language (Any one)

Talents: Etiquette, Public Speaking, Savvy or Suave, Specialist Weapon (Two-handed)

Trappings: Good craftsmanship weapon of choise, Noble's Garp, 5d10 gc, Jewelry worth 5d10 gc

Career Exits: Dwarf Thane*, Explorer, Herald, Sergeant, Student, Tradesman





The pilot is a member of the Dwarf Engineer's Guild who specializes in the construction, maintenance, and operation of aerial war machines such as the gyrocopters, gyrobombers and the war balloon. Where most Dwarfs do not even like to spend too much time above ground, the pilots actually enjoy flying their dangerous and unreliable machines into battle or on reconnaissance patrols.

Basic pilot is usually young and daring dwarf, but sometimes more experienced old engineer who has started learning the mechanics of operating heavy machinery. Some operators move to become full engineers and then return to learn their operate skills even more later.

Note: See more information from the *Dwarfs: Stone and Steel* (WFRP1 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Student*.

Special: You must be Dwarf and member of Engineer's Guild.

Career Entries: Engineer, Shieldbreaker, Soldier, Student, Tradesman

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

Skills: Academic Knowledge (Engineering), Navigation, Perception, Read/Write, Scale Sheer Surfaces, Secret Language (Guild Tongue)

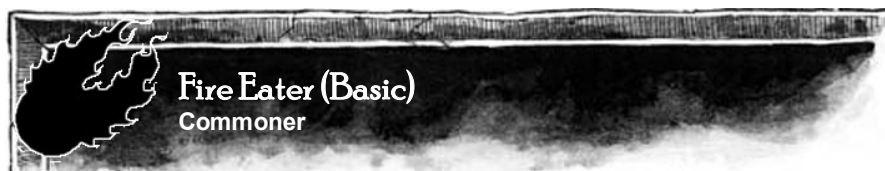
Talents: Coolheaded, Marksman or Mighty Shot, Operate (Flightships), Specialist Weapon Group (Explosive)**, Specialist Weapon Group (Gunpowder)

Trappings: Firearm with ammunition for 10 shots, Light Armour (Full Leather Armour), Scarf, Trade Tools

Career Exits: Dwarf Master Pilot*, Engineer, Smuggler

** More info about Specialist *Weapon Group (Explosive)* talent can be found from *Old World Armoury* (WFRP2 sourcebook).





A Fire Eater is often a street artist or part of a sideshow. Fire Eaters specialize doing dangerous tricks with flammable liquid and open fire. Their shows are dangerous looking and amazing to normal public. Some may even think magic is involved. The performer places flaming objects into their mouth and extinguishes them. They also practice controlling and transferring the flame. Most dangerous feats are actually the breathing of fire. Spraying liquid that burst into flame. Type of liquid, wind and facial hair must be watched carefully.

Fire Eaters learn to endure large amounts of pain having constant blisters on their tongues, lips and throat. They may also get more severe burns, eventually cancer, dental problems, stomach and tissue ulcers, fuel poisoning, dry cough, headache, dizziness, nausea, vomiting, dry mouth...etc. Fire Eaters usually also learn healing skills very well.

Because Fire Eaters eventually grow more custom to pain, many turn to even more gruesome tricks doing body piercing tricks, bonding, swallowing blades...etc. These tricks can be too much to the public, but there are always those (private) that like these shows. It is not uncommon that some Fire Eaters turn to forces of corruption and dark pleasures (Slaanesh).

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source) and *The WFRP Companion: Chapter I* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Actor*, Prestidigitator*, Skald (*Tome of Corruption, Career Compendium*), Thief, Zealot

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
-	-	+5	+10	+5	-	+10	+10	-	+3	-	-	-	-	-	-

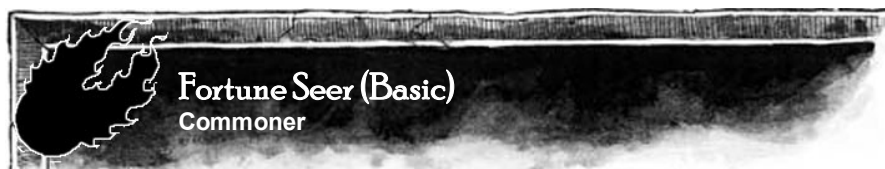
Skills: Charm, Common Knowledge (any one), Consume Alcohol, Gossip, Heal, Perception, Performer (Fire Eater), Speak Language (any one)

Talents: Lighting Reflexis, Resistance to Poison, Very Resilient

Trappings: Light Armour (Leather Jerkin, Leather Skullcap), Trade Tools (Performer), Lamp Oil (5 units)

Career Exits: Actor*, Minstrel, Penitent (*Tome of Salvation, Career Compendium*), Prestidigitator*, Sewer Jack (*Ashes of Middenheim, Career Compendium*)





Fortune Seers (or Palmists) are mystics that do not really have any magical power. Only good in their ability to talk to the people, ask right questions, and understand what people want to hear. Many are palm readers, but equally many also use mystical cards (tarot). Some seers truly believe on their craft and that they have the skills to actually tell the future. Not all use cards or palm reading, also tea leaves, water cups, blood, animal behavior, even nature may show signs from the future. Some may even use fake glass balls that actually don't show anything (they are not magical even some tricks maybe used by Fortune Seer). Most Fortune Seers are just trickster and fakes. They just try to make their appearance more scary or strange, to create more mystical effect.

But there are always few that eventually start to seek mystic arts even more and try to found sources of true power (this means many times corrupted forces or Hedge magic). Others seek knowledge from the star-signs and become Fortune Tellers.

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source) and *The WFRP Companion: Chapter I* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Bard*, Hedge Wizard, Racounter (*Sigmar's Heirs, Career Compendium*), Prestidigitator*, Rogue, Strigany Mystic (*Night's 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	+5	+10	-	+2	-	-	-	-	-	-

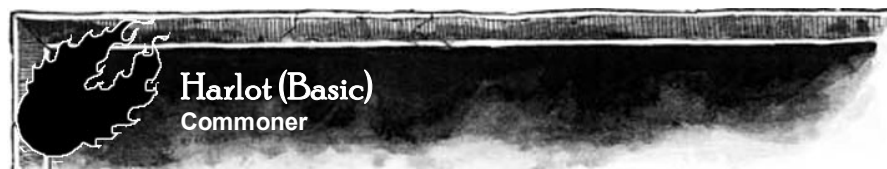
Skills: Blather, Charm, Common Knowledge (any one), Gossip, Perception, Performer (Palm Reader), Performer (Storyteller), Speak Language (any two)

Talents: Public Speaking

Trappings: Deck of Cards, Glass Ball

Career Exits: Astrologer (*Sigmar's Heirs, Career Compendium*), Charlatan, Cenobite (*Renegade Crowns, Career Compendium*), Hedge Wizard, Hedgecraft Apprentice (*Shadows of Empire, Career Compendium*), Prestidigitator*, Racounter (*Sigmar's Heirs, Career Compendium*)





Prostitution is the business or practice of engaging in sexual relations, in exchange for payment. A person (male or female) who works in this field is called a Harlot (or prostitute, whore, strumpet, and sometimes referred as "the oldest profession") and is a kind of sex worker.

Prostitution occurs in a variety of forms. Brothels are establishments specifically dedicated to prostitution. In escort prostitution, the act may take place at the client's residence or some rented room/place, or at the escort's residence. Another form is street prostitution. Although the majority of prostitutes are female with male clients, there are also gay male prostitutes, lesbian prostitutes, and straight male prostitutes. Some rich clients may pay for long-term contracts that may last for years.

Note: If you are rolling randomly for your Starting Career, you can substitute *Camp Follower*.

Special: Many Harlots' will eventually gain some venereal disease, that they eventually spread forward to their customers.

Career Entries: Camp Follower, Entertainer, Servant

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

Skills: Charm, Common Knowledge (any one), Consume Alcohol or Concealment, Evaluate, Gossip, Perception, Search

Talents: Resistance to Disease or Strong-Minded, Seduction [NEW], Suave

Trappings: Lucky Charm, Dagger

Career Exits: Bone Bigger, Camp Follower, Courtesan*, Servant, Thief, Vagabond

Venereal Disease (Gnorrhoea)

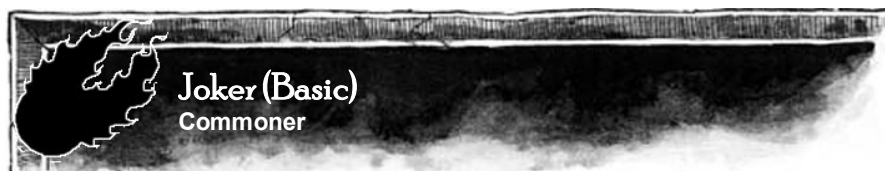
Description: This disease is some terribly embarrassing and potentially fatal venereal disease. There are many names for these sort of illnesses – the clap, sailor's pain, the drip, great pox, syphilis or hot piss – all evocative in their own way, but the resulting discomfort is generally the same. Incubation and infection begin within d6+1 days of sexual contact and result in netting, chronic symptoms. Although venereal diseases are inarguably difficult to treat, some barber surgeons have had luck inserting a number of instruments into the genitalia to relieve the pain of urination (a curved iron rod, wooden catheter, lice and mites). As the sickness continues to worsen, it may result in the necessity for the infected to take opiates or other sedatives to relieve themselves from pain.

Duration: Permanent, unless healed by somehow (maybe by Shallyans?)

Effects: Major version will cause physical pain that will cause the character to suffer a -10 penalty to the any tests (physical and mental) and also -1 penalty to any Casting Rolls unless treated. Social stigmata from this type of disease may cause even a -20 penalty to any Fellowship tests. In time women are likely to suffer sterility or death, and babies born to infected women may be born blind.

See more detailed information from *Corrupting Influence - The Best of Warpstone Vol1: Disease in Warhammer (WFRP1)* for Syphilis (Whore' Rash) and Hepatitis.





Joker (Basic)

Commoner

Fool, clown, jester, mime...etc. Jokers are comedians that perform funny tricks and with their foolish behavior cause people to laugh. Many are skilled with their hands, doing even pick pocket tricks, but usually they paint their faces, wear funny clothing and fumble around. The basic form of clowning is to acknowledge the audience. This is especially important to those who specialize and perform mime.

Nobility hires jesters to entertain people. In carnivals' groups of clowns are usually most enjoyed performers. Mimics are little different, but similar to clowns and very much liked by the public also.

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source) and *The WFRP Companion: Chapter I* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Juggler*, Peasant, Rcounter (*Sigmar's Heirs*, *Career Compendium*), Thief

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

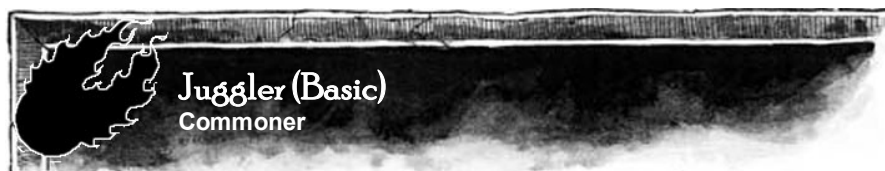
Skills: Blather, Charm, Common Knowledge (any one), Gossip, Perception, Sleight of Hand, Speak Language (any one), Any two of: Performer (Clown), Performer (Jester), Performer (Mime)

Talents: Contortionist or Mimic, Public Speaking

Trappings: Bladder on a Stick, Costume (Joker's Motley)

Career Exits: Actor*, Agitator, Juggler*, Minstrel, Thief, Ventriloquist*





Jugglers and knife-throwers. Combining extreme manual dexterity with the physical skills. Some do normal juggling; others combine that with dangerous knife-throwing (or axe or anything else they get on their hands). The job involves tossing a number of objects up into the air, and keeping them aloft, gradually adding and subtracting from the total number. Items include blades, torches, balls...etc. Jugglers also throw dangerous items to each other (or some helping hand they have with them), but others may use even volunteers.

Because their abilities for ranged attacks many specialize even more using bows and doing sharpshooting with these weapons (like shooting apples from the heads of their assistants, use of whip...).

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source) and *The WFRP Companion: Chapter I* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Fieldwarden, Hunter, Joker*, Prestidigitator*, Thief

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

Skills: Charm, Common Knowledge (any one), Evalute, Gossip, Perception, Performer (Juggler), Sleight of Hand, Speak Language (any one)

Talents: Coolheaded, Sharpshooter, Specialist Weapon Group (Throwing), Specialist Weapon Group (Entangling)

Trappings: Light Armour (Leather Jerkin, Leather Skullcap), 3 Throwing Knives, 2 Throwing Axes

Career Exits: Bowman*, Joker*, Minstrel, Rogue, Vagabond





Martial Artists are the best of the best in hand to hand combat. They train in schools or remote monasteries purely to achieve highest skill mastery with their body and soul. Their training is highly physical, but usually has also strong spiritual aspect of teaching that the true power comes from the mind. Training also includes many times a different weapon technique; even focus is in unarmed combat.

Many people, from peasants to nobles, train Martial Arts (use simply Street Fighting or Wrestling Talents) in the lands like Nippon and Cathay. There are different hand-to-hand fighting techniques in the Old World and among the other races also. But only truly dedicated fighters became Martial Artists. There are many martial art styles and their schools are mainly found only in the far east of the world, even few Martial Artists may have come to Old World too. Note that many Martial Artists come from different fighting careers and continue to other careers after learning the Martial Artist career (after taking needed Skills and Martial Art Talents). Only few actually continue the long path of becoming the true master of the hand to hand combat.

Teachers, Schools and monasteries have their own views or philosophies' about the world. Views may differ very much. Evil schools may consider challenging oneself physically and mentally to the limit, is only way to prove themselves worthy, and otherwise use their abilities anyway they like – Usually very selfish ways and for evil. Good schools may view that even they master higher level of physical performance they don't use this ability against other living beings. Lawful schools may use martial skills to defend greater good and fight aspects of Chaos. More neutral schools teach martial skills to any willing student, but let them choose the way of life themselves.

Note: See more information from the Chapter VII. Martial Artist in the Old World should be person from the Cathay or Nippon (possibly from the lands Khuresh, Ind or from the ranges of the Mountains of Mourn, which are part of the Ogre Kingdoms). GM decision Martial Artist can also be Elf (taught by the Elven Martial Artists). What ever the background is, they should be very rare in the Old World. If you are rolling randomly for your Starting Career, you can substitute *Pit Fighter*.

Special: -

Career Entries: Bodyguard, Initiate, Noble, Marine, Mercenary, Pit Fighter, Protagonist, Soldier, Squire, Strongman*, Watchman; *Optional:* Night Runner (*Children of the Horned Rat*)

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

Skills: Academic Knowledge (Philosophy), Dodge Blow, Outdoor Survival or Silent Move, Performer (Acrobat), Scale Sheer Surfaces

Talents: Lighting Reflexis or Strike Mighty Blow, Martial Art (any two) [NEW], Specialist Weapon Group (any one of: Entangling, Parrying, Flail or Throwing), Street Fighting, Wrestling

Trappings: Common Martial Art costume, Quarter Staff

Career Exits: Bodyguard, Friar, Initiate, Martial Art Master*, Mercenary, Pit Fighter, Soldier, Squire, Vagabond





Stage magician, hypnotist, trickster, pick pocket, escapologist, bunko artist...etc. The prestidigitator is a master in the art of Sleight of Hand. Performers that specialize of simple deceptive tricks that they call illusions (this is not anyway true magic). It is actually only ability to distract, conceal, and manipulate objects, as well as confuse the viewer's eye. It is not uncommon to these tricksters actually become thieves and pick pockets earning extra money actually robbing their audience.

Also common tricks are pick pocketing, slipping from knotted ropes or manacles, card tricks, rabbit from the hat and good old shell game (which one of the three shells covers the coin?). Some Prestidigitators specialize hypnotism and others become escape artist doing dangerous escapes. Some may expand their acts to different knife-throwing and archery feats.

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source) and *The WFRP Companion: Chapter I* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Actor*, Fire Eater*, Fortune Seer*, Gambler (*Sigmar's Heirs*, *Career Compendium*), Rogue

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

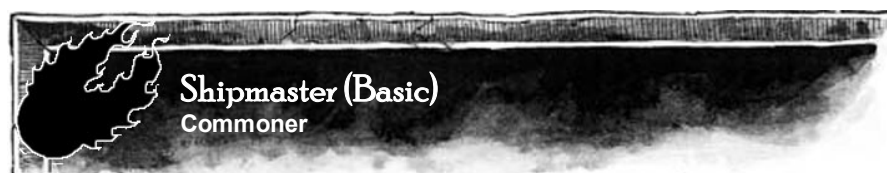
Skills: Charm, Common Knowledge (any one), Evalute, Gossip, Hypnotism or Pick Locks, Perception, Sleight of Hand, Speak Language (any one)

Talents: Contortionist or Lightning Reflexis, Public Speaking

Trappings: Light Armour (Leather Jerkin, Leather Skullcap), Costume, Three cups or Deck of Cards

Career Exits: Actor*, Bowman*, Fire Eater*, Fortune Seer*, Juggler*, Minstrel, Rogue, Thief





Shipmasters are usually members of the Dwarf Engineers Guild who specialize in the construction, maintenance, and operation of Dwarf gunboat, warship or submersible. Shipmasters usually work in crews of 2 to 4, depending upon the type of vessel they operate. All shipmasters are trained for a life on water (whether sea or river) by their elders or senior Dwarf crewmen – A prospect that most Dwarfs view with horror.

Basic Shipmaster is usually young and daring dwarf, but sometimes more experienced old engineer who has started learning the mechanics of operating heavy machinery. Some operators move to become full engineers and then return to learn their operate skills even more later.

Note: See more information from the *Dwarfs: Stone and Steel* (WFRP1 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Seaman*.

Special: You must be Dwarf and also member of Engineer's Guild. In GM approval also Skaven may experiment with similar machines and also Chaos Dwarfs.

Career Entries: Engineer, Marine, Seaman, Tradesman; *Optional:* Chaos Engineer (*Tome of Corruption*), Skirmisher (*Children of the Horned Rat*)

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

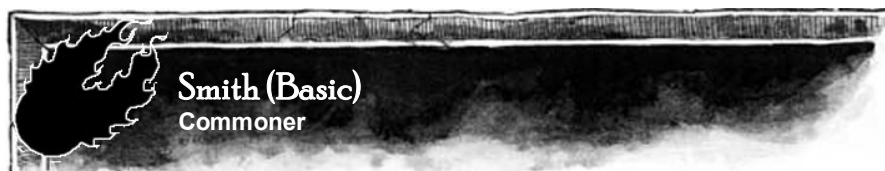
Skills: Academic Knowledge (Engineering), Navigation, Perception, Read/Write, Row, Secret Language (Guild Tongue), Swim, Trade (Shipwright)

Talents: Hardy, Operate (Steamboats or Submersible) [NEW], Specialist Weapon Group (Gunpowder)

Trappings: Bandanna, Firearm with ammunition for 10 shots, Light Armour (Full Leather Armour), Trade Tools

Career Exits: Elder Shipmaster*, Engineer, Marine, Mate, Navigator





Expert tradesman who works with metal. Every race has Smiths, but not many of them are actually famous among other races also. Where Goblinoid smithing abilities are rude and simple, Dwarfs on the other hand are world famous for their skills of forge (this includes Dark Dwarfs too). Also Elves (and Dark Elves) are known for their metal skills.

Note: If you are rolling randomly for your Starting Career, you can substitute *Tradesman*.

Special: -

Career Entries: Burgher, Miner, Peasant, Strongman*, Tradesman, Watchman

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

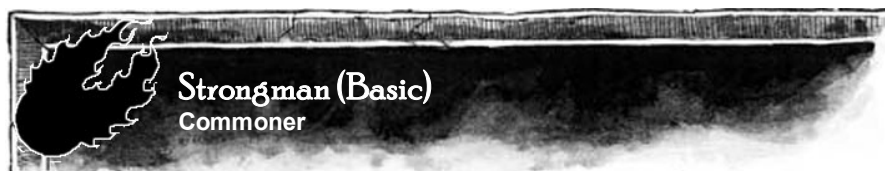
Skills: Animal Care or Gossip, Drive, Haggle or Read/Write, Evaluate, Perception, Secret Language (Guild Tongue), Trade (Smith), Trade (Weaponsmith) or Trade (Armourer)

Talents: Hardy or Very Resilient, Master of Forge [NEW], Very Strong

Trappings: Hand Weapon (Hammer), Trade Tools

Career Exits: Apprentice Runesmith (*Realms of Sorcery*, *Career Compendium*), Artisan, Engineer, Merchant, Militiaman





Weight-lifter, boxer, wrestler...etc. Strongman usually performs different weight-lifting feats, but some may become professional unarmed fighters challenging public to short fights for money (also bets are common then). Strongmen may even challenge people to arm-wrestling contests. Many travel with carnivals', but some with their "manager" who also acts as challenger and agitator for people. This "manager" also places and collects the bets.

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source) and *The WFRP Companion: Chapter I* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Bodyguard, Mercenary, Peasant, Pit Fighter, Thug

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

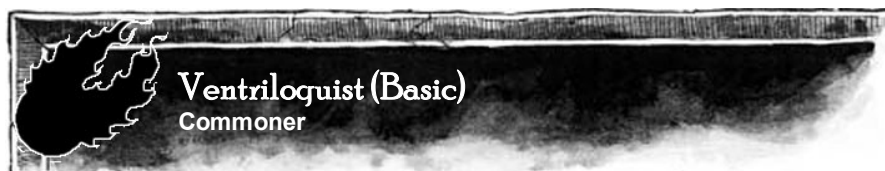
Skills: Common Knowledge (any one), Consume Alcohol, Dodge Blow, Gossip, Perception, Speak Language (any one)

Talents: Streetfighting, Strike to Stun, Very Strong, Wrestling

Trappings: Light Armour (Leather Jerkin, Leather Skullcap), Knuckledusters

Career Exits: Bodyguard, Executioner*, Judicial Champion, Pit Fighter, Smith*, Stevedore (*The WFRP Companion, Career Compendium*), Thug





Ventriloquist (Basic)

Commoner

Ventriloquists, puppet-players...etc. Ventriloquism is an act of stagecraft in which a person manipulates his/her voice so that it appears that the voice is coming from elsewhere. Sometimes this public may even think that magic is involved. It is not uncommon that Ventriloquists become con men that say they can contact the spirits of the dead and pretend to speak with the voice of the dead only to steal their "customers" money.

Note: See more information from the *Career Pamphlets: Entertainers* (WFRP2 source) and *The WFRP Companion: Chapter I* (WFRP2 sourcebook). If you are rolling randomly for your Starting Career, you can substitute *Entertainer*.

Special: -

Career Entries: Agitator, Bard*, Joker*, Rafter (Sigmar's Heirs, Career Compendium)

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	-	+2	-	-	-	-	-	-

Skills: Charm, Common Knowledge (any one), Gossip, Lip Reading, Perception, Performance (Storytelling) or Search, Speak Language (any one), Ventriloquism

Talents: Acute Hearing or Mimic, Public Speaking

Trappings: Light Armour (Leather Jerkin), Costume, Puppet

Career Exits: Actor*, Agitator, Gambler (Sigmar's Heirs, Career Compendium), Minstrel, Rogue



Chapter II: Advanced Careers

Careers found here are marked with *, other sourcebooks are given by name. Otherwise career is found from the WFRP2 Core Rulebook.



Archmages and the Loremaster of Hoeth are the true pinnacle of High Magic knowledge among the High Elves. Most scholars confine themselves to studying but a single path, honing their skills until perfection is achieved. Even amongst the rarified ranks of Elfkind, it is unusual to find an intellect capable of mastering an entire path, let alone show accomplishment in several - but it is not impossible. Such is the achievement that marks out a Loremaster from a mere scholar.

Loremasters are invariably gifted warriors also, for their intellects find even the exacting disciplines of the Swordmasters almost childishly easy to master. Similarly, each Loremaster has a faultless grasp of the principles of magical lore. They are Wardens of Saphery as Swordmasters of Hoeth.

Note: I have used some fan-made Talents. They were created by **Michael Congreve** for his great article/rules about Lizardmen: *Children of the Old Ones, Part 2 – The Slann*. Explanations are given at the end of this document also.

Special: Usually Archmage (or Loremaster of Hoeth) continues buy various spells from all the Lores of Winds of Magic and also buy second time various rituals (see *Intuitive Casting* talent).

Career Entries: High Mage*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+20	+15	+10	+20	+25	+45	+50	+30	-	+7	-	-	-	+6	-	-

Skills: Academic Knowledge (History), Academic Knowledge (Magic), Academic Knowledge (any three), Charm, Command, Common Knowledge (any four), Heal, Hypnotism, Intimidate, Magic Sense, Read/Write, Secret Language (any one), Secret Signs (any two), Speak Arcane Language (Magick), Speak Arcane Language (Arcane Elf), Speak Arcane Language (Daemonic), Speak Language (any two)

Talents: Lesser Magic (any), Menancing, Resistance to Magic, Public Speaking, Sixth Sense or Luck, The Dark Has No Power [NEW]

Trappings: As per High Mage

Career Exits: Captain, Knight, Veteran



Courtesan (Advanced)

Commoner

Courtesans are very experienced Harlots. Even most are just sick, burn-out wretches, some rise to become legendary. Others become Madams of their own brothels. Most lucky courtesans become mistresses of the rich and powerful. This also means that they may have wide knowledge of very private matters (even state secrets, not to mention scandalous information).

Special: Many Courtesans' will eventually gain some venereal disease, that they eventually spread even more to their customers. High-class courtesans usually learn the ways of *Etiquette* talent, where common street-courtesans the *Hardy* talent.

Career Entries: Harlot*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	-	-	+15	+15	+10	+20	+25	-	+4	-	-	-	-	-	-

Skills: Blather, Charm, Common Knowledge (any two), Consume Alcohol, Concealment, Evaluate, Gossip, Haggle, Perception, Performer (any one) or Sleight of Hand, Search, Secret Language (any one) or Secret Signs (any one), Speak Language (any two)

Talents: Etiquette or Hardy, Stout-hearted or Streetwise

Trappings: Set of Good Clothing, possibility to own brothel with number of Harlots.

Career Exits: Burgher, Innkeeper, Servant, Spy





Those dwarfs who survive their careers as Giant Slayers can become convinced that their disgrace is so terrible that the Ancestor Gods have denied them an honourable death. They engage in a ritual that involves self-inflicted scarring (symbolises the Slayer's dedication to following the mythical exploits of Grimnir). Through this ritual, they become Dragon Slayers.

Dragonslayers retain the spiked orange hair, outrageous jewellery and tattoos of their previous careers. To this they add ritual scarring, usually resembling claw marks, across the chest, face, and arms.

Dragonslayers single-mindedly search for their prey, following the wildest of rumours in the hope of finding a dragon's lair. Dragon Slayers frequent mountains, swamps, and other remote wilderness areas – Anywhere that Dragons and more dangerous creatures might be found.

Special: You must be Dwarf. Even this career is meant to be in between Giant Slayer and Daemon Slayer; it is possible to enter the career also from the Daemon Slayer.

Career Entries: Giant Slayer, Daemon Slayer

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+30	-	+25	+25	+15	-	+25	-	+2	+7	-	-	-	-	-	-

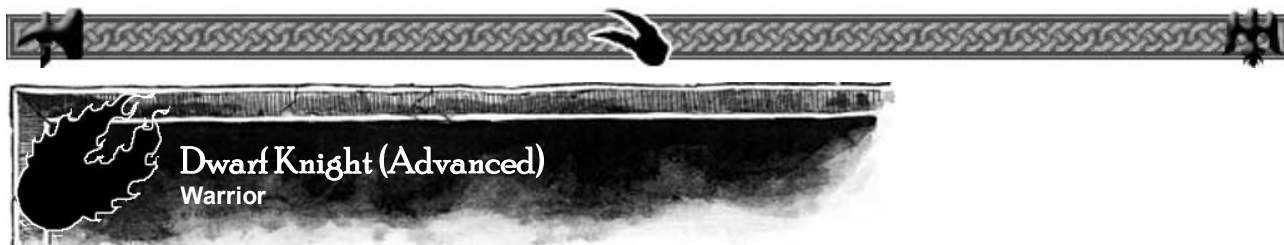
Skills: Follow Trail, Outdoor Survival, Perception, Scale Sheer Surfaces, Speak Language (any two)

Talents: Ambidextrous, Coolheaded, Disarm or Quick Draw, Lighting Reflexis or Very Resilient, Menancing, Resistance to Disease, Wrestling

Trappings: Great Weapon

Career Exits: Daemon Slayer





Dwarfen knights are very similar as humans. They are professional (elite) soldiers generally trained to fight in heavy armour while using heavy weaponry. Also their training is a lot more than just the military training. Knights learn about academic values and etiquette. There is only couple knightly/templar orders among the Dwarfs and members of these orders follow *Dwarf Knight*, *Dwarf Knight-Elder* and *Dwarf Knight-Grandmaster* careers.

Special: You must be Dwarf. Candidate must be loyal servant and believer of Dwarfen Ancestor Gods if Templar.

Career Entries: Dwarf Thane*, Dwarf Priest, Ironbreaker*, Judicial Champion, Sergeant, Shieldbreaker, Soldier, Veteran

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

Skills: Academic Knowledge (Genealogy/Heraldry) or Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Common Knowledge (Dwarfs), Dodge Blow, Intimidate, Perception, Read/Write, Secret Language (Battle Tongue), Secret Language (the Mine Code), Speak Language (Any two)

Talents: Coolheaded, Etiquette, Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Stand Tall [NEW], Strike Mighty Blow; Extra Talent: Together Strong [NEW]

Trappings: Good craftsmanship Great Weapon, Medium Armour (Full Mail Armour), Shield

Career Exits: Captain, Dwarf Initiate*, Dwarf Knight-Elder*, Judicial Champion

Dwarfs have few Knight- and Templar Orders. Text compined from *Games Workshop site: Dwarfs* (Warhammer Fantasy Battle), *Corrupting Influence – The Best of Warpstone Volume 1* (WFRP1 sourcebook) and *Dwarfs: Stone and Steel* (WFRP1 sourcebook).

- ❖ **Anvil Guards (Knights):** Anvil Guards can be considered as Dwarf Knights also. They are elite warriors tasked of guarding and protecting the treasured Anvil of Doom(s). They are very loyal and oath-bound to the Runemaster holding the Anvil of Doom.
- ❖ **Order of the Axe (Templars):** Order servers the political needs of the High King and the clerics of Grungni as a distinct military wing of the church. Templars are known as Axes of Grungni, or simply as an Axe. The Order is distinct from the Cult of Grungni, and demands no religious obligations.
- ❖ **Hammerers (Knights):** Hammerers are the King's personal guard and so are accorded a high status within the stronghold. They are very skilled warriors and are personally selected by the King himself. If a Dwarf should prove himself courageous enough over the course of many battles he may be selected to join the Hammerers. Skill, strength and courage alone, however, are not enough. A Hammerer must be willing to give his complete loyalty to his liege and dedicate himself totally to protecting him from harm. Amongst a folk known throughout the world for their stubbornness, Hammerers are regarded as being stubborn by other Dwarfs. Duty to King and hold is a sacred thing to Dwarfs. A Dwarf bound by oath to serve a King will give his life rather than face the dishonor of failure. A King surrounded by his Hammerers is the keep in the center of the throng: grim-faced, unyielding and immovable, the living personification of the Dwarf spirit. The symbol of the bond between a Lord and his Hammerers is the weapon they carry. Each bears a heavy, but perfectly balanced, great hammer. It is the gift of the hammer to the warrior that seals the oath between him and his Lord. In battle, the sight of the great hammers rising and falling around the King's banner is an inspiration to the rest of the throng who will typically redouble their own efforts to keep up.
- ❖ **Order of the Stone Wall (Templars):** Order is associated with the cult of Grungni, and its members see themselves as the ultimate guardians of the Dwarf race. Founded during the first coming of Chaos (-4500 I.C.), the order embodies the virtues of steadfastness and determination, regardless of the odds.
- ❖ **Order of Stone and the Order of Granite (Templars):** Both Orders were created in order to provide a unified defence during the Age of Darkness. They serve the High King of Karaz-Ankor. The Order of Granite is based in Karaz-A-Karak and Order of Stone moved to Zhufbar around the time of Sigmar, and pledged itself to that city's permanent defense.





See more info from Dwarf Knight (Advanced Career).

Special: You must be Dwarf. Candidate must be loyal servant and believer of Dwarfen Ancestor Gods if Templar.

Career Entries: Dwarf Knight*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+35	+10	+25	+25	+20	+15	+25	+15	+2	+8	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry) *or* Academic Knowledge (Theology), Academic Knowledge (History) *or* Academic Knowledge (Law), Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (Any two), Dodge Blow, Intimidate, Perception, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Arcane Language (Arcane Dwarf), Speak Language (Any two)

Talents: Lighting Parry, Seasoned Traveller, Strike to Injure / Focused Strike [NEW], Strike to Stun

Trappings: Good craftsmanship Great Weapon, Heavy Armour (Good craftsmanship Full Plate Armour or Gromril Full Plate Armour), Shield

Career Exits: Champion, Dwarf Knight-Grandmaster*, Dwarf Noble*





See more info from Dwarf Knight (Advanced Career).

Special: You must be Dwarf. Candidate must be loyal servant and believer of Dwarfen Ancestor Gods if Templar.

Career Entries: Dwarf Knight-Elder*, Ironbeard*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+40	+15	+30	+25	+20	+15	+30	+20	+2	+9	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry) or Academic Knowledge (Theology), Academic Knowledge (History) or Academic Knowledge (Law), Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (Dwarfs), Common Knowledge (Any three), Dodge Blow, Intimidate, Perception, Read/Write, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Arcane Language (Arcane Dwarf), Speak Language (Any three)

Talents: Fearless, Fleet Footed, Menacing, Seasoned Traveller, Specialist Weapon Group (Any two), Strong-minded

Trappings: Magical Great Weapon, Heavy Armour (Magical / Rune Full Plate Armour), Shield

Career Exits: Ambassador (*Realm of the Ice Queen, Career Compendium*), Champion, Dwarf Noble*





See more info from Dwarf Noble (Basic Career).

Special: You must be Dwarf.

Career Entries: Dwarf Thane*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+30	+10	+25	+20	+15	+20	+20	+25	+1	+7	-	-	-	-	-	-

Skills: Academic Knowledge (History), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Blather, Charm, Command, Common Knowledge (Any three), Dodge Blow, Gossip, Perception, Read/Write, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any three)

Talents: Quick Draw, Menancing, Strike to Stun

Trappings: Two best craftsmanship weapons of choice, Best craftsmanship Noble's Garp, 1000 gc, Jewerly worth 2000 gc

Career Exits: Ambassador (*Realm of the Ice Queen, Career Compendium*), Captain, Explorer, Engineer, Scholar



Dwarf Loremaster (Advanced)

Academic

Loremasters represent the highest level of Dwarf scholarly achievement. Dedicated to the pursuit and preservation of knowledge, loremasters are greatly respected by their people, and valued for their advice, wisdom, and knowledge.

Every Dwarf settlement of any size will have at least one loremaster. To the confusion of other races, however, the title "loremaster" is often conferred on the most able scholar of the community, being responsible for maintaining chronicles and traditions as well as using their profound knowledge to advise Dwarf leaders (nobles).

Not all loremasters shut themselves away with their books and scrolls. In larger Dwarf communities, loremasters are able to put aside their day-to-day duties in favor of their own research projects. These loremasters often travel far and wide in search of lost chronicles or forgotten Dwarfholds, trying to recover records or knowledge lost during the carnage of the Elf and Goblin wars.

Note: More info from *Dwarfs: Stone and Steel* (WFRP1 sourcebook).

Special: Character must be Dwarf.

Career Entries: Dwarf High Priest*, Engineer, Guild Master, Master Engineer*, Master Runesmith (*Realms of Sorcery*, *Career Compendium*), Scholar

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+15	+15	+10	+10	+15	+40	+35	+20	-	+6	-	-	-	-	-	-

Skills: Academic Knowledge (Daemonic), Academic Knowledge (Engineering), Academic Knowledge (Genealogy/Heraldry), Academic knowledge (History), Academic Knowledge (Law), Academic Knowledge (Runes), Academic Knowledge (Science), Academic Knowledge (Theology), Academic Knowledge (Magic), Charm, Command, Common Knowledge (Dwarfs), Common Knowledge (any four), Evaluate, Gossip, Perception, Prepare Poison, Read/Write, Search, Secret Language (any two), Secret Signs (any two), Speak Arcane Language (Daemonic), Speak Arcane Language (Magick), Speak Arcane Language (Arcane Dwarf), Speak Language (Classical), Speak Language (any five), Trade (Cartographer), Trade (Herbalist)

Talents: Etiquette, Knowledge of Ages [NEW], Linguistics, Master Orator, Public Speaking

Trappings: Writing Kit.

Career Exits: Ambassador (*Realm of the Ice Queen*, *Career Compendium*), Apprentice Runesmith (*Realms of Sorcery*, *Career Compendium*), Dwarf High Priest*, Guild Master, Explorer, Master Engineer*



See more info from Dwarf Pilot (Basic Career).

Special: You must be Dwarf and also member of Engineer's Guild.

Career Entries: Dwarf Pilot*

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

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Command, Navigation, Perception, Read/Write, Scale Sheer Surfaces, Secret Language (Guild Tongue)

Talents: Marksman, Mighty Shot, Operate (Flightships) [NEW], Orientation, Rapid Reload, Specialist Weapon Group (Engineer)

Trappings: Cigars, Firearm with ammunition for 10 shots, Light Armour (Full Leather Armour), Scarf, Engineer's Kit, Telescope, 10 yards of Rope

Career Exits: Artillerist (*The WFRP Companion, Career Compendium*), Cartographer (*Career Compendium*), Engineer, Explorer, Scholar, Smuggler





See more info from Dwarf Initiate (Basic Career).

Special: You must be Dwarf. You must be loyal servant and believer of Dwarfen Ancestor Gods.

Career Entries: Dwarf Initiate*

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

Skills: Academic Knowledge (History), Academic Knowledge (Law) or Academic Knowledge (Runes), Academic Knowledge (Theology), Charm, Command, Common Knowledge (Dwarfs), Common Knowledge (Any two), Gossip, Heal, Perception, Performer (Singer), Read/Write, Search, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any two), Trade (Apothecary)

Talents: Logistics [NEW], Master Orator, Resistance to Disease, Savvy or Suave, Specialist Weapon Group (Two-handed), Strike to Injure

Trappings: Prayer Book, Writing Kit, Good craftsmanship weapon

Career Exits: Apprentice Runesmith (*Realms of Sorcery*, *Career Compendium*), Dwarf High Priest*, Dwarf Knight*, Explorer, Scholar, Tradesman





See more info from Dwarf Initiate (Basic Career).

Special: You must be Dwarf. You must be loyal servant and believer of Dwarfen Ancestor Gods.

Career Entries: Dwarf Priest*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+25	+10	+20	+20	+10	+25	+30	+20	+1	+7	-	-	-	-	-	-

Skills: Academic Knowledge (Any three), Academic Knowledge (Theology), Charm, Command, Common Knowledge (Any three), Gossip, Heal, Read/Write, Search, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any three), Trade (Apothecary)

Talents: Disarm, Etiquette, Fearless, Quick Draw

Trappings: Prayer Book, Writing Kit, Good craftsmanship weapon

Career Exits: Ambassador (*Realm of the Ice Queen, Career Compendium*), Apprentice Runesmith (*Realms of Sorcery, Career Compendium*), Artisan, Dwarf Loremaster*, Explorer, Dwarf Noble





See more info from Dwarf Noble (Basic Career).

Special: You must be Dwarf.

Career Entries: Dwarf Noble*

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

Skills: Academic Knowledge (History), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (Dwarfs), Common Knowledge (Any two), Dodge Blow, Evaluate, Gossip, Perception, Read/Write, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any two)

Talents: Disarm, Master Orator, Politic [NEW], Schemer, Specialist Weapon (Flail or Parrying), Strike Mighty Blow

Trappings: Best craftsmanship weapon of choice, Best craftsmanship Noble's Garp, 500 gc, Jewelry worth 1000 gc

Career Exits: Ambassador (*Realm of the Ice Queen, Career Compendium*), Captain, Dwarf Knight*, Dwarf Lord*, Explorer, Scholar





See more info from Shipmaster (Basic Career).

Special: You must be Dwarf and also member of Engineer's Guild.

Career Entries: Shipmaster*

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

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Command, Navigation, Perception, Read/Write, Row, Secret Language (Guild Tongue), Swim, Trade (Shipwright)

Talents: Operate (Steamboats or Submersible) [NEW], Orientation, Rapid Reload, Specialist Wepon Group (Engineer), Very Resilient

Trappings: Cigars, Firearm with ammunition for 10 shots, Light Armour (Full Leather Armour), Scarf, Engineer's Kit, Telescope, 10 yards of Rope

Career Exits: Artillerist (*The WFRP Companion, Career Compendium*), Cartographer (*Career Compendium*), Engineer, Explorer, Marine, Mate, Navigator, Seasoned Seaman*





Headman, Hangman. A judicial executioner is a person who carries out a death sentence ordered by the state or other legal authority (this can be Judge, Law Lord, Noble or even officer of army). Executioners job is to actually deliver capital punishment to the criminal found guilty. This is usually hanging (until death) or beheading.

Common executioner is not professional, but a unfortunate individual who has to deliver the death sentence because ordered. Like soldier in the army, town watchman, jailer...etc. But sometimes these executioners start actually practicing the trade and become professionals. Usually only biggest settlements have one (or couple) executioners and professional executioner does have a lot of work. Executioners get paid by their work. Some may choose to follow travelling judges carrying out their sentences.

Executioners work is not easy. Executing crying and begging people is a lot more stressing than actually killing people in the battle field. Executioner must have strong will and stronger arm. Also the actual act can be hard to handle. Hanged people with tough necks may die long time if their necks don't fail. Beheading can be as troublesome also. Head just wont come off and victim is still living and screaming. Executioners are commonly grim folk shunned by the public.

Special: -

Career Entries: Interrogator, Jailer, Soldier, Strongman*, Thug, Watchman

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

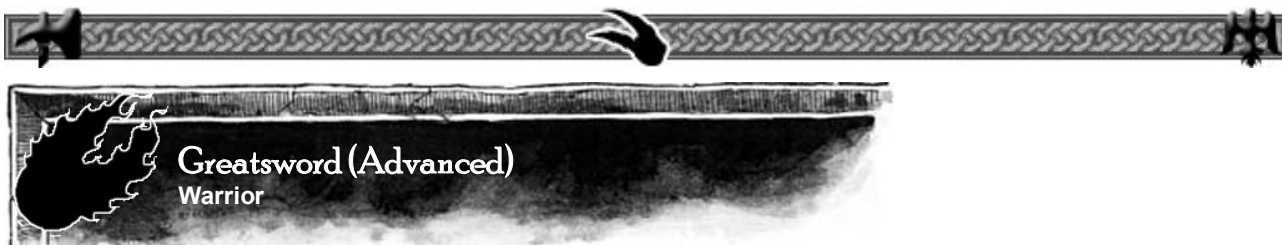
Skills: Academic Knowledge (Law) or Torture, Common Knowledge (Any one), Gossip, Intimidate, Perception

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

Trappings: Great Axe or Sword, Executioners hood, 3 sets of Manacles

Career Exits: Interrogator, Judicial Champion, Racketeer, Watchman





Greatswords are elite infantrymen who have been promoted from the ranks of the Imperial army for exceptional skill, bravery, and courage, often by the Elector Counts themselves. Elector Counts always have a regiment of these troops with them at all times to serve as their bodyguards and elite reserve in battle. Such pride and honour are often sought after by those aspiring troops who hunger for glory and fame.

A regiment of Greatswords are both a deadly group of warriors and a very expensive asset. Their Dwarven-made plate armour is well-forged, and they are armed with massive two-handed swords, the Zweihanders, which can cleave a fully armoured knight in half with a single blow provided enough force is exerted. The Greatswords themselves often carry fine trinkets such as talismans, plumes, and heraldic symbols as a sign of their status. Such equipment is prohibitively expensive to be continually replaced; consequently, Imperial generals are very hesitant to send these troops in battle. Only in the most dire moments will Imperial generals no longer hesitate to unleash these warriors to turn the tide.

Greatsword troops are generally used as castle guards and garrison troops for important castles and fortresses belonging to their Elector Counts. They also serve as their Elector Counts' elite guards and honour guards during state occasions. On some occasions, the Elector Count would select a champion to lead his Greatswords into battle. However, it is extremely rare for a warrior to be chosen to lead the famed Greatswords, and even rarer for him to survive. One example is Albrecht Hoefner, the sole survivor of von Menscher's Blackhelms during the Battle of Blood Ridge, who was promoted to the Hochland Greatswords regiment after bravely defending his fallen regiment's colours for an entire day against repeated attacks from Beastmen raiders, during which he obtained an infected leg. Unfortunately, a week after his valiant stand, he died of a sickness due to the infected leg in question.

A soldier who is promoted to the ranks of the Greatswords is required to swear an oath to never step backwards in the face of the enemy. Every Greatsword regiment upholds this sacred oath, lest they suffer unique punishments. Fortunately, instances of Greatswords retreating are very rare, and accounts of Greatswords fighting against impossible odds, even to the last man, are far more numerous than Greatswords fleeing in terror before the enemy. As a result of their unshakeable courage and devotion, Greatsword troops are often rewarded with double the pay of regular Imperial troops, fed the best foods available, and quartered in the most luxurious barracks within castle walls. Greatswords who possess even more courage and heroism than their comrades are bestowed the greatest honour any Imperial soldier can hope to obtain: knighthood. Such an occasion is extremely rare, however. A knighted Greatsword will possess his own estate and be allowed to join one of the famous Imperial knightly orders.

Special: These elite troopers have special oaths and codes making them very loyal, similar to knightly and templar orders. They are given the Greatsword and usually well-made armour. These will be the most prized possessions and should not given away, sold, lend or traded.

Career Entries: Captain, Judicial Champion, Sergeant, Veteran

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+30	+20	+20	+20	+25	+10	+25	+10	+2	+6	-	-	-	-	-	-

Skills: Command, Common Knowledge (any one), Consume Alcohol, Dodge Blow, Gossip, Intimidate, Perception, Secret Language (Battle Tongue), Speak Language (any one)

Talents: Menacing, Strike Mighty Blow, Specialist Weapon Group (Two-handed), Stand Tall [NEW], Strike to Injure / Focused Strike [NEW]; Extra Talent: Together Strong [NEW]

Trappings: Greatsword, Heavy Armour (Good- or Best Craftmanship Full Plate Armour)

Career Exits: Champion, Knight





The most powerful of hedge magic-users may eventually gain this level of power. It is rare, yet possible. Many fall, if not already are, to lures of Dark Gods (Chaos sorcery) or Dark Knowledge (Necromancy, Blood-magic). Hedge Sorcerers have same restrictions as their former careers gaining spells through *Witchcraft* talent, but as Hedge Sorcerer their power-level increases little more giving them possibility to learn more powerful rituals.

Note: This should be optional career, with GM approval. See more information from the Chapter V, *Realms of Sorcery* (WFRP2 sourcebook) and *Tome of Corruption* (WFRP2 sourcebook).

Special: -

Career Entries: Vitki (*Tome of Corruption*), Warlock (*Realms of Sorcery*), Wastes Warlock (NEW, *Northmen* document)

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+15	+10	+15	+15	+20	+30	+30	+25	+1	+5	-	-	-	+3	-	-

Skills: Academic Knowledge (any one), Academic Knowledge (Daemonology or Necromancy), Academic Knowledge (Spirits), Animal Care, Channelling, Charm Animal, Command, Common Knowledge (any two), Heal or Hypnotism, Intimidate, Magical Sense, Perception, Prepare Poison, Search, Speak Language (any two), Speak Arcane Language (Demonic or Magick), Outdoor Survival, Trade (Apothecary or Herbalist)

Talents: Aethyric Attunement, Lesser Magic (any two), Sixth Sense, Stout-hearted

Trappings: As per former career.

Career Exits: It is not uncommon to choose the Chaos Sorcerer – Maledictor career after this career.





In the High Elf kingdom of Ulthuan, on the Eastern shores of the Sea of Dreams, lays the realm of Saphery. At the heart of this land lies the White Tower of Hoeth, the shire to the god of Wisdom, built over twenty centuries ago on the orders of the Phoenix King Bel-Korhadriss, the Scholar King. This bone-white structure rises far above the surrounding forests, its heights often obscured in cloud. Within the walls of the Tower of Hoeth is held the entire magical knowledge of Elven people, collected and compiled through the centuries by the greatest of Asur mages and scholars.

The High Elf mages have practiced their magic for untold millennia, long before the coming of man, and have developed their sorcery into a form far more refined than the crude fumbling of the lesser races. In time of strife, the Phoenix King will request the aid of Saphery. Those battle mages who accompany Elven armies are masters of their art, wielding awesome powers with which to strike down our enemies.

In the Saphery, at the legendary White Tower of Hoeth, the High Elves learn to master High Magic, *Qhaysh*, or True Magic as it is called by the Elves. This is truly to combine all the Winds of Magic and use them. High Magic is beyond the ken of Human minds and ability. It is purest form of magic. An aspirant to the White Tower is expected to swiftly gain a proficiency of the eight Lores of Magic, and once they have shown sufficient prowess, their true education can begin. Thought decades, often centuries of painstaking research and scrupulous study they begin the long task of learning to master magic in its purest form, and art known simply as High Magic.

Note: I have used some fan-made Talents. They were created by **Michael Congreve** for his great article/rules about Lizardmen: *Children of the Old Ones, Part 2 – The Slann*. Explanations are given at the end of this document also.

Special: Character must be Elf. High Mage learns the use of all the eight winds. To do this safely High Mage needs first to learn *High Magic* talent. After that the other Lores can be learned. Spells are not automatically gained, so the High Mage must buy each spell - similar to *Extra Spell* rule found from the *Realms of Sorcery*. It also possible to learn Lore based skill. When High Mage has mastered all the eight Winds of Magic, then he/she can buy *Arcane Lore (High Magic)* talent.

Career Entries: Wizard Lord

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+15	+15	+5	+15	+20	+40	+45	+25	-	+6	-	-	-	+5	-	-

Skills: Academic Knowledge (History), Academic Knowledge (Magic), Academic Knowledge (any three), Channelling, Command, Common Knowledge (any four), Heal, Hypnotism, Intimidate, Magic Sense, Read/Write, Secret Language (any one), Secret Signs (any two), Speak Arcane Language (Magick), Speak Arcane Language (Arcane Elf), Speak Arcane Language (Daemonic), Speak Language (any two)

Talents: Aethyric Attunement, Arcane Lore (All eight winds), Arcane Lore (High Magic) [NEW], Coolheaded, Etiquette, Fast Hands or Mighty Missile, High Magic [NEW], Intuitive Casting [NEW], Keen Senses or Hardy, Lesser Magic (any two), Meditation, Strong-minded

Trappings: Five Magic Items, Four Ritual Grimoires (at least one a spell of your own devising), Best Craftmanship Robes, Best Craftmanship Hand Weapon, Ithillmar Chain Shirt

Career Exits: Ambassadors (*Realm of the Ice Queen, Career Compendium*), Archmage - Loremaster*, Explorer, Guild Master, Noble Lord, Sea Captain





The dwarf holds can be largely found in the great mountain ranges that border the Empire. They are vibrant underground cities housing thousands of dwarfs and what remains of dwarf culture – their temples, forges, and drinking halls. They are also mighty fortresses, protected by vast gatehouses, battlements, and trapped passageways. Unfortunately, their enemies have proved numerous and relentless; many of their holds have been overrun by hordes of orcs and goblins and some dwarfs stubbornly maintain that their cities have been infiltrated from below by ratmen.

In order to help protect their remaining holds, the dwarfs have trained regiments of elite warrior brotherhoods who are specially trained in tunnel fighting. These Ironbreakers patrol the passageways beneath their hold on the lookout for any enemies foolhardy enough to try and infiltrate its defences. Ironbreakers often swear oaths to protect their hold from underground attack and to stand fast alongside their brothers no matter the odds. For should the Ironbreakers fail in their duty, the defence of the entire Dwarf hold will be jeopardised from an unexpected quarter. Even when such an Ironbreaker is far from his hold, he still lives by his oath, fighting against impossible odds and protecting his fellow adventurers. Their duties often tie Ironbreakers to their hold. They very rarely travel the lands of the Empire, although sometimes an Ironbreaker is sent abroad by a thane to undertake a mission vital to the safekeeping of his hold. Occasionally, Ironbreakers whose holds have been overrun join bands of adventurers, seeking to secure aid in reclaiming their ancestral home.

Special: You must be Dwarf. Ironbreakers are elite forces and not everyone is accepted. Ironbreaker "squires" or trainees are *Shieldbreakers*. When they have proven themselves, they become officially Ironbreakers gaining their Gromril Armour. This armour will be Ironbreakers most prized possession and it cannot be given away, sold, lend or traded. Other Ironbreakers usually try to recover their fallen companions armours especially if they are stolen.

Career Entries: Shieldbreaker

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

Skills: Academic Knowledge (Strategy/Tactics), Command, Dodge Blow, Intimidate, Outdoor Survival, Perception, Scale Sheer Surfaces, Search, Secret Language (Battle Tongue), Secret Language (the Mine Code), Silent Move, Speak Language (Any one)

Talents: Coolheaded, Etiquette, Streetfighting, Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Tunnel Rat, Underground Fighter [NEW]; Extra Talent: Together Strong [NEW]

Trappings: Good craftsmanship Axe or Hammer, Heavy Armour (Full Gromril Plate Armour), Shield

Career Exits: Dwarf Knight*, Ironbeard*, Ironrake*, Judicial Champion, Sergeant, Veteran





See more info from Dwarf Ironbreaker (Advanced Career).

Special: You must be Dwarf. Ironbeards are the most experienced of the Ironbreakers. Ironbeards are also known as Ironshields.

Career Entries: Ironbreaker*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+30	+15	+25	+25	+20	+15	+20	+20	+2	+7	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (any two), Dodge Blow, Intimidate, Perception, Scale Sheer Surfaces, Search, Secret Language (Battle Tongue), Secret Language (the Mine Code), Silent Move, Speak Language (Any one)

Talents: Disarm or Quick Draw, Lighting Parry, Menacing, Wrestling

Trappings: Best craftsmanship or Rune Axe or Hammer, Heavy Armour (Full Gromril Plate Armour), Shield

Career Exits: Ambassador (*Realm of the Ice Queen, Career Compendium*), Champion, Dwarf Knight-Grandmaster*, Iron Drake*





Elder Irondrakes are also known as Ironwardens. The bitter underground wars that the Dwarfs fight daily to protect their strongholds are evolving, as the Dwarfs' foes come up with diabolical plans to get past a stronghold's protections. Time and again, the Dwarfs' courage and rune-enhanced weapons and armour have turned the tide, yet their foes have learned. When Skaven find the corridor blocked by unmovable Ironbreakers, they call for their own loathsome countermeasures - warplame-spewing fire throwers, gas grenades or cobbled-together chopping machines. For their part, Night Goblins turn to mushroom-addled ball and chain-wielding Fanatics, Cave Squigs or Troll mobs. For the Dwarfs' defence, the cost in lives is high.

It was the Engineers Guild that invented the drakegun, a weapon which fires a blast of alchemical fury — a searing bolt of blazing energy. Short-ranged but incredibly potent, a single volley from a unit bearing drakeguns can halt the onrushing charge of enraged Mangier Squigs. Ironbreakers who showed an aptitude with the drakegun were further trained and formed into new units. When first used, even the gromril armour of the Ironbreakers struggled to protect against the intense heat generated by the fiery blasts. With the aid of Runesmiths, new armoured suits were developed bearing runes of protection first designed to safeguard those who work in the high temperatures of the massive forges.

Now, when confronted by a foe capable of breaking through a wall of Ironbreakers, a new fighting tactic has been developed. Ironbreakers open ranks to allow the Irondrakes to file past. With well-drilled precision and the barking orders of an Ironwarden, the dark is soon illuminated by molten blasts. The stalwart Dwarfs blaze away as attackers fall, their crumpled bodies still smoking with fist-sized holes burned through their flesh. The Irondrakes have proven so effective that their services are pressed into action wherever a throng may fight.

Special: You must be Dwarf. Willing Ironbreakers (and Ironbeards also) are further trained to become Irondrakes. When they have proven themselves, they become officially Irondrakes gaining a new permanent rune to their Gromril Armour - Rune of Fire-Protection (see below). Also they gain Drakegun (see below).

Career Entries: Ironbreaker*, Ironbeard*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+25	+20	+25	+25	+20	+15	+20	+20	+2	+7	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (any two), Dodge Blow, Intimidate, Perception, Scale Sheer Surfaces, Search, Secret Language (Battle Tongue), Secret Language (the Mine Code), Silent Move, Speak Language (Any one), Trade (Gunsmith)

Talents: Disarm or Quick Draw, Menancing, Rapid Reload, Specialist Weapon (Engineering), Wrestling

Trappings: Drakegun, Heavy Armour (Full Gromril Plate Armour)

Career Exits: Ambassador (*Realm of the Ice Queen*, *Career Compendium*), Artillerist (*WFRP Companion*, *Career Compendium*), Champion, Dwarf Knight-Grandmaster*, Ironbeard*

Rune of Fire-Protection [NEW]

Type/Form: Armour

Inscription Number: 17

Empowerment: 8

Description (Permanent): This rune may be inscribed on an armour or shield. Its bearer is immune to fire, heat and flame. He can walk through a blazing house or stick his hand in a furnace without suffering harm. He is not affected by natural fire attacks or fire-based magical attacks.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 hour.

New Engineering Weapons

Drakefire

Weapon Group: Engineering

Cost: nil (these cannot be bought and their value could be something like 500gc)

Reload: 3 Full

Availability: nil (or Very Rare)

Ammunition: These weapons use alchemical flame-substance. This substance, manufactured by the Dwarf Engineers only, can ignite ten bursts of flame. After those ten bursts weapon must be "reloaded" by new amount of this flame-substance. One back of flame-substance costs about 10s and is weights 10 Enc.

Name	Enc	Damage	Range	Qualities
Drakegun*	200	5**	18/-	Armour Piercing, Experimental, Use the cone template
Drakefire pistol	50	4**	12/-	Armour Piercing, Experimental, Use the cone template

* Requires two hands to wield.

** Fire damage (see *Warhammer Fantasy Roleplay Core Rulebook* page 136: Fire for more rules). Armour may help little (*Armour Piercing*), but victim automatically catches the fire on a hit unless makes an **Challenging (-10) Agility Test**.

Trollhammer Torpedo

A cumbersome weapon fitted onto the end of a drakegun to bring down large beasts.

Weapon Group: Explosive

Cost: nil (these cannot be bought and their value could be something like 100gc)

Reload: 2 Full (to load it to the drakegun)

Availability: nil (or Very Rare)

Name	Enc	Damage	Range	Qualities
Trollhammer Torpedo	50	8	12/24	Bomb rules, Shrapnel, Unrealible

Cinderblast Bomb

Small grenades thrown by hand, whose sharpnel is especially deadly in close quarters. Use normal Bomb rules.



A lodefinder is a highly skilled and experienced miner. Their knowledge of the rock has become instinctive, and they can locate ore and gems by the smell, taste and feel of the rock. They have similar ability to detect weaknesses and predict cave-ins and other underground accidents.

Special: -

Career Entries: Miner

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

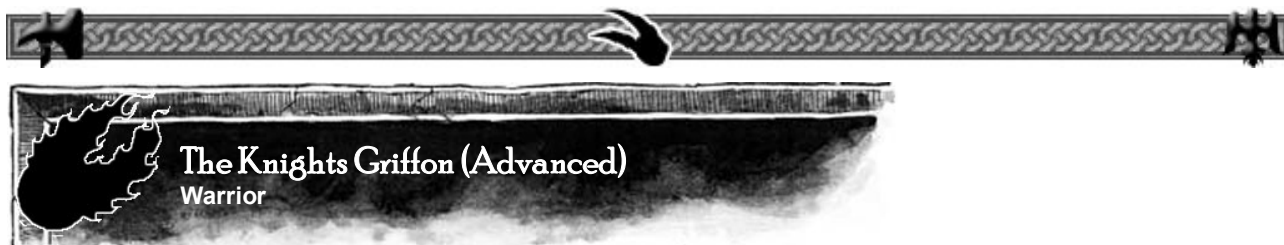
Skills: Animal Care, Drive, Evaluate, Outdoor Survival, Perception, Scale Sheer Surfaces, Search, Secret Language (the Mine Code - Only for Dwarfs) or Secret Language (Ranger Tongue), Trade (Miner), Trade (Prospector)

Talents: Luck, Tunnel Rat, Very Strong

Trappings: As per Miner

Career Exits: Artisan, Engineer, Mercenary, Scout, Shieldbreaker, Smuggler





Templars of Sigmar. The Knights Griffon are arguably the most drilled and militaristic Knightly Order in the modern Empire. Their daily rituals mostly consist of strict martial training. A veteran Knight Griffon is the epitome of discipline and soldiery on the field of battle. He is able and willing to hold his ground, attack or retreat in good order (should the situation require it).

The Knights Griffon were founded in the year 2305 IC by Emperor Magnus the Pious as part of his rebuilding of the Empire after the Great War Against Chaos. Magnus requested one hundred of the most loyal and devout Knights Panther to join him at his court in the city of Nuln, where he formed an Order of devout Sigmarite Templars directly responsible for the protection of the Temple to Sigmar in the Empire's then-capital. The Knights were deeply honored by this selection and accepted the offer, and the Order of Knights Griffon was inceptioned. When the Imperial Crown finally passed to the Princes of Altdorf in 2429 IC, the Knights Griffon moved their Chapterhouse to the Cathedral of Sigmar in Altdorf to maintain their vow to protect the heart of Sigmar's realm. As a result, there is some animosity between the Knights Griffon and the Reiksguard, each of whom views the other as imposing on their traditional role. Also this move has brought them into close proximity to the Order of the Fiery Heart, with whom the Knights Griffon have developed a rivalry.

Colours include dark green and gold (or bright steel or blue-steel). Though many members also wear black as a sign of their association with Nuln. Knights wear ornate plate mails and wield swords, lances and hammers. Senior members wear pelts of Griffons and skins of wild beasts (a legacy of their origins as members of the Knights Panthera). Grandmasters wear a Griffon-skin cloak. Their heraldry depicts a rampart Griffon brandishing a sword.

Note: See more info from *Tome of Salvation* (WFRP2 sourcebook), *Omens of War* (WFRP3 sourcebook) and *Uniforms and Heraldry of the Empire* (WFB sourcebook).

Special: Candidate must be loyal servant and believer of Sigmar.

Career Entries: Cadet (*Shades of Empire*, *Career Compendium*), Knight, Noble Lord, Pistolier, Sergeant, Squire, Warrior Priest [Sigmar] (*Tome of Salvation*, *Career Compendium*)

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+25	+10	+15	+15	+15	+5	+15	+10	+1	+6	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Command, Dodge Blow, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (any two)

Talents: Coolheaded, Etiquette, Specialist Weapon Group (Cavalry), Specialist Weapon Group (Two-handed), Specialist Weapon Group (any one), Stand Tall [NEW], Stout-Hearted, Strike Mighty Blow or Strike to Injure / Focused Strike [NEW]; Extra Talent: Together Strong [NEW]

Trappings: Hand Weapon, Lance, Heavy Armour (Full Plate Armour), Shield, Religious Symbol (Sigmar), Destrier with Full Plate Barding, Saddle, and Harness

Career Exits: Captain, Crusader (*Tome of Salvation*, *Career Compendium*), Initiate [Sigmar], Knight of the Inner Circle, Noble Lord





Templars of Manann. The Knights Mariner is an order of templar-marines based in Marienburg, where they both guard the high temple, and protect the city and its fleets. The knights are controlled by the matriarch, through the grandmaster. The Knights Mariner are highly trained marines and sailors, and maintain their own sizeable fleet of warships which they use to keep the surrounding seas free from pirates and other raiders.

The Knights are also hired out – for a tithe – to other vessels, either sailing onboard these ships or escorting them using their own. Their rivals are the Sons of Manann (other order of Manann). They consider them too loyal to the Empire.

Colours include blue and white. Typically go to battle armed with cutlass, spear and buckler, weapons that befit their naval heritage.

Note: See more info from *Tome of Salvation* (WFRP2 sourcebook).

Special: Candidate must be loyal servant and believer of Manann.

Career Entries: Cadet (*Shades of Empire*, *Career Compendium*), Knight, Mariner, Noble Lord, Seaman, Sea Captain, Sergeant, Squire

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+25	+10	+15	+10	+20	+5	+15	+5	+1	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology), Common Knowledge (Wasteland), Consume Alcohol, Dodge Blow, Perception, Row, Sail, Scale Sheer Surfaces, Secret Language (Battle Tongue), Speak Language (Any two), Swim

Talents: Disarm, Etiquette, Sea-Legs [NEW], Specialist Weapon Group (Flail), Specialist Weapon Group (Parrying), Strike Mighty Blow or Street Fighting; Extra Talent: Together Strong [NEW]

Trappings: Cutlas, Heavy Armour (Full Plate Armour), Buckler, Religious Symbol (Manann)

Career Exits: Captain, Crusader (*Tome of Salvation*, *Career Compendium*), Initiate [Manann], Knight of the Inner Circle, Mate, Sea Captain





Templars of Verena. The Knights of the Everlasting Light are champions of justice and lost causes. Known throughout the Old World, the Knights of the Everlasting Light are a doomed order, an institution that shoulders the heavy burden of an ancient curse. Many view these warriors with a mixture of sympathy and derision, for they cannot understand why any would voluntarily accept the curse by joining the ranks of this ancient order. Despite their blight, the Knights of the Everlasting Light are noble and true in their service to their Goddess, and amongst the countless tales of their curse there are a similar number revolving around their heroism and bravery. These are always colored by gloomy ends and desperate efforts to hold back the call of the curse that afflicts them all. It is the self-sacrifice that makes them beloved in the eyes of the common people.

The warrior code of this Order is founded squarely on the principles of justice and fairness. Naturally, as nobles, the Templars' opinion of justice contrasts markedly with that of the common folk, but it cannot be argued that the Templars often willingly fight for those who have no others to defend them.

The secret of the curse and how they became thus afflicted is locked within the Order's records, but speculation has it that they offended some deity while on crusade in Araby. Whatever the cause, they find themselves thrown from their horses at inopportune moments; swords break as a deathblow is delivered; and seemingly stable earth turns to marsh or quicksand once the hooves of their steeds touch it. Only a member of this Order (Kurt von Tzalza) could be struck in the eye by a ricochet that was fired behind him. Only a Grand Master of the Everlasting Light (Sigismund Drak) could be dumped unceremoniously into a cart-load of manure during a victory parade in Altdorf, the only such cart for many miles around. Only one Chapterhouse, in the entire history of the Empire, has vanished into a yawning chasm as the result of a freak earth tremor. There are many more varied accounts of this ill-fortune in the histories of the Empire. Nevertheless, the Templars of the Everlasting Light never want for recruits. To a certain class of nobility, it is better to belong to a famous Order, however unlucky it may be, than to one whose name is unknown beyond the walls of their Chapterhouse.

Colours include dark blue and gold. Use commonly greatswords, which present the Sword of Justice. Also they wear expensive and elaborate plates armours.

Note: See more info from *Tome of Salvation* (WFRP2 sourcebook) and *Uniforms and Heradry of the Empire* (WFB sourcebook).

Special: Candidate must be loyal servant and believer of Verena. Commonly all the members are also noble birth. When character becomes full member of the order in GM decision he/she gains the *Bad Luck* trait free.

Career Entries: Cadet (*Shades of Empire*, *Career Compendium*), Knight, Noble Lord, Pistolier, Sergeant, Squire

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+25	+5	+15	+20	+15	+10	+15	+10	+1	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Law), Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Dodge Blow, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Any two)

Talents: Etiquette, Hardy, Justice for All [NEW], Specialist Weapon Group (Cavarly), Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strong-Minded; Extra Talent: Together Strong [NEW]

Trappings: Lance, Weapon, Heavy Armour (Full Plate Armour), Shield, Religious Symbol (Verena), Destrier with Saddle and Harness

Career Exits: Captain, Crusader (*Tome of Salvation*, *Career Compendium*), Initiate [Verena], Knight of the Inner Circle, Noble Lord, Verenean Investigator (*Sigmar's Heirs*, *Career Compendium*)





Knights of Sigmar's Blood (Advanced) Warrior

Templars of Sigmar. The Knights of Sigmar's Blood have a long and proud history. Their ranks are filled with the men of noble houses across the Empire. Their selection process is considered extreme even among the other Orders, as each Knight in training must spend a year in study within the church where he is judged by the priests as to his worthiness.

Heldenname Keep is the headquarters of the Sigmar's Blood. They do have circles in various cities (like Altdorf and Averheim). Heldenname was found by the order just after the Arabyan Crusades. Order had acquired (stolen) huge amount of wealth from Araby. First it was just modest bastion, but during the centuries fortress grew to become magnificence. Also entire town grew next to it. Keep is located on the Stirland - Talabecland border area, but considered to be Talabecland side. It is also close to Sylvania guarding the dark realm.

The Brotherhood of Steel is the inner circle of Knights of Sigmar's Blood in Heldenname. Many of the order look to the Brotherhood of Steel for the example and leadership.

Knights of Sigmar's Blood colours are silver and red.

Note: See more info from *Tome of Salvation* (WFRP2 sourcebook) and *The End Times - Part I: Nagash* (WFB campaign)

Special: Candidate must be loyal servant and believer of Sigmar and come from noble background. Candidate can enter this career only after spend a year in a church studying and accepted as templar.

Career Entries: Cadet (*Shades of Empire, Career Compendium*), Knight, Noble Lord, Sergeant, Squire, Warrior Priest [Sigmar] (*Tome of Salvation, Career Compendium*)

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

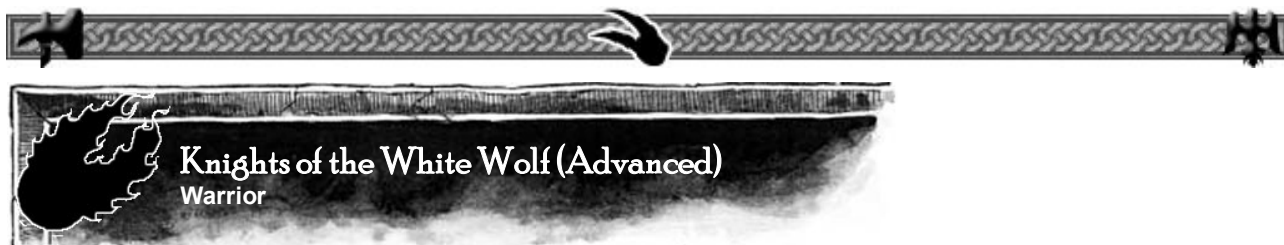
Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Command, Dodge Blow, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (any two)

Talents: Coolheaded, Etiquette, Fearsome Charge! [NEW], Specialist Weapon Group (Cavalry), Specialist Weapon Group (Two-handed), Stout-Hearted, Strike Mighty Blow or Strike to Injure / Focused Strike [NEW]; Extra Talent: Together Strong [NEW]

Trappings: Hand Weapon, Lance, Heavy Armour (Full Plate Armour), Shield, Religious Symbol (Sigmar), Destrier with Full Plate Barding, Saddle, and Harness

Career Exits: Captain, Crusader (*Tome of Salvation, Career Compendium*), Initiate [Sigmar], Knight of the Inner Circle, Noble Lord





Templars of Ulric. The Knights of the White Wolf, or White Wolves (or Templars of the White wolf, or Ulric's Sons), as they are more commonly known, are the most famous of all the templar orders, readily identified by their distinctive wolf pelts and their savage fighting. The Knights of the White Wolf are the oldest and the largest templar order in the Old World, their founding dating back to the time of Ar-Ulric Wulca, over 2000 years ago. The Knights' wolf-skin cloaks, coupled with their long, often wild hair and beards, gives them a somewhat barbaric appearance, but in truth they are a highly disciple and martial order whose presence at most of the significant battles in the Old World is a testimony to their prowess.

Colours include red and silver. Full Plate Armour is lacquered black or treated with dark oils. Warhorses are also protected by red, lacquered barding. Do not wear helmets.

Teutegon Guard are the most experienced and respected members of the White Wolf. Usually they are all either fully advanced White Wolf Templars or Knights of the Inner Circle. *Brotherhood of Axe* members are considered a pure-blooded and most devout Ulricans among the ranks of White Wolf and *Teutegon Guard*.

Knights of the White Wolf have a fierce rivalry with the Knights Pantera and also the Order of Glinting Steel. Each order trying to outdo the others in battle. The Order of teh Blazing Sun (and the Cult of Myrmidia) is seen as a challenger to the martial primacy of the Cult of Ulric and the Knights of the White Wolf.

Note: See more info from *Tome of Salvation* (WFRP2 sourcebook), *Omens of War* (WFRP3 sourcebook), *Corrupting Influence - The Best of Warpstone Volume 1* (WFRP1 sourcebook) and *Uniforms and Heradry of the Empire* (WFB sourcebook). Also *Paths of the Damned: Ashes of Middenheim* (WFRP2 adventure/sourcebook) about *Brotherhood of Axe*.

Special: Candidate must be loyal servant and believer of Ulric. White Wolves do not wear helmets! Also they do not use cavarly weaponry and rarely shields (which is most seen as somewhat less manly), preferring to keep both hands free to wield a massive double handed hammer. They commonly howl when they attack. Wolf-skin cloak is a important personal item for the knight - each is required to hunt down and kill a wolf with his bare hands as a rite of passage when becoming a member of the order.

Career Entries: Cadet (*Shades of Empire*, *Career Compendium*), Flagellant [Ulric], Knight, Priest [Ulric], Sergeant, Squire, Veteran

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+30	-	+15	+15	+15	+5	+15	+5	+1	+5	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology), Dodge Blow, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (any two)

Talents: Frenzy, Menancing, Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Specialist Weapon Group (White Wolf Hammer), Strike Mighty Blow, Strike to Stun, Very Resilient; Extra Talent: Together Strong [NEW]

Trappings: White Wolf Hammer, Heavy Armour (Full Plate Armour, without any head protection), Wolf-skin cloak, Religious Symbol (Ulric), Destier with Full Plate Barding, Saddle, and Harness

Career Exits: Captain, Crusader (*Tome of Salvation*, *Career Compendium*), Flagellant [Ulric], Initiate [Ulric], Knight of the Inner Circle





Law Lords are supreme law officers with high experience about law. They usually act as Travelling Judges, experienced (and expensive) private Lawyers, Prosecution, or Supreme Court Officials (many time just called simply Magistrate or Magistrate Judge). Law Lords power and influence is usually very high. Those positioned in civil government are usually more politicians than judges acting most of the time as liaison between different groups. Law Lords also work very closely with Temple of Verena.

Note: Check for more info *Sigmar's Heirs: Law, Justice & Criminals* (WFRP2 sourcebook) and *The The WFRP Companion: Social Conflict and Advanced Criminal Trials* (WFRP2 sourcebook).

Special: -

Career Entries: Litigant (*Terror in Talabheim*, *Career Compendium*), Noble, Politician, Priest [Verena], Scholar

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	-	+5	+5	+10	+20	+20	+25	-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Law), Blather, Charm, Common Knowledge (Any two), Gossip, Intimidate, Perception, Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Any two), Speak Language (Classical)

Talents: Etiquette, Menancing, Politic [NEW], Public Speaking

Trappings: Best Craftmanship Suit, Book of Empire Laws, Writing Kit

Career Exits: Demagogue, Guild Master, initiate [Verena], Politician, Scholar





Few legendary martial artist reach this ultimate level of martial knowledge. Many of these individualist are lightened by the experience so much that choose to find isolated place where they can live alone in harmony with nature. They know they skill level and do not need to prove their abilities. Many avoid other people and choose not to teach anymore either.

Those young pupils that seek these master for learning are put in very hard test (to find one is probably dangerous test enough). If they make it the master may choose to teach this time.

Some may choose the way of the road. Usually disguising themselves enough that nobody knows who they are, because they are famous for their martial skills. Then they travel the land to seek defend the weak and fight injustice when needed (evil and neutral may choose other views more like their own philosophy).

Special: -

Career Entries: Martial Artists*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+20	+20	+20	+25	+25	+20	+25	+20	+2	+6	-	-	-	-	-	-

Skills: Academic Knowledge (any one), Academic Knowledge (Philosophy), Command, Common Knowledge (any two), Disguise, Dodge Blow, Evalute, Gossip, Heal or Read/Write, Intimidate or Outdoor Survival, Performer (Acrobat), Perception, Scale Sheer Surfaces, Silent Move, Speak Arcane Language (any one), Speak Language (any two), Swim

Talents: Fearless, Lighting Parry, Martial Art (any three) [NEW], Menancing, Resistance to Disease, Resistance to Poison, Sixth Sense, Very Resilient, Very Strong

Trappings: Good Martial Art costume, Quarter Staff, Disguise suit

Career Exits: Assassin, Captain, Duellist, Explorer, Friar, Initiate, Judicial Champion, Knight, Scholar, Scout, Vampire Hunter





True masters and teachers of different martial art styles. Most dedicated martial artists. These characters train their abilities to the limit with their style. They are master warriors in close hand-to-hand combat, even some use and teach weaponry also. Their health and stamina is usually very strong and senses extra sharp.

Some Martial Art Master travel the world and do not seek to open any school or take students. They seek enemies of their belief and code. Usually this means creatures of Chaos and otherwise evil. Many are defenders of the weak and justice fighting the forces of corruption. But there can be also evil or even chaotic Martial Art Masters that seek glory and fortune to themselves or serve some other sinister purpose.

Special: -

Career Entries: Martial Artists*

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

Skills: Academic Knowledge (any one), Academic Knowledge (Philosophy), Common Knowledge (any one), Dodge Blow, Evaluate, Gossip, Heal or Read/Write, Intimidate or Outdoor Survival, Performer (Acrobat), Perception, Scale Sheer Surfaces, Silent Move, Speak Language (any one), Swim

Talents: Etiquette, Lighting Reflexis or Strike Mighty Blow, Martial Art (any three) [NEW], Strike to Injure / Focused Strike [NEW], Seasoned Traveller or Stout-Hearted, Specialist Weapon Group (Entangling), Specialist Weapon Group (Flail), Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing)

Trappings: Good Martial Art costume, Quarter Staff

Career Exits: Assassin, Duellist, Friar, Initiate, Judicial Champion, Martial Art Champion*, Scholar, Sergeant, Squire, Vagabond



Master Engineer (Advanced)

Academic

If inventing and piloting strange steam engines is rare among the Dwarfs, who are the masters of engineering and invention, it is even more stranger among human nations. Dwarfs have their own careers that attract time to time new young Dwarfs to join and become junior members of Engineers Guild by becoming pilots. In Human lands these pilots are usually always very experienced engineers that start experimenting new devices. Some engineers specialize becoming inventors of more conventional devices, others adjust and work with different types of siege weapons, and few become eventually pilots and inventors of strange steam engines (Airships, Tanks, Watercraft and even more stranger devices). Master Engineers are truly the master of inventors.

Tilean inventors and those who come from the Empires *Imperial College of Engineers* are probably most common human type engineers that time to time grow up to become Master Engineers. But innovative inventors are found from every nation. Most other Master Engineers are usually Dwarfs or feared Chaos Dwarfs. Many consider Master Engineers even more eccentric and weird than average Engineers (this usually always because their strange and dangerous devices).

However, it is not just their position as inventors and suppliers of deadly weapons that make Master Engineers valuable on the battlefield. While they are not soldiers, Master Engineers are still part of the armed forces. They can often be found taking advantage of "battlefield conditions" to snipe at the enemy with a variety of powerful experimental rifles and handguns.

Special: -

Career Entries: Artillerist (*The WFRP Companion, Career Compendium*), Chaos Engineer (*Tome of Corruption*), Dwarf Loremaster*, Engineer

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

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Drive or Ride, Evaluate, Perception, Read/Write, Search, Speak Language (Classical), Speak Language (any one), Trade (any two)

Talents: Coolheaded, Mighty Shot, Operate (any two) [NEW], Rapid Reload, Specialist Weapon Group (Engineer), Super Numerate

Trappings: Light Armour (Full Leather Armour), Engineer's Kit, Strange moving Device

Career Exits: Artillerist (*The WFRP Companion, Career Compendium*), Artisan, Dwarf Loremaster*, Guild Master, Mercenary, Scholar, Sergeant



Master Fishermen are seasoned hunters of the wild seas and waterways. Stormy seas and monster haunted waters have made them brave and even foolhardy travellers. Also experienced Whalers become Master Fishermen.

Special: -

Career Entries: Fisherman, Whaler (*Tome of Corruption, Career Compendium*)

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

Skills: Common Knowledge (any two), Consume Alcohol, Gossip, Haggle, Navigation, Outdoor Survival, Perception, Row, Speak Language (any one), Swim

Talents: Fishing [NEW], Hardy, Orientation, Specialist Weapon Group (Throwing), Stout-hearted, Weather Lore [NEW]

Trappings: Boat or Ship

Career Exits: Marine, Merchant, Mate, Navigator, Riverwarden (*The WFRP Companion, Career Compendium*), Seaman, Smuggler, Wrecker (*The WFRP Companion, Career Compendium*)



Medium (Advanced)

Academic

Medium, Scryer, Empathic. These persons are blessed with natural powers of “seeing” or “feeling” emotions (past or present). Usually these people start as normal persons, but they have strange way to feel things more than other people (sense emotions, feel things before they happen...etc.). In game terms this can mean characters that start with *Sixth Sense* Talent in the beginning. Also consult your GM for any other ideas to make character more “special”. Mediums are just people who are very sensitive naturally to Winds of Magic (*Aethyr*). If this is not enchanted by training, they will naturally create few minor powers.

Some try to hide their special ability and ignore it as best they can - continue other careers. Some found magical careers and become eventually magic-users. But few of these people may eventually become stronger, learn more about their natural abilities and take the Medium career. In this career their natural power is in it's height. They can take Lesser Magic spells that they use for Scrying.

Some churches (commonly Sigmar and Verena) consider these powers holy and gather scryers among their ranks to use their abilities. They consider these powers a blessing from the God and try to teach their doctrine to these Scryers. Magisters (or Colleges of Magic) consider these individuals potential apprentices for magic. For them they are people with natural magical abilities. It is not uncommon that Scryers have been burned as Witches also.

Special: You must have *Sixth Sense* talent to enter this career (this is GM decision). Unlike other spell-casters Medium can learn their *Lesser Magic* spells without *Petty Magic* talent, but they must still learn first new *Aethyr* *Psionic* talent.

Career Entries: Any

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

Skills: Academic Knowledge (Theology) or Channelling, Charm, Gossip, Heal or Hypnotism, Magical Sense, Perception, Search, Speak Language (any one), Trade (any) or Read/Write

Talents: Aethyr Psionic [NEW], Lesser Magic (choose two: Empathy, Scrying, Vision) [NEW], Luck, Sixth Sense, Stout-Hearted, Strong-minded

Trappings: Healing Draught, Religious Symbol (if working for a church), Robes

Career Exits: Agent of the Shroud (*Nights Dark Master*, *Career Compendium*), Apprentice Witch (*Realm of the Ice Queen*, *Career Compendium*), Apprentice Wizard, Hedgecraft Apprentice (*Shades of Empire*, *Career Compendium*), Hedge Wizard, Initiate [commonly Sigmar or Verena], Outlaw, Vagabond, Verenean Investigator (*Sigmar's Heirs*, *Career Compendium*), Wise Woman (*Realm of the Ice Queen*, *Career Compendium*)

Rosanna Ophulus

One of the famous Mediums is Rosanna Ophulus.

A Seer in Altdorf. She is a psychometrist sent by the Temple of Sigmar to help the Watch investigate the Beast murders. She suffers a series of terrifying visions and helps Harald Kleindeinst to track the creature down and later also hunt down Warhawk murderer. She also helps Johan von Mecklenberg find his brother Wolf and eventually takes service with him. Her talents as a Seer were first recognised by a cleric of Sigmar who sent her to the Temple of Sigmar in Altdorf. She was technically an Initiate of the cult, but had no real faith.

More info in *Beast in Velvet* and *Warhawk* –novels by Jack Yeovil.



Easily the most boisterous of all the Knightly Orders within the Empire, the Knights of the Black Bear maintain a fortress on the borders of Averland as well as a Chapterhouse in Averheim itself. Close as they are to the haunted land of Sylvania and the Orc-infested Worlds Edge Mountains, the Bears of Averland do not lack for opportunities to prove their martial valor. Even so, the Knights have often found themselves without a foe and have thus fashioned a series of martial tournaments to provide an outlet for their energies (they had previously engaged in the practice of Halfling coursing -- outlawed in 2402). These tourneys test all facets of what the Black Bear perceive to be Knightly skills and include such feats as swordplay, horsemanship, and of course, quaffing.'

Where the name of the Order originates is a source of much debate. The official story, as put forward by the Bears themselves, speaks of a noble-yet-impooverished Knight having to wrestle a great bear to save a lady of noble birth who had become lost in the wilderness. Recognizing the nobility of his deed and being possessed of great wealth, she presented her savior with a gift of monies, which he used to found a Order house in Averheim. It is in this memory that each of the Order's tournaments is opened by the Grand Master wrestling a bear - a practice that can lead to a great many Grand Masters coming and going in the space of a year. Other, violently suppressed rumors indicate that there was no such incident and that the Order takes its name from a tavern of the same name in Averheim.

Knightly Order of the Black Bear members are known for their heavy drinking. Also they have their own cocktail, which is well-known in Averland: *Bear's Milk*. Bear's Milk is fermented bear's milk and Kvas (commonly known as Vodka in the south). Drink is similar as Kislev Koumiss.

Special: Order is open to any candidate that can prove themselves (combat, wrestling and heavy drinking) and buy needed trappings.

Career Entries: Bodyguard, Cadet (*Shades of Empire*, *Career Compendium*), Kislevite Kossar, Knight, Marine, Mercenary, Noble, Sergeant, Squire, Soldier, Veteran

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

Skills: Academic Knowledge (Strategy/Tactics), Consume Alcohol, Dodge Blow, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (any two)

Talents: Etiquette, Martial Art of Bear Hug [NEW], Menacing, Specialist Weapon Group (Cavalry), Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Stun, Wrestling; Extra Talent: Together Strong [NEW]

Trappings: Medium Armour (Full Mail Armour) or Heavy Armour (Full Plate Armour), Destier with Full Plate Barding, Saddle, and Harness, Tankard of Bear's Milk.

Career Exits: Captain, Crusader (*Tome of Salvation*, *Career Compendium*), Knight of the Inner Circle





Templars of Sigmar. Elite cavalry unit of Sigmar Templars, dedicated to the destruction of all Greenskins. They have a long and glorious history, dating back to 1360 in the civil wars when the Cult of Sigmar was outlawed in Talabecland. Devoted to Sigmar, the Order of the Fiery Heart have a well-earned reputation as protectors of the Sigmarite faithful, and have been known to serve as guards for temples and priests of Sigmar throughout their history. Fiery Heart are personal honor guard of the Grand Theogonist. Because this, they considered Knights Griffon intruders to their traditional territory in Altdorf High Temple of Sigmar.

The knights are well known for the fanatical zeal with which they pursue their crusade against orcs and goblins. They are experts at fighting greenskins, their battle skills honed from centuries of battling such enemies. However, the order is also a force to be reckoned with against any foe.

The Order of the Fiery Heart colours are white with gleaming plate armour, and their heradry commonly depicts the Imperial cross within a burning red heart.

Note: See more info from *Tome of Salvation* (WFRP2 sourcebook).

Special: Candidate must be loyal servant and believer of Sigmar.

Career Entries: Cadet (*Shades of Empire*, *Career Compendium*), Knight, Noble Lord, Sergeant, Squire, Warrior Priest [Sigmar] (*Tome of Salvation*, *Career Compendium*), Vampire Hunter

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

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Greenskins), Dodge Blow, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (any two)

Talents: Coolheaded, Etiquette, Grudge-born Fury, Specialist Weapon Group (Cavalry), Specialist Weapon Group (Two-handed), Stout-Hearted, Strike Mighty Blow or Strike to Injure / Focused Strike [NEW]; Extra Talent: Together Strong [NEW]

Trappings: Hand Weapon (Warhammer or Long Sword usually), Lance, Heavy Armour (Full Plate Armour), Shield, Religious Symbol (Sigmar), Destier with Full Plate Barding, Saddle, and Harness

Career Exits: Captain, Cloaked Brother (*Tome of Corruption*, *Career Compendium*), Crusader (*Tome of Salvation*, *Career Compendium*), Initiate [Sigmar], Knight of the Inner Circle, Noble Lord



Playwright (Advanced)

Academic

A playwright, also known as dramatist, is a person who writes dramatic literature or drama. These works may be written specifically to be performed by actors or they may be "closet dramas" or literary works written using dramatic forms but not meant for performance.

Many playwrights are actually former actors themselves (or not even former, just mostly writing now). Some are just academics with extensive literacy knowledge with good writing skills. Even some only write many specialize in many other things like: Acting, directing, producing...etc. Playwright who writes plays may have to perform many different roles in the production to actually create his/her vision on the stage (this meaning from acting to directing and eventually getting funding).

Most famous plays have brought their writers fame and glory. And some just the opposite being considered too political or personal (especially when about authority or nobility). Some Playwright legends, like infamous Detlef Sierck, have also gained bad reputation and end up in the prison.

Note: Check more information from the *Career Pamphlets: Entertainers* (WFRP2 source). Especially *Some Plays of the World*.

Special: -

Career Entries: Actor*, Courtier, Minstrel, Noble, Pamphleteer (*Shades of Empire*, *Career Compendium*), Scribe, Student, Veteran Actor*

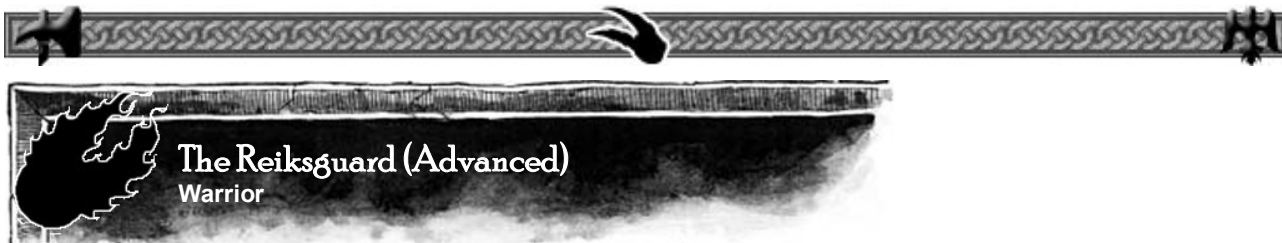
Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	+5	-	+5	+10	+20	+10	+15	-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Literacy), Academic Knowledge (Arts or History), Blather, Common Knowledge (any two), Consume Alcohol, Gossip, Perception, Performer (Acting or Poetry), Read/Write, Speak Language (any two)

Talents: Etiquette, Public Speaking, Savvy, Suave, Writer [NEW]

Trappings: One set of Good Craftmanship Clothing, Writing Kit

Career Exits: Actor*, Charlatan, Courtier, Demagogue, Minstrel, Pamphleteer (*Shades of Empire*, *Career Compendium*), Scholar



The Grand Order of the Reiksguard or the Imperial Guard. Founded during the reign of Wilhelm, the first Emperor in the line of the princes of Altdorf, the Reiksguard is recruited from the oldest sons of the Empire's nobility. Joining the Reiksguard is considered a military and social honour amongst the nobility, and barons, dukes and counts clamour to have their sons accepted into such an acclaimed brotherhood. Unlike other Knightly Orders, the Reiksguard is divided into warriors who fight on foot and on horseback. Regardless of how they fight, the Knights' weapons are of the highest quality, and their armor is polished to a mirror-like finish and topped with crests that carry the colors (blue, white and red) of reigning Emperor Karl Franz. Helms are adorned with tall feathered red and white crests. Shields bear the crowned skull, laurel leaves (awarded to members of the Reiksguard who have performed a great act of valour), and the Imperial cross.

The Reiksguard Knights are the Emperor's best troops and, as such, form the core of his household guard. In this way, many masters of the Order have served as Imperial bodyguards, both on the field of battle as well as at other, more stately, functions. It is traditional also for the Grand Master of the Reiksguard to serve as the Reiksmarshal, second only in authority to the Emperor himself in matters of war.

In battle, the Reiksguard favor fighting in large regiments, the better to cow the enemy with the full splendor of their mirrored armor and crimson plumes. Imperial history is full of references to great battles won by a decisive charge by the Reiksguard Knights or a stalwart defense by the Reiksguard foot. Despite the potential power and influence that such a reputation offers, the Reiksguard has always stayed a political and loyal first, last, and always to the reigning Emperor - a stance that has in the past set them at odds with other, more transient Orders. As a result, there is some animosity between the Knights Griffon (after their move to Altdorf) and the Reiksguard, each of whom views the other as imposing on their traditional role.

Note: See more info from *Omens of War* (WFRP3 sourcebook) and *Uniforms and Heradry of the Empire* (WFB sourcebook).

Special: Candidate must come from noble background and be loyal to the Emperor and Reikland. After training, new recruits join the Reiksguard in a deadly ritual that concludes a tournament held in the presence of the Emperor himself. This event occurs every year in Altdorf during the Mitterfruhl festivities. A newly knighted member is then given a task by the Reiksmarshal, the Grand Marshal of the Reiksguard Knights.

Career Entries: Cadet (*Shades of Empire*, *Career Compendium*), Knight, Noble Lord, Squire

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

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (the Empire), Dodge Blow, Perception, Read/Write or Speak Language (any one), Ride, Secret Language (Battle Tongue), Speak Language (any two)

Talents: Etiquette, Fearless Charge! [NEW], Specialist Weapon Group (Cavalry), Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Strike Mighty Blow or Strike to Injure / Focused Strike [NEW]; Extra Talent: Together Strong [NEW]

Trappings: Hand Weapon, Lance, Heavy Armour (Full Plate Armour), Shield, 25gc (those wish to join cavalry must have Destier with Full Plate Barding, Saddle, and Harness)

Career Exits: Captain, Knight of the Inner Circle, Noble Lord, Vampire Hunter



Seasoned Boatmen are highly experienced Boatmen. They have travelled the waterways, coastline, lakes or even swamps, of their home area for years (even decades). This experience has given them unique knowledge of inland water and everything involved in that.

Special: -

Career Entries: Boatman, Riverwarden (*The WFRP Companion, Career Compendium*), Wrecker (*The WFRP Companion, Career Compendium*)

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

Skills: Common Knowledge (any two), Gossip, Haggle, Perception, Row, Sail, Secret Language (Ranger), Speak Language (any one), Swim, Trade (Shipwright)

Talents: River Rat [NEW], Sea-Legs [NEW], Stout-hearted, Weather Lore [NEW]

Trappings: River boat or ship

Career Exits: Fisherman, Marine, Mate, Navigator, Riverwarden (*The WFRP Companion, Career Compendium*), Seaman, Smuggler, Wrecker (*The WFRP Companion, Career Compendium*)





Seasoned Coachmen are experienced and tough veteran wagon riders.

Special: -

Career Entries: Charioteer*, Coachman

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

Skills: Animal Care, Common Knowledge (any two), Consume Alcohol, Drive, Gossip, Heal or Ride, Perception, Secret Signs (Ranger), Speak Language (any one)

Talents: Driver [NEW], Master Gunner, Stout-hearted, Wrestling

Trappings: As per Coachman

Career Exits: Guild Master





Seasoned Farmers are the most loyal and commonly very hard working farmers in the service of the nobles. Some may have even had change to purchase their own land, but most are tenants forever. Most live in relative minor farms, but some may have created even bigger farms employing even other working hands. There could be small amount or large amount of various farm animals.

Seasoned Farmers have seen wars, raids, disease, death, starving, lose of crops and/or animals - Yet, survived and continued their trade as always. They are many ways hardened veterans, even their knowledge could be very local and limited.

Special: -

Career Entries: Farmer (*Career Compendium*), Freeholder (*Tome of Corruption, Career Compendium*), Peasant

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

Skills: Animal Care, Drive, Evaluate, Gossip, Haggle, Outdoor Survival, Trade (Farmer)

Talents: Master Farmer [NEW], Strong-minded, Very Resilient, Weather Lore [NEW]

Trappings: As per Farmer. Usually own hut or small farm with various animals.

Career Exits: Ataman (*Realm of the Ice Queen, Career Compendium*), Hunter, Mediator (*Knights of the Grail, Career Compendium*), Merchant, Mercenary, Militaman, Outlaw, Soldier, Vagabond, Village Elder (*Knights of the Grail, Career Compendium*)





Seasoned Seamen are highly experienced sailors. They have travelled long and wide, and seen and survived many of the wonders and horrors of the great seas (like storms, reavers, corsairs, pirates, monsters...etc.). And they have survived to tell the tale!

Special: -

Career Entries: Elder Shipmaster*, Seaman

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

Skills: Common Knowledge (any four), Consume Alcohol, Gossip, Perception, Row, Sail, Scale Sheer Surfaces, Speak Language (any two), Swim or Trade (Shipwright)

Talents: Sea-Legs [NEW], Seawolf [NEW], Stout-hearted, Weather Lore [NEW]

Trappings: As per Seaman

Career Exits: Marine, Mate, Navigator, Smuggler





Templars of Manann. The Sons of Manann are the most numerous of all of all of Manann's knightly orders, although they lack the prestige and wealth of their rivals, the Knights Mariner. The Sons of Manann are ill-thought of by the leadership of the cult of Manann in Marienburg, often derided as land-lubbers and viewed as lapdogs to the Emperor. Whilst most would disagree on principal, it is certainly true that the Sons of Manann look far more towards Altdorf than Marienburg, and their chapterhouses are almost exclusively found within the Empire.

Clad in turquoise and white-enameled armour, the Sons of Manann are a common sight in the coastal towns of the northern Empire. They fight with weapons true to their marine heritage – cutlasses and bucklers, chosen to allow them to fight freely on the rolling deck of a ship.

The Sons of Manann guard ships from pirates and raiders, as well as hunt followers of Stromfels and wreckers. When not fighting at sea, the Sons of Manann ride horses into battle.

Note: See more info from *Tome of Salvation* (WFRP2 sourcebook).

Special: Candidate must be loyal servant and believer of Manann.

Career Entries: Cadet (*Shades of Empire*, *Career Compendium*), Knight, Mariner, Noble Lord, Seaman, Sea Captain, Sergeant, Squire

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+25	+5	+15	+15	+20	+5	+15	+5	+1	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology), Dodge Blow, Perception, Ride, Row, Sail, Secret Language (Battle Tongue), Speak Language (Any two), Swim

Talents: Etiquette, Sea-Legs [NEW], Specialist Weapon Group (Cavalry), Specialist Weapon Group (Flail), Specialist Weapon Group (Parrying), Strike Mighty Blow; Extra Talent: Together Strong [NEW]

Trappings: Cutlas, Heavy Armour (Full Plate Armour), Buckler, Religious Symbol (Manann), Destrier with Saddle and Harness

Career Exits: Captain, Crusader (*Tome of Salvation*, *Career Compendium*), Initiate [Manann], Knight of the Inner Circle, Mate, Sea Captain





Trusted Servants are the most experienced and trusted of all the servants. They have many years of experience. They could be as simple as trusted barmaids or bartenders in taverns, or they could be noble and rich folk household butlers. Usually Trusted Servants commands other servants and may know many secrets and details based on the service location.

Special: -

Career Entries: Servant, Valet

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

Skills: Blather, Charm, Common Knowledge (any two), Evaluate, Gossip, Haggle, Perception, Search, Speak Language (any one)

Talents: Logistics [NEW]

Trappings: As per previous career, but with better quality set of clothing

Career Exits: Bailiff, Burgher, Innkeeper, Steward





Veteran Actor (Advanced)

Commoner

Most experienced actors. These are truly the masters of stage arts. Many veteran actors are very famous because of years of work. But as fast fame comes it also goes.

Note: Check more information from the *Career Pamphlets: Entertainers* (WFRP2 source). Especially *Some Plays of the World*.

Special: -

Career Entries: Actor*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	+10	-	+10	+10	+10	+10	+25	-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Arts or History), Charm, Common Knowledge (any two), Consume Alcohol, Disguise, Gossip, Perception, Performer (Actor), Read/Write, Speak Language (any two), Any two of: Performer (Comedian), Performer (Dancer), Performer (Singer)

Talents: Acute Hearing, Etiquette, Mimic, Suave, Swashbuckler

Trappings: Costume, Instrument (Any) or Hand Weapon, Good Craftmanship Clothes, Trade Tools (Performer).

Career Exits: Charlatan, Courtier, Demagogue, Merchant, Minstrel, Playwright*



Chapter III: New Talents & Traits

Aethyric Psionic (Trait)

Description: You are naturally sensitive and can tap to certain energies from the Winds of Magic. With this Trait you can learn certain *Lesser Magic* spells without any magical or religious training or *Petty Magic* Talent, but not actual Lores. These few powers come almost “naturally”. Some call these powers as Psionics or Mind Powers (but many consider them as gifts from the Gods).

Animal Whisperer (Talent)

Description: You are an expert at training different animals (normally avine, bears, dogs, horses, wolves...). When trying to train these animals (also Giant Animals) you gain a +20 bonus to Animal Training tests and +10 bonus to Animal Care and Charm Animal tests. Beast or animal you will always gain a +10 bonus to Animal Care tests.

Arcane Lore: High Magic (Talent)

Description: You need to master all the eight Winds of Magic before you can learn this talent. There are two options for this talent:

- 1) If you choose to create High Magic spell-list, then you may take that spell-list.
- 2) High Magic is the pinnacle of Magical power. When you take this Lore, you gain no new Spell List. Instead, from this point on, you may purchase an already known ritual spell a second time (for the same cost) as a spell of the High Lore. When cast in this manner, the Casting Number is doubled, the Casting time is reduced to a half action per hour of the usual casting time, the Conditions must still be fulfilled, and the ingredients become an optional component that adds +5 to your casting roll. In addition, you only suffer the consequences if you do not meet the Conditions, or if you fail the casting roll and suffer *Tzeentch's Curse*.

This Talent was created by Michael Congreve for his article/rules about Lizardmen: *Children of the Old Ones*, Part 2 – *The Slann* (WFRP2 fan-source).

Bad Luck (Trait)

Description: You are somehow cursed with bad luck. This causes random troubles time to time. Mostly these are minor and annoying, but they can be catastrophic. GM should roll each week if something happens and then use the result in suitable place:

1d10:

1-5: Nothing special happens.

6-7: Minor. This type of event is annoying, but light. You may become sick, broke minor item, you get lost, fail minor skill test. In combat situation you may fail (even when you succeed) important hit. If you are hit, then add +4 to damage and you may get hit even you are not even the target.

8-9: Major. This type of event is harmful, even deadly and cause long-term troubles. Your mount is hurt badly, wagon brakes, you fail important climbing test and fall, ship leaves without you...etc. In combat situation you may fail (even when you succeed) important hit and hit your ally. If you are hit, then add +8 to damage and you may get hit even you are not even the target.

10: Catastrophic. Something really bad happens and this probably affects others too. This could be collapse or destruction (fire, explosion, earthquake...) of a house, bridge, tower, ship...etc. Disappearance of an important item (magical), total failure in a important negotiation, wake up Dragon accidentally, stumble to the den of Vampires...etc.

Beastmaster (Talent)

Description: You are an expert at training different monstrous beasts (including primitive humanoids, like Trolls, Beastmen, Ymir, but also creatures from Basiliks to Mammoth...etc.). When trying to train these monsters you gain a +20 bonus to Animal Training tests and +10 bonus to Animal Care and Charm Animal tests. Beast or animal you will always gain a +10 bonus to Animal Care tests.

Combat Driver (Talent)

Description: You are skilled charioteer when it comes to action. Any combat tests in full speed usually gain a -10 or even -20 penalty (both melee and missile; and also to Dodge Blow and any Casting Rolls gain too a -2 penalty). You can subtract up to 20 points from these penalties (this also takes away Casting Roll penalties).



Cooking (Talent)

Description: You have high knowledge on preparing excellent food. You gain a +10 bonus on Trade (Herbalism) and Trade (Cook) skill tests when cooking and using herbs for the cooking.

Driver (Talent)

Description: You are skilled wagoner. You gain a +20 bonus on Drive skill tests.

Fearless Charge! (Talent)

Description: You charge the enemy with fearless determination that seems almost reckless, yet it is not just frenzy attack, but well trained advance. When battle begins (you must not be suprised) you must name that this is the battle where you use this ability. You use one of your *Fortune Points* (see more *Core Rulebooks* page 135) and gain following bonuses for a duration of one battle (GM decision how long - Battle may last only few moments or even hours). You gain a +10 bonus to any Fear and Terror tests. You also gain a +1 bonus on the damage roll of your attack if you make *Charge Attack* Action.

Fearsome Charge! (Talent)

Description: Your attack strikes fear to your enemies. You attack the enemies shouting the name of your god with terrifying look in your eyes. This fury, believe, reputation of your order...etc. - is shaking experience. This attack causes Fear Test in the first round you make your attack (this talent cannot be used if you are suprised). You may this way cause Fear to your enemies for a one (first) turn if they fail the test. After that they gain their control automatically and this ability cannot be used again in same combat situation. Undead, Daemons, those with *Will of Iron* talent and creatures double the size or bigger are not affected by this talent. Also if you are outnumbered by 4 to 1 (against smaller creatures 10 to 1), then you only cause similar effect as *Unsettling* talent (enemies get a -10 penalty to all attacks for the first turn).

Fishing (Talent)

Description: You are skilled fisher. You gain a +20 bonus on Outdoor Survival skill tests when used to find fish.

Focused Strike (Talent)

Description: You can make aimed strikes with exceptional accuracy. When you take the Aim action, your next melee attack gains a +20 Weapon Skill instead of the normal +10. You may take Focused Strike in place of Strike to Injure in any career that offers the latter, or you can acquire both in such a career, at 100xp each.

Originally from *the Night's Dark Masters*.

High Magic (Talent)

Description: You know how to really manipulate *Qhaysh*, the combined eight winds of magic. Your vast knowledge and mastery of the winds protects you from its worst dangers. After making a Casting Roll, you can nominate one dice which does not count towards the effects of *Tzeentch's Curse*. You may not use this ability if you have used Dark Magic to cast this spell. NOTE! You must buy this talent before you can select other *Arcane Lores* safely.

This Talent was created by Michael Congreve for his article/rules about Lizardmen: *Children of the Old Ones, Part 2 – The Slann* (WFRP2 fan-source).

Intuitive Casting (Talent)

Description: Around you the winds of magic seem almost to mould themselves, and it requires the barest of touches to mould them into whatever you desire. This greatly speeds up the process of casting spells, and even allows you to mould multiple spells at once. All spells cast require half a round less to cast. If this would reduce the casting time to zero, it still requires half a round, but you can take a free Channeling Test for the spell. In addition, the caster is not restricted to casting only one spell in a round, meaning that the caster can begin casting another spell in the same round one is cast, and if both are of particularly short duration, it is possible to even cast two spells in a single round.

This Talent was created by Michael Congreve for his article/rules about Lizardmen: *Children of the Old Ones, Part 2 – The Slann* (WFRP2 fan-source).

Justice for All (Talent)

Description: You charge the enemy with great determination to do the right thing. Justice and rightness is in your side. When battle begins (you must not be surprised) you must name that this is the battle where you use this ability. You use one of your *Fortune Points* (see more *Core Rulebooks* page 135) and gain following bonuses for a duration of one battle (GM decision how long - Battle may last only few moments or even hours). You gain a +10 bonus to any Fear and Terror tests and also to any Will Power tests to resist magic.

Knowledge of Ages (Talent)

Description: You have studied and made research for decades, maybe even centuries, about all kinds of things. This has given extreme knowledge of basically any scholarly subject. You gain a +10 bonus on any Academic Knowledge or Common Knowledge skill tests.

Logistics (Talent)

Description: You are master in organizing and coordinating daily services and activities. This can mean business, large household, library or even court. Organizations (like Churches) and Nobles trust their logistics to named managers. Even this is mostly paperwork and doing different inventories it also sometimes involves commanding other personnel in their works. You gain a +10% bonus on any skill tests connected to these jobs. GM should limit the use of bonus and most common skills to use are following: Academic Knowledge, Command, Common Knowledge, Evaluate, Read/Write and Search.

Martial Art of Bear Hug (Talent)

Description: You can pin large opponents with your massive bulk and powerful strength. You gain a +10 bonus to Weapon Skill when attempting to grapple and a total of +20 bonus to Strength Tests. Finally your Strength Bonus counts as one higher when dealing damage on a grapple. This Talent can be combined with other Talents. With *Wrestling* Talent it gives total of +20 bonus to unarmed grapple attacks and +30 bonus to Strength Tests and bonuses for damage will be SB-3 (double Armour Points). With *Martial Art of Hold* Talent it gives total of +10 bonus to unarmed grapple attacks and +20 bonus to Strength Tests and bonuses for damage will be SB-3 (and normal Armour Points).

Originally from the Realm of the Ice Queen.

Note: I have added *Martial Art* –status to that, so it is one of the *Martial Art* talents that can be chosen by Martial Artists. Use of this *Martial Art* talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).

Martial Art of Breaking (Talent)

Description: You have practiced breaking wood, bricks, stones, ice... Although this technique is slow and helps really only against more stationary and lifeless objects it can be used against living targets also. When trying to break object you must concentrate and use Full Action. After this make Average Will Power Test. With successful test you inflict both +4 to damage and also the Impact Quality, but only against lifeless, unmoving, objects. Against living targets just the Impact Quality. Also against the moving living targets there is a -10 penalty to Weapon Skill Test. Unsuccessful test will cause no damage! Damage against opponents armour is measured different way. Roll normal damage, subtract also Toughness Bonus. The remaining damage points are subtracted from the top most layer of the armour in that location (Example: If you cause 3 points of damage, that is enough to destroy Leather, Studded Leather, Chain and Plate armour). This doesn't work against magical Armour, Gromril or Ithilmar.

Note: Use of this *Martial Art* talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields). This attack cannot be combined with *Martial Art of Jump Kick* (too fast).

Martial Art of Disarm (Talent)

Description: With successful unarmed attack, you may attempt to disarm your opponent instead of inflicting damage. See details from *Core rulebook Talents: Disarm*. This Talent is basically ability to disarm opponent without weaponry (unarmed). If you like, the character can try to disarm enemies with normal *Disarm* talent, but try to disarm armed opponent unarmed and without Martial Art training should be Hard (-20) Weapon Skill Test.

Note: Use of this *Martial Art* talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).



Martial Art of Defense (Talent)

Description: Your reflexes are very sharp and you gain extra +10 bonus to Dodge Blow Tests.

Note: *Martial Art of Defence* cannot be performed in Medium or Heavy Armour. Use of this *Martial Art* talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).

Martial Art of Deflect (Talent)

Description: You know how to knock away or to deflect a variety of airborne attacks, from every possible direction. You do this by doing a "Windmill" sort of movement and moving very fast. You gain ability to normally Dodge Blow also any missile attacks (arrows, bolts, thrown javelins, darts, rocks, daggers...). Very fast moving missiles (bullets) are more difficult to dodge, yet possible to deflect. They are dodged with a -20 penalty to Dodge Blow Tests.

Note: *Martial Art of Deflect* cannot be performed in Medium or Heavy Armour. Use of this *Martial Art* talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).

Martial Art of Falling (Talent)

Description: You know how to fall safely even from higher elevations. Subtract 5 from all falling damage (*Core rulebook Movement: Jumping and Falling*).

Note: *Martial Art of Falling* cannot be performed in Medium or Heavy Armour.

Martial Art Fighting (Talent)

Description: You are master of unarmed combat. You can make any unarmed attacks with a +10 bonus to Weapon Skill. Grapple attacks are not counted. This Talent can be combined with other Talents. With *Street Fighting* talent it gives total of +20 bonus to unarmed attacks.

Note: *Martial Art Fighting* cannot be performed in Medium or Heavy Armour. Use of this *Martial Art* talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).

Martial Art of Hold (Talent)

Description: You are deadly grappler. Your holds, grapple and pin attacks, are powerful and skilled enough to cause more damage to enemies. Your Strength Bonus counts as one higher when dealing damage on a grapple attack and Armour Points do not count as double. This talent can be combined with other talents, like *Wrestling* talent and *Martial Art of Bear Hug*.

Note: Use of this *Martial Art* talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).

Martial Art of Iron Hand (Talent)

Description: You have toughened your hands and legs by hitting and breaking hard objects. You gain a +1 bonus on damage rolls with unarmed strikes (not grapple). This talent can be combined with other talents. Without any other talents normal Unarmed bonuses for damage will be SB-3 (double Armour Points), but with *Street Fighting* it will be SB-2 (double Armour Points), and with *Martial Art of Silent Death* bonuses for damage will be SB-2 (and normal Armour Points). With both *Street Fighting* and *Martial Art of Silent Death* the damage will be SB-1 (and normal Armour Points).

Note: Use of this *Martial Art* talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).

Martial Art of Jump Kick (Talent)

Description: You know how to make devastating kick by Jumping. This kick could be double-kick, roundhouse-kick or just basic direct jump kick (this could be decided by the amount of Attacks). Jump Kick is always unarmed attack and Full Action. When battle begins you must name that this is the battle where you use this ability. You use one of your *Fortune Points* (see more *Core Rulebooks* page 135) and gain following bonuses for a duration of one battle every time you decide do a Jump Kick (GM decision how long - Battle may last only few moments or even hours). Jump Kick causes extra +2 to damage. This Talent can be combined with other talents (*Streetfighting*, *Martial Art of Iron Hand*, *Martial Art of Silenth Death*...).

Note: *Martial Art of Jump Kick* cannot be performed in Medium or Heavy Armour. Use of this *Martial Art* talent should not be possible with any heavy objects on hands, so no shields or two-handed weaponry (GM decision one-handed weaponry can be allowed).



Martial Art of Jumping (Talent)

Description: You can make almost extraordinary jumps. You can add +4 yards to all leaps (*Core rulebook Movement: Leaping*). If this is combined with *Feint (Half Action)* advanced attack action you get +20 bonus to opposite Weapon Skill Tests. Jump is Full Action, unless you make Challenging (-10) Performer (Acrobat) Test, which makes the jump a Free Action.

Note: *Martial Art of Jumping* cannot be performed in Medium or Heavy Armour.

Martial Art of Lock (Talent)

Description: You are expert grappler. You gain a +10 bonus on grappling Strength Tests. This can be combined with other talents (*Wrestling, Martial Art of Hold, Martial Art of Bear Hug...*).

Note: This Martial Art Talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).

Martial Art of Silent Death (Talent)

Description: You have mastered the deadly art of open-hand fighting, as taught by the martial artists of Far East (Cathay, Nippon...etc.). When making a successful unarmed attack, you deal Damage equal to SB-3 and Armour Points do not count as double. This talent can be combined with any other talents (*Streetfighting, Martial Art of Iron Hand...*).

Originally from the Children of the Horned Rat.

Note: This Martial Art Talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).

Martial Art of Atemi Strike (Talent)

Description: You're an expert at targeting your enemies' most vulnerable areas with unarmed attacks. The Critical Value of any unarmed Critical Hits you inflict is increased by 1. This Talent can be combined with *Strike to Injure* talent.

Martial Art of Atemi Stun (Talent)

Description: If you hit with an unarmed melee attack, you may attempt to stun your opponent instead of inflicting damage. But unlike other stun attacks, Atemi Stun hits enemies nervous system and causes more powerful paralysis, even hit maybe just a touch of a finger (or two) in various places of the body (there are many sensitive places). First, you must make an Average Agility Test, with a +20 bonus. If that is successful, your opponent must make an Average Toughness Test. If opponent fails, your opponent is stunned for 1d10 minutes. Stunned characters cannot take any actions and cannot dodge. This attack doesn't work against opponents that are double or more in size compared to the attacker. Also if opponent has natural hide or scales (Armour Points 1 or more) Stun doesn't work. Also attack will not work on any Construct, Daemon, Elemental, Ethereal, Ooze, Plant or Undead creatures (anything that doesn't really have nervous-system or cannot be stunned otherwise).

Martial Art of Throw (Talent)

Description: You have mastered the way of unbalancing your opponent. The throw attack is normal unarmed grapple attack. If it hits then you grapple your opponent suddenly and throw him out of balance causing opponent to fall. It takes one Full Action to opponent to rise after this attack. Any grapple bonuses (*Wrestling...*etc.) apply to this attack. This attack doesn't work against opponents that are double or more in size compared to the attacker.

Note: This Martial Art Talent should not be possible with any objects on hands, so no first or second-hand weapons (like shields).

Master Farmer (Talent)

Description: You are skilled and experienced Farmer. You gain a +20 bonus on Trade (Farmer) skill tests.

Master of Forge (Talent)

Description: You are an expert with forge and metal. You gain a +10 bonus on Trade (Armourer), Trade (Smith) and Trade (Weaponsmith) skill tests.

Musical Aptitude (Talent)

Description: You are natural musician. You gain a +10 bonus on Performer (Musician) and Performer (Singer) skill tests.

Operate (Talent)

Description: Use this talent to operate and maintain more technical inventions – The steam powered machines. Most are huge devices designed to travel by land, water or air. Others are smaller. Then there is simply the "Special" group where all kind of strange devices fall. To make succesful operate roll Character must have also **Academic Knowledge (Engineering)** skill, which is tested if needed to control the steam powered machines. Operate is unusual in that it is not one talent, but many and each must be acquired individually. The most common Operate talents are:

- ❖ Flightships (Gyrocopter, War balloon...)
- ❖ Special (Mechanical Steeds, similar strange devices...)
- ❖ Steamboats (Gunboat, Warships: Dreadnought, Ironclad, Monitor...)
- ❖ Submersible (Nautilus submersible...)
- ❖ Tanks (Steam Tanks...)

Politic (Talent)

Description: You can manipulate others into seeing things your way. You gain a +10 bonus on Charm, Blather, and Haggle skill tests.

Originally from the *The WFRP Companion*.

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.

Originally found originally from *the Realm of the Ice Queen*.

River Rat (Talent)

Description: You are skilled and have width knowledge about river travel (these bonuses can be used also in swamps, lakes and other inland water areas, but cannot be used in the open sea). You gain a +10 bonus on Row, Sail and any Common Knowledge skill tests related to inland waterways.

Sea-Legs (Talent)

Description: You are skilled and experienced in movement aboard a ship. Difficult combat tests in a ship may cause -10 (storm) or even -20 (gale) penalty (both melee and missile; and also to Dodge Blow and any Casting Rolls gain too a -2 penalty). You can subtract up to 10 points from these penalties (this also takes away Casting Roll penalties).

Seawolf (Talent)

Description: You know the great open sea. You gain a +10 bonus on Navigation, Row and Sail skill tests related to the sea. This bonus cannot be used inland waterways (like rivers, lakes, swamps...etc.).

Seduction (Talent)

Description: You are master of sexual seduction and ways of pleasure. You gain a +20 bonus on any sexual-related Charm skill tests. Also you may use Charm skill to perform special sexual pleasures succesfully.

Stand Tall (Talent)

Description: You are either arrogant enough, stubborn or very devoted to your cause and unit. Because this, you will not easily retreat, but hold your ground. You can reroll once any failed *Fear* or *Terror* test.

The Dark Has No Power (Talent)

Description: Your perception of the Winds of Magic is so great, that you are able to detect the subtle influence of Chaos before it has chance to fully manifest. Whenever you suffer a Tzeentch's Curse, the severity is reduced by one stage (ie, a Catastrophic Tzeentch's Curse becomes a Major Tzeentch's Curse) to a minimum of a Minor effect.

This Talent was created by Michael Congreve for his article/rules about Lizardmen: *Children of the Old Ones*, Part 2 – *The Slann* (WFRP2 fan-source).



Together Strong (Talent)

Description: This talent is option for all the knight and templar careers (this including Bretonnian knighthood careers, Knights of the Inner Circle, Crusader, Grand Master...etc) and few other elite troopers. Together with your brothers in arms you are powerful. When group of your order attacks (minimum 10) you gain a extra +10 bonus to all attacks in the first round and also a +1 bonus to all damage.

Underground Fighter (Talent)

Description: You are skilled and experienced in fighting in underground and especially very tight places. Tight places may cause -10 penalty (both melee and missile; and also to Dodge Blow and any Casting Rolls gain too a -2 penalty). Very tight and difficult places even -20 to larger persons. You do not suffer from these penalties.

Weather Lore (Talent)

Description: You are skilled to forecast weather. You gain a +20 bonus on Outdoor Survival (or Navigation or Sail) skill tests when used to estimate the coming weather. Difficulty based how long you will try to forecast.

Wine Taster (Talent)

Description: You are an expert of tasting alcohol. You gain a +10 bonus on Trade (Brewer), Evalute and also to any Trade (Herbalism) skill tests when creating or valuating alcohol.

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 200xp 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.

Originally found originally from the *Realms of Sorcery*.

Writer (Talent)

Description: You are talented writer. You gain a +10 bonus on Academic Knowledge (Literacy), Performer (Poetry) and Read/Write tests, when creating something new.

Chapter IV: New Lesser Magic

Empathy

Casting Number: 8

Casting Time: Half action

Duration: Instant

Range: You

Ingredient: Touch of the person whose mind is about to be read (+2)

Description: You are very sensitive to other people emotions. Experienced user may cast this spell almost unnoticed and feel the emotions of others that he/she has physical contact with. In GM decision you can extend these emotions to 1 foot range. Also GM decides how much caster actually senses emotions. The strongest emotions are easiest to sense (hate, anger, terror, love, lust...). This way caster may even sense invisible creatures and ghosts. The subject of this spell can resist it with a successful **Will Power Test**.

Scrying

Casting Number: 8

Casting Time: 1 minute (6 rounds)

Duration: Instant

Range: You

Ingredient: Personal equipment of the murderer or the victim had during the assault (+2), Murder weapon (+3)

Description: With scrying you can call the Winds of Magic and manipulate the time (even some divine scholars believe this is actually calling blessing from the god). You can get mental images from the near past and feelings from those who were involved in any strong mind-disturbing event. Images are as seen by someone involved in the event. Usually this means events of extreme violence, like brutal assault or murder. Because these horrible moments leave strong mental images in the area, where they happen, these images can be sensed most easily. Images are harder to get as longer time goes by. Time gives own bonuses to Casting Test:

- ❖ Inside hour (+4)
- ❖ Inside six hours (+2)
- ❖ Inside 24 hour period (+1)
- ❖ Inside four day period (+0)
- ❖ Inside eight day/week period (-1)
- ❖ Inside 30 day period or about month (-2)
- ❖ Inside 60 day period or about two months (-4)
- ❖ Inside about six months (-6)
- ❖ Inside a year (-8)

When caster finally succeeds he/she still has to make following roll (1d10):

1: Scryer has almost clear image of the event, but also clear image of any other powerful (violent) event that has happened inside one year in this place. Scryer may even recognize people in the images. Scryer also has feelings of those involved. Most brutal events may cause Fear or even Terror (GM decision) and cause insanity. Scryer can't get anymore feelings. No more casting possible.

2: Scryer has little hazy image of the event and feels the motions of those involved. He may even recognize people in the images, but they are not very clear shapes. Make **Challenging (-10%) Will Power Test** to recognize them. Most brutal events may cause Fear or even Terror (GM decision) and cause insanity. Scryer can't get anymore feelings. No more casting possible.

3-5: Scryer has some mental images and feelings. He should have some good clues about what happened and their motives. But cannot recognize anybody. Scryer can't get anymore feelings. No more casting possible.

6-8: Scryer has just few feelings or images about the event. Make **Challenging (-10%) Will Power Test** to understand what even happened. Scryer can try more Scrying.

9-10: Very unclear vision (or wrong ones). Scryer can try more Scrying.



Vision

Casting Number: 10

Casting Time: 1 minute (6 rounds)

Duration: 24 hours

Range: You

Ingredient: Strong believe may help. If user is for example believer of certain fate, then holy symbol of this fate (+1), or praying ritual in a shrine, church, temple or any other holy place dedicated to the fate (+1)

Description: Upon casting Vision, you gain a sudden powerful insight or glimpse of some future event considering usually you. Usually this vision has some event that will happen inside 24 hours, but in GM direction this even may happen inside 1d10 days. It may give some small clue what is happening and help in some event coming. If no other special clue is given, then you gain a +10 bonus to any single test made within 24 hours. You need not to declare use of this bonus before you roll. You only need to be under the effect of Vision. Only one vision can be gained in a 24 hours period and even if casting fails, then user may only try after another day.



Chapter V: Expanded Wizard Career Rules

This chapter details new and revised rules for the wizard (and other magic-using) careers.

Other Schools and Traditions

During the old times, before the coming of the Elves and Teclis, there were no Orders of Magic. No Magisters. But there were magical traditions amongst the human tribes of the Empire. Magic-Users that protected and helped the people. They were feared as any Magister of common days and with higher reason, for more became corrupted by the Dark Forces or mutated by their unstable magic. Yet these magical traditions survived ages and even modern days they still live. In isolated places some Hedge Wizards continue their tradition - These magic-users usually become either Witches and Warlocks or the Hedgefolk found from the *Shades of Empire*, WFRP2 sourcebook. But then there are Wizards that learn their art from the books and study one of the eight winds (or the Dark Arts), yet they do not travel to the Altdorf to join the Colleges. These are called Non-College Wizards or Renegade Wizards.

Non-College Wizards will never become as powerful as true Magisters, but they can become more powerful than Witches and Warlocks. True power of Non-College Wizards comes in the form of many different rituals based on their "field" of expertise. There are many secret rituals that only these Wizard-orders know. Non-College Wizards should be very careful in the Empire, because they are not licensed Wizards.

There were many different types of Wizard Orders even before the Teclis and the Colleges. And Wizards were called with many names Wisdom, Healer, Animist, Conjurer, summoner... Users of the Wind *Chamon* are called Alchemists or Rune Masters; Users of the Wind *Ghur* are called Druids or Priests of Old Faith; also Users of the Wind *Ghyran* are called Druids, but some users are also Water Elementalists and Earth Elementalists; Users of the Wind *Ulgur* are called Illusionists; Users of the Wind *Azyr* Air Elementalists; and Users of the Wind *Aqshy* Fire Elementalists.

Wizards (all types) live in the isolated places inside the Empire too, but even in modern days, keep the tradition living (through mostly secretly). Non-College Wizardry has always been more common among the other nations and in there these "renegade" Wizards are more accepted also. GM decision foreign Wizards are actually Non-College Wizards, if not just Hedge Wizards (Hedgefolk). Not as powerful as Elven taught Magisters of the Empire (or Elven Wizards), but possibly still powerful. Arabyan are commonly Alchemists, Illusionists or Earth Elementalists (Note that this doesn't count Nehekharan customs); Cathayan Wizards or Chi-Sorcerers are commonly Elementalists (all Elements), even also Illusionists are common; Albion Truthsayers can be similar to Old Faith Druids either using Wind of *Ghur* or *Ghyran* (Note that their Oracles should take spells from Wind *Azyr*).

Primitive users of Dark Magic should take Witch and Warlock careers found from the *Realms of Sorcery* (WFRP2 sourcebook) and those (Seer, Vitki) found from the *Tome of Corruption* (WFRP2, sourcebook). True Chaos Sorcerers (or Daemonologists) should go to the path of Chaos Sorcerer found from the *Tome of Corruption* (WFRP2 sourcebook). Ice Witches and Hag Witches (Kislev) should use their own careers found from the *Realm of the Ice Queen* (WFRP2 sourcebook). For more powerful Necromancers (like those that come modern day Araby) GM may also choose to use Wizard careers as substitution for Witch and Warlock. In this case choose *Dark Lore (Necromancy)* or even *Dark Lore (Nagash)*, which can be found from the *Night's Dark Masters* (WFRP2 sourcebook). These Necromancers (very rare) are fully academically trained in the ancient art of the blood magic and skills of Nehekharan Mortuary Cult. They can use the Wizard careers as normal and do not suffer the penalties below.

Non-College Wizards

These "renegade" Wizards may use normal Wizard-path (Apprentice Wizard, Journeyman Wizard, Master Wizard and Wizard Lord). But with following rules:

- ❖ None of the careers will learn *Aethyric Attunement* talent (even for example Hedgefolk do gain this talent, but their knowledge of the Winds will always be even lesser). They do not also need to take *Dark Magic* talent unless choose to do that.
- ❖ Wizard Lord career will not gain **Mag** +4 bonus. This means maximum **Mag** will always be +3.
- ❖ If Wizard goes to one of the Magical Colleges in Altdorf to learn Teclis taught Wizardry he/she can buy *Aethyric Attunement* and the **Mag** +4 bonus (when reaches Wizard Lord career).

Renegade Wizardry

Renegade Wizardry is based on the Winds of Magic, but more primitive and less powerful version that is taught by the Elves and modern day Colleges of Magic. Yet, these "renegade" Wizards may still become powerful enough this way. Here is ideas what spells you should use (buy) based on the Wizard training.

If you are Witch or Warlock (hedge magic-user) and use *Witchcraft* Talent, then spells from this "right" Wind should be cheaper costing only 100xp for each and Character should be able to learn any Spell with a Casting Number of 20 or less, but also be able to take other spells with normal rules. This GM decision.

In addition to giving you spells, each Arcane Lore also has an associated skill (or even two skills). Once you know the Arcane Lore (or have learned even single spell from it), you can learn the lore skill at any time for 100xp, just as if it were part of your current career. You may take each skill up to three times if you want to achieve Skill Mastery. Skills are mentioned below the Lore.

Alchemy

- ❖ Academic Knowledge (Science)
- ❖ Lore of Metal *or* with *Realms of Sorcery* use *Metal Cardinal*

Druids of Old Faith

- ❖ Outdoor Survival, Heal
- ❖ Lore of Beasts *or* with *Realms of Sorcery* use *Beasts Elemental* / Lore of Life *or* with *Realms of Sorcery* use *Life Mystical*

Elementalism: Air

- ❖ Outdoor Survival
- ❖ Lore of Heavens *or* with *Realms of Sorcery* use *The Heavens Elemental*

Elementalism: Earth

- ❖ Outdoor Survival
- ❖ Lore of Life *or* with *Realms of Sorcery* use *Life Cardinal*

Elementalism: Fire

- ❖ Outdoor Survival
- ❖ Lore of Fire *or* with *Realms of Sorcery* use *Fire Mystical*

Elementalism: Metal

- ❖ Evaluate
- ❖ Lore of Metal *or* with *Realms of Sorcery* use *Metal Elemental*

Elementalism: Water

- ❖ Swim
- ❖ Lore of Life *or* with *Realms of Sorcery* use *Life Elemental*

Elementalism: Wood

- ❖ Outdoor Survival
- ❖ Lore of Metal *or* with *Realms of Sorcery* use *Life Mystical*

Illusionism

- ❖ Concealment
- ❖ Lore of Shadow *or* with *Realms of Sorcery* use *Shadow Elemental*

Necromancy

- ❖ Academic Knowledge (Necromancy)
- ❖ Dark Lore of Necromancy *or* with *Night's Dark Masters* use *Dark Lore of Nagash*

Oracles

- ❖ Academic Knowledge (Astronomy)
- ❖ Lore of Heavens *or* with *Realms of Sorcery* use *The Heavens Mystical*

Optional Arcane Languages (Language of Magic)

In addition to most common Arcane Language (Magick/Lingua Praestantia), there are also other languages.

Arcane Dwarf, Arcane Elf/Anoqeyân, Daemonic, Elemental, High Cathayan, High Nehekharan, Druidic, Old Slann

Multiple Lores

Human Character can only learn single Lore (Arcane, Dark, Witch) safely. However, it is possible to learn second Lore, but dangerous:

- ❖ First magic-user must learn new career to learn new Lore talent.
- ❖ When magic-user learns the second Lore he/she gains either new talent: *Unstable Casting (Dark)* or *Unstable Casting (Arcane, Witch)* depending on what the second Lore is.
- ❖ If Human magic-user tries to learn third Lore, this will break his mind causing automatically 1d10 Insanity Points. Also magic-user will gain an extra 1d10 to Casting Rolls, which is added to the penalty caused by *Unstable Casting* talent. This is why third Lore is almost impossible to handle.

Unstable Casting (Dark)

Description: You have learned second Lore, which is Dark Lore. Dark Lores are easier to learn and handle as second Lore. This causes all the spells to become more unstable, because you cannot truly handle the full surge of magical winds. When using any spells with a Casting Number of 16 or more (high level spell) or any Ritual Magic you must roll an extra d10 when casting (2d10 if third Lore). This does not add into your Casting Roll but does count for the purposes of *Tzeentch's Curse*. This is addition of other penalties, like from the *Dark Magic* Talent.

Unstable Casting (Arcane, Witch)

Description: You have learned second Lore, which is either Witch-Lore or new Arcane Wind. This causes all the spells to become more unstable, because you cannot truly handle the full surge of magical winds. When using any spells or any Ritual Magic you must roll an extra d10 when casting (2d10 if third Lore). This does not add into your Casting Roll but does count for the purposes of *Tzeentch's Curse*. This is addition of other penalties, like from the *Dark Magic* Talent.

Chapter VI: Expanded Dwarf Professions – Military

This chapter details many missing Dwarf professions. Besides those careers detailed in previous chapters, there are a number of various other Dwarf military professions. Dwarfs have many specialized military training/units. Here are ideas of career paths and talents to use for these units.

- ❖ **Dwarf Quarrellers:** Dwarf units armed with crossbows (old traditional Dwarf weapon from time before gunpowder).
 - Basic Careers:** Bowman*, Shieldbreaker (trained to use crossbows and should have high BS), Soldier
 - Advanced Careers:** Usually continue to become Veterans. Best are chosen to be leaders and become Sergeants and eventually may even become Captains.
- ❖ **Dwarf Rangers:** Dwarf units that are armed with great axes and gunpowder weapons (not all, they are just known for these weapons). These units usually work outside Dwarf holds and specialize in tracking and surviving outside.
 - Basic Careers:** Boyntyhunter, Hunter, Runebearer, Shieldbreaker, Soldier
 - Advanced Careers:** Warrior careers usually become leaders (Sergeant and then Captains), other careers continue become Scouts.
- ❖ **Dwarf Thunderers:** Dwarf units armed with handguns (even Dwarfs traditionally still regard the handgun with suspicion).
 - Basic Careers:** Soldier career with following talent chooses: Sharpshooter, Specialist Weapon Group (Gunpowder), Rapid Reload, Mighty Shot.
 - Advanced Careers:** Usually continue to become Veterans. Best are chosen to be leaders and become Sergeants and eventually may even become Captains. Others become Engineers and possibly Artillerist (*The WFRP Companion, Career Compendium*).

Dwarfs also have couple of special, but important units, which are respected for their abilities and experience:

- ❖ **Dwarf Artillery/Dwarf Cannon/Siege Crews:** Dwarf units that operate with different siege engines (Cannon, Grudge Thrower, Bolt Thrower, Organ Gun, Flame Cannon...). Commonly start as Tradesman and then became Engineer. After this usually continue to become Artillerist (*The WFRP Companion, Career Compendium*) or Master Engineer*.
- ❖ **Dwarf Longbeards:** Longbeards are the oldest, most experienced Dwarf warriors. They have fought in more wars, beaten more enemies, and endured greater hardships than any young Dwarf can imagine. Longbeards are gathered together from other units. Longbeards must have finished three warrior careers or even more. They should not only be experienced, but also have wisdom of ages. All longbeards should be hundreds of years in age (usually Elder, Throngrind, or even older).
- ❖ **Dwarf Slayers:** Dwarf units that have only Slayers in them. Difficult to control, but extremely dangerous and effective units. All must be Slayers!

Chapter VII: Martial Arts

This Chapter gives optional rules for Martial Arts and Martial Artists expanding the rules little to the far east.

Cathayan Optional Racial Features:

Martial Artists may come from various nations (and even races) we focus here more about Cathayan, which are known to visit Old World time to time.

A Cathayan character gains the following skills and talents:

Skills: Common Knowledge (Grand Cathay), Gossip, Speak Language (Cathayan)

Talents & Traits: Coolheaded, Provincial Expertise (Celestial)*, Street Fighting or Wrestling

* Celestial is just one region in the mighty Grand Cathay. Considered to be the central (or capital area) of the Cathayan Empire. Idea comes from the *Genevieve* –novels by Jack Yeovil where one of the characters is Cathayn ambassadore who is also called Celestial (and this not his name). *Provincial Expertise* talent is found from this document.

Martial Arts:

There are many different fighting styles with unique combat techniques and philosophies. GM and players may create different Martial Arts combining various *Martial Art* talents. Make selection of 8 different *Martial Art* talents. Talents should be balanced, so GM should have the last ruling in these matters. Here are few ideas:

- ❖ **Defensive** Arts (Aikido, Judo...): Atemi Stun, Bear Hug, Deflect, Disarm, Defence, Falling, Hold, Throw
- ❖ **Mixed** (Jujutsu, various Kun-fu...): Bear Hug, Breaking, Disarm, Fighting, Hold, Iron Hand, Jump Kick, Silent Death
- ❖ **Offensive** (Karate, Muay Thai, Tae Kwon Do...): Atemi Strike, Atemi Stun, Breaking, Defence, Fighting, Iron Hand, Jump Kick, Silent Death

Spellcasting Martial Artists:

Even most Martial Arts (and their masters) are non-spellcasting careers relying on their physical power there are some orders that teach their Martial Artists the ways of *Chi-Sorcery*. This is basically certain type of hedge or elemental magic compining the effects of the Winds of Magic (*Aethyr*). For those martial arts that practice *Chi-Sorcery*, modify the careers as follows:

- ❖ **Martial Art Master:** Add **Mag** +1 to the Advanced Scheme; add Channelling, Magical Sense and Speak Arcane Language (Magick or High Cathayan) to the list of skills; and change any one Talent (not Martial Art Talent) to Petty Magic (special*).
- ❖ **Martial Art Champion:** Add **Mag** +2 to the Advanced Scheme; and add the following to the list of Talents: Lesser Magic (any two) and Witchcraft or Arcane Lore (any one)*

* Spellcasting Martial Artists (or Chi-Sorcerers) should use any one Petty Magic (this could be in GM decision, even the Divine), Lesser Magic (this could be in GM decision even the Divine) and Witchcraft (found from this document) talents to buy spells. But if GM (and Players) want to use Arcane Lores, then that is also possible. Because Spellcasting Martial Artists only gain Mag +2 they will never be as powerful as Magisters.