

This chapter explains the many player character specifics, including attributes, secondary attributes, skills, talents and supernatural abilities. The chapter begins with step-by-step instructions on how to create a character, and follows the instructions with details on the various characteristics.

## Creating a Character

To create a player character, follow this simple step-by-step outline. You should keep track of your character's many attributes, skills and other abilities on a character sheet.

- I. Character Concept**—think about the type of character you want to play. You might have a basic premise or a detailed character profile. Try think about how your character's role in society in terms of his family, profession and social status. Maybe your character is a wanted man, travels on a quest for a family heirloom, or even has no memory of who he is.
- II. Character Race**—The first step in building your character is selecting a character race. You can choose from Human, Dwarf, Elf or Halfling. Note that some races grant skill bonus or other special abilities.
- III. Primary Attributes**—Roll your character's primary attributes. See your selected race's entry in the Character Races section to know which dice to roll for the seven attributes. For explanations of the attributes, see "Primary Attributes" below.
- IV. Secondary Attributes**—Calculate your characters secondary attributes, as instructed below in "Secondary Attributes" in this chapter. This includes Damage Bonus, Defense Modifier, Hit Points, Power Points, and all the six challenge rolls.
- V. Character Archetype**—Think about your character's role in the world—his career and lifestyle. Choose one of the four character classes— Warrior, Academic, Rogue or Ranger. See "Character Classes" below for more information.
- VI. Character Template**—Now, you choose a career for your character and distribute 250 percentage points to the skills listed with the template. See "Character Careers" below for a list of templates and details on each.

- VII. Talents**—Now choose character's Gifts. These are special abilities and qualities that make your character noteworthy. Your character receives 1-3 gifts depending on his race. Refer to the character's race listing to see how many gifts he begins with. See "Gifts" below for a list of gifts and their effects on your character.

- VIII. Resources**—Write down a basic list of equipment and belongings your character has based on his career. This should include an appropriately styled set of clothing, relevant occupational supplies or tools, and any weapons or armor appropriate to the career. Most occupations begin with a amount of money (3d6 Crowns), though some may possess more or less based on their occupations. For example, a rat catcher might carry only d6 Crowns, while a noble would have 10D6 Crowns to begin the game.

- IX. Details**—Write down physical and behavioral details about your character. What colors are his hair and eyes? How old is he? How does he dress? What is the character's outlook toward others he travels with? Does he have any peculiar mannerisms or an accent? Any distinguishing or unusual features? What about his background? Who is his family? Where is his homeland? How did he come into his current situation? Consider these issues and more to fill out your character.

Once you've completed these eight steps, you're ready to play!

## Character races

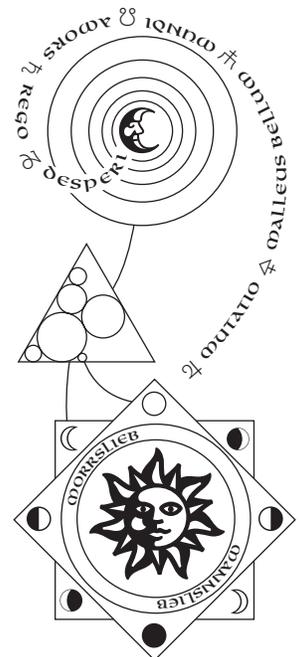
Characters can be any of several races, including human, dwarf, high elf, wood elf, or Halfling. Each has its own unique style, traits and advantages. Descriptions for the possible player character races follow, including tables to roll attributes (see Attributes below; also note that secondary attributes are calculated normally for all races) and a list of special advantages for each race.

### Humans

Human cultures dominate the Old World and beyond. Humans are the most numerous and heterogeneous race in the world. While they are all basically similar in size and physical qualities, appearances, including skin, hair and eye color, vary greatly.

## Creating a Character Step-by-Step

- I. Character Concept
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- III. Primary Attributes
- IV. Secondary Attributes
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- VI. Character Template
- VII. Talents
- VIII. Resources
- IX. Details



Human cultures range from the barbarian clans of Norsca to the byzantine merchants of Araby. Humans dominate the Old World, comprise of the clans of Albion, the feudal kingdom of Bretonnia, the Estalian kingdoms, the citystates of Tilea, the Border Princes, the electorates of the Empire and the kingdom of Kislev.

These nations, city-states, and confederacies are the backbone of civilization in the Old World and in places beyond, like Araby, the Ungol steppelands, Nippon and Cathay. The diverse cultures are the lifeblood of commerce in the Old World, but humans also cause much political strife and war.

- Human player characters receive +2 INT at character creation.
- Human player characters receive three Gifts at character creation.
- Human player characters receive a one-time +10% bonus to any skill at character creation.

### Dwarves

The dwarves are a hardy, stubborn race that makes its home in the rugged mountains of the world, primarily the World's Edge Mountains. Dwarves are short in stature, but extremely stocky and tough. Males wear beards proudly, and they often decorate these with braids and metal ornaments.

Dwarves are skilled miners and craftsmen, and are renown for their ability to craft traditional arms, armor as well as more advanced creations like firearms and steam power. They take great pride in their crafts and constructions. The dwarves superior works are as sturdy and reliable as the folk themselves.

While dwarf holds of the World's Spine Mountains and other ranges were once prosperous and numerous, dwarf kingdoms and clans are few after incursions of their hated enemies, the orcs and goblins, as well as infestations of the insidious skaven and onslaughts from chaos. Their huge fortress-cities are magnificent works of engineering and art. Dwarves often cooperate with the humans of the Empire, and many dwarves make their home within the emperor's borders.

- Dwarf player characters receive +4 CON at character creation.
- Dwarf player characters receive two Gifts at character creation.
- Dwarf player characters begin play with

one of the following skill bonuses: Profession (Mining) at INTx4; Craft (Smithing) INTx2; or Repair INTx3.

### High Elves

The noble high elves are an ancient and sophisticated race known as the lords of magic and dragons. They are a fair and beautiful people, with regal features and lean body shapes. Elves, male and female alike, delight in the beauty of their dress, appearance and decorations. Their hair, which they wear long, ranges in color from rich honey to lustrous black and even shining silver.

To others, the high elves appear as haughty and arrogant, but they possess a great range of emotion and empathy. They remain largely isolated on their island nation, Ulthuan, though seafaring elves and diplomats traverse the world trading, negotiating and tutoring others.

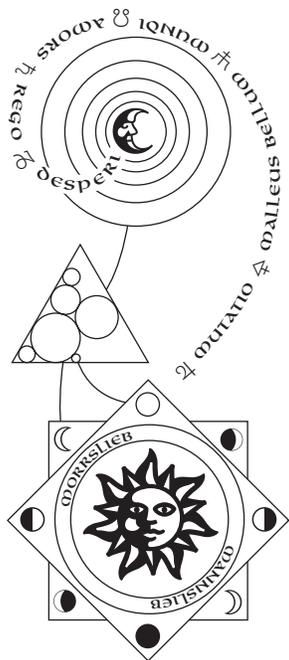
The high elves are great wielders of magic, and their mage lords are responsible for extraordinary feats of magic that have stemmed the tide of chaos from drowning the world in madness and ruin. The elves are masters of war, too, having fought their dark kin, the dark elves of Naggaroth, and countless incursions of chaos and other marauders.

- High elf player characters receive +4 POW and +2 DEX at character creation.
- High elf player characters receive one Gift at character creation.
- High elf player characters begin play with one of the following skill bonuses: Lore (Any) at INTx2; Art (Any) POWx2; or Diplomacy CHAx3.

### Wood Elves

Wood elves are denizens of the Old World's forests, where they've lived since parting ways with their high elf cousins centuries ago. Like the high elves, the wood elves are beautiful and proud; their slender features, sharp ears and blond, brown and black hair match well their chosen deep woods surroundings.

The wood elves have a bond with nature unlike any race in the world. Through their affinity they have a profound understanding of the natural world and its many unusual denizens, like the fairies and spirits of the woods. wood elves prefer the artistry of nature and the natural order of things over the fabri-



cated arts so loved by their high elf kin.

Wood elves are great lovers of song and dance, whether that of nature's symphony or their own melodious musicians. This love of nature and song translates into their relations with outsiders, be it commerce, revelry or war. The Wood Elves fight viciously and cleverly to defend their homelands and the wild, using the terrain as a weapon and song as a cadence for their agile warriors and archers.

- Wood elf player characters receive +2 POW and +2 DEX at character creation.
- Wood elf player characters receive two Gifts at character creation.
- Wood elf player characters begin play with Bow DEXx3 instead of the usual INTx2.

### Halflings

Halflings are a diminutive race of good-natured folk who live occupy a small place in the Old World, being mainly located in the Moot, a province of the Empire. The tiny halflings, so named for being "half-men" in size, are voracious eaters and drinkers, and delight in good humor, good food and drink and good friends. Due to their small size and status, halflings make superb rogues and agents.

- Halfling player characters receive +4 DEX at character creation.
- Halfling player characters receive three Gifts at character creation.
- Halfling player characters begin play with one of the following skill bonuses: Dodge at DEXx4; Hide DEXx4; or Move Silently DEXx4.

### Attributes

Characters are defined by numerical attributes. These seven attributes define the many aspects of a character's body, mind and soul, and are very useful in game play. Attributes have no real numerical limit, but most starting characters possess attributes ranging between 3 and 18. Attributes between 9 and 12 are in the range of average human ability, while 20 is roughly maximum human ability.

All attributes are important in their own ways. Some determine derived characteristics, like Hit Points, Damage Bonus, Defense Rating, Toughness Rating and

Power Points. Attributes also determine how innately skilled a character is; most Skills have a base level determined by one or more Attributes.

Attributes can increase or decrease naturally within limits. Any time characters "win" a resisted roll for STR, DEX, CON, INT or POW against an opponent with equal or better attributes, raise the attribute by one. INT and POW can increase naturally without limit. Physical attributes cannot exceed racial attribute limits.

Supernatural influences also can dramatically increase or decrease attributes, most often temporarily.

### Strength (STR)

Strength is raw physical force, a character's brawn. It determines how much a character can lift or move, as well as how strongly he can hold on or grip objects. Strength also determines whether characters can use certain weapons that require substantial muscle power to wield. Finally, Strength, along with the Size characteristic, figures a character's damage bonus, which is additional damage he inflicts in combat.

Characters reduced to 0 Strength are invalids, unable to stand or move.

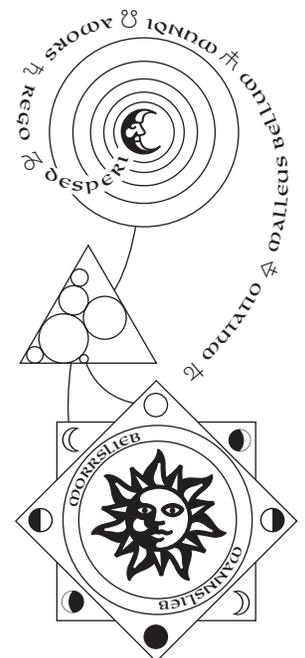
### Dexterity (DEX)

Dexterity is nimbleness, reflexes, balance and coordination. This attribute determines when and how often a character acts in a combat round. Dexterity also affects, along with the Size attribute, the secondary attribute Defense Rating, which is how the character's size and agility affect opponent's chances of hitting him in combat. Lastly, Dexterity dictates whether characters can use weapons that require sufficient coordination to operate.

Characters with 0 Dexterity are not coordinated. They can only accomplish physical tasks with a successful Luck roll.

### Constitution (CON)

Constitution represents a character's health, vigor and vitality. Constitution determines how long a character can survive without air or how well he can resist toxins or diseases. Constitution, along with Size, determines a character's hit points—the variable number that indicates a character's current health and life status—as well as his toughness rating.



**Size weights & measurements**

SIZ	Height	Weight
3	4'2" to 4'4"	55-75
4	4'4" to 4'6"	60-80
5	4'6" to 4'8"	65-100
6	4'8" to 4'10"	70-120
7	4'10" to 5'	75-140
8	5' to 5'2"	80-160
9	5'2" to 5'4"	85-180
10	5'4" to 5'6"	90-200
11	5'6" to 5'8"	95-220
12	5'8" to 5'10"	100-240
13	5'10" to 6'	110-260
14	6' to 6'2"	120-280
15	6'2" to 6'4"	130-300
16	6'4" to 5'4"	140-320
17	6'6" to 5'4"	150-340
18	6'8" to 5'4"	160-360
19	6'10" to 7'4"	180-380
20	7'2" to 7'4"	200-400
21	7'4" to 7'6"	220-420

Characters die if their Constitution diminishes to 0.

**Size (SIZ)**

Size is a single numerical representation of a character's height and weight. As noted above, the attribute helps calculate a character's hit points as well as and damage bonus and toughness rating. Size also affects characters' Defense Rating. Large characters are easier to strike, while diminutive characters are more difficult to hit in combat. Size can determine whether characters can pass through small confines, hide behind objects, and so on.

Severe disfigurement, like the loss of a limb, or substantial body alteration, like an artificial appendage, may alter a character's Size.

**Intelligence (INT)**

Intelligence gauges a character's intelligence, knowledge, and memory. In addition to affecting the base rating for many skills, Intelligence also limits the number of supernatural abilities a character can learn.

Characters with 0 INT are mindless imbeciles, behaving idiotically and incoherently if at all!

**Power (POW)**

Power represents a character's willpower, soul and magical potency. The amount of Power a character has equals his maximum Power Points. Power is crucial in resisting supernatural events and influences. Power also indicates a character's sanity and how well his mind copes with the horrors of trauma, entropy and chaos.

Characters 0 POW behave as soulless automatons.

**Charisma (CHA)**

Charisma reflects a character's social charm and overall appearance. A low Charisma might reflect a handsome person with a terrible disposition, while an ugly but persuasive or memorable fellow might have a high Charisma.

Characters with 0 Charisma are repulsive, provoking disdain and disgust among others.

**Secondary Attributes**

Secondary attributes are characteristics derived from the seven primary character attributes. They have a significant role in

game play, including defining whether a character lives or dies, how well he performs in combat and whether he can use supernatural abilities.

**Damage Bonus**

Damage bonus is the additional amount of damage a character inflicts with melee or throwing weapons (or the amount of damage subtracted in the case of weaker characters). All weapons deal an amount of damage according to type. After successfully striking an enemy or target, players roll weapon damage, then roll their damage bonus to determine total damage dealt in a single attack. Note that armor, toughness rating and other effects can reduce the actual damage dealt in an attack.

To calculate a character's damage bonus, add STR and SIZ and compare the sum to the Damage Bonus Chart. The corresponding rating is the character's Damage bonus.

Bows or thrown weapon attacks use only half of a character's Damage Bonus (round fractions up).

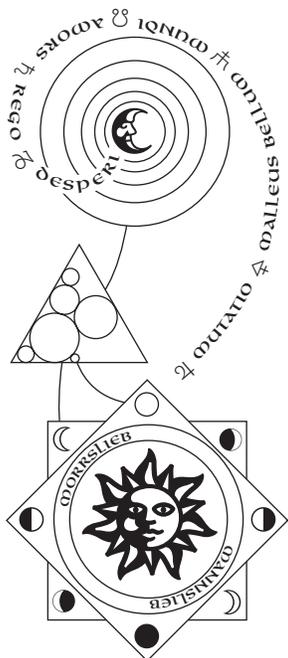
**Defense Rating**

Defense rating represents both a character's innate skill at avoiding blows in combat as well as how large a target he is. Defense ratings apply are modifiers for an opponent's attack. So, a character with a defense rating of -20% subtracts from attacks made against that character. Therefore, negative defense ratings are more desirable than positive numbers.

Note that this does not affect the range for the opponent's critical success. An enemy with Broadsword skill of 50% has only a 30% chance of success against a character with defense rating -20%, but he still has a 10% chance (one-fifth of his skill rating) of a critical strike.

To receive the benefit of DEX to his defense rating, a character must be aware of danger or threat of an attack. Detrimental modifiers from low DEX scores (that is, a defense rating with a positive modifier) are always in effect, whether the character is aware of a threat or not. In addition, all defense ratings based on SIZ are also always in effect.

To calculate a character's defense rating, compare his DEX and SIZ the chart below, and combine the results. It is possible a character may have a defense rating that actually increases an enemy's chance of hit-



Damage Bonus		Toughness Rating	
STR + SIZ	Damage Bonus	CON + SIZ	Toughness rating
2 - 12	-1d6	0 - 24	0
13 - 16	-1d4	25 - 32	1
17 - 24	0	33 - 40	2
25 - 32	+1d4	41 - 56	3
33 - 40	+1d6	57 - 72	4
41 - 56	+2d6	73 - 88	5
57 - 72	+3d6		

Defense Rating*		Defense Rating*	
DEX	Modifier	SIZ	Modifier
1 - 4	+10%	1 - 4	-10%
5 - 8	+5%	5 - 8	-5%
9 - 12	0	9 - 12	0
13 - 16	-5%	13 - 20	+5%
14 - 20	-10%	21 - 28	+10%
21-24	-15%	29 - 36	+15%
25 - 28	-20%	37 - 44	+20%
29 - 32	-25%	45 - 52	+25%

\* Remember that characters only gain beneficial defense rating modifiers from DEX if they are aware of oncoming attacks. Detrimental defense rating modifiers from DEX are always in effect. All defense rating modifiers based on SIZ are in effect at all times.

ting. For example, a character with DEX 13 (-5% to defense rating) and SIZ 21 (+10% to defense rating) has a final defense rating of +5%. This means his enemies have imp

### Toughness rating

Toughness rating measures extraordinary resilience and a character's ability to shrug off injury and shock. The rating indicates how much physical damage the character subtracts from any damage rolls. This reduction is cumulative with armor or other protective effects.

To calculate a character toughness rating, add STR and SIZ and compare the sum to the Toughness Rating Chart. The corresponding number is the characters toughness rating.

### Hit Points

Hit points gauge a character's current health and vitality. When a character takes damage, he subtracts the damage taken from his current Hit Point total. If the hit point total reaches 0, the character dies unless the character regains at least 1 Hit Point within one round.

A character's hit points equals the average of his CON and SIZ ( $CON + SIZ / 2$ ).

Characters regain hit points slowly.

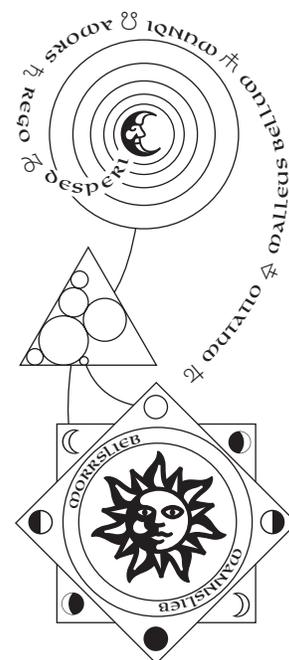
Natural healing, with adequate rest regenerates 1d3 hit points per week. In poorer conditions with little rest, characters regain 1 hit point per week. In ideal conditions (though without Physic or other healing), characters regain 1d6 hit points per week.

### Power Points

Power points represent the supernatural energy a character possesses. He may use power points to produce supernatural effects, including psychic disciplines and arcane effects. Supernatural effects and creatures can also alter a character's power points.

If a character's Power Point total reaches 0, the character is unconscious for CON minutes. Attacks or effects that would drain a character lower than 0 Power Points begin to drain Hit Points instead. If the effect also drains a character's Hit Point total to 0, he dies.

Characters regain Power Points quicker than Hit Points. They regenerate at the rate of one quarter of a character's total every six hours on a day with normal rest. On a day with little or poor rest, the character regains one quarter of his total every 12 hours. Without rest, characters regain no Power Points.



## Challenge Rolls

All primary attributes except Size have related secondary attributes that determine a character's success in situations where skills may not apply. In such situations, the game master chooses a multiplier ranging from x1 to x5 based on how situation's difficulty and risk. The player multiplies that number and his relevant primary attribute; he must roll the resultant number or lower on percentile dice roll to overcome the challenge. Low modifiers (x1 or x2) indicate a very difficult situation, while high modifiers (x5) reflect a relatively simple challenge. A result of 00 is always a failure, regardless of multiplier or attribute.

### Brawn (STR x 1-5)

Brawn tests a character's raw physical power. Can he hold open a heavy gate while others pass through? Can he keep members of an angry mob from trampling the person he's protecting? Is he able to lift heavy cargo onto a boat?

*Example:* A player makes a Brawn roll to see if his character can break down a iron-bound door.

### Agility (DEX x 1-5)

Agility is useful for testing a character's balance, coordination and reaction. Can he leap from the burning tower? Is he fast enough to grab his weapons and leap to defend his sleeping comrades?

*Example:* A player makes an Agility roll to determine whether a wind gust knocks his character from a high ledge.

### Health (CON x 1-5)

Health measures a character's toughness and ability to endure when fatigued. It verifies whether he can act, or even survive, in extreme conditions. Health rolls also indicate how well characters cope with injury and how quickly they recover lost hit points (see Healing & Recovery in the Combat chapter). Can he withstand the bonfire's heat to save his burning tome? Is he hearty enough to act after inhaling noxious fumes? Will he get seasick?

*Example:* A player makes a Health Roll to decide if his character can continue marching for another day without food or rest.

### Idea (INT x 1-5)

Idea is a character's ability to think cre-

atively, notice peculiar details, and recall helpful details and other canny feats of intellect. Can he guess the meaning of a complex riddle? Does the character know how a complex machine works? What does this symbol represent?

*Example:* A player makes an Idea roll to judge whether his character interprets correctly an ancient script written in a strange dialect.

### Control (POW x 1-5)

Control is the fortune of being in the right place at the right time. Control serves as a catchall for situations where nothing but chance might determine the outcome. Does the old bridge collapse? Does the wind change direction just in time? Does terrible enemy the attack the character or his steed?

*Example:* A player makes a Control roll to see if he's washed overboard in a rolling sea storm.

Control also gauges a character's self-control and mental stability. Control might be used to see whether the character fights or flees, or to indicate how the character responds to psychological trauma. Will he flee from the undead? Can he stomach the sight of the obscene cult ritual? Does the character go mad upon seeing his village destroyed, his people mutilated in the wake of an orc horde?

*Example:* A player makes a Control roll to determine whether he will freeze in fear at the sight of a menacing troll.

For more on Control and Madness, see the Game System Chapter.

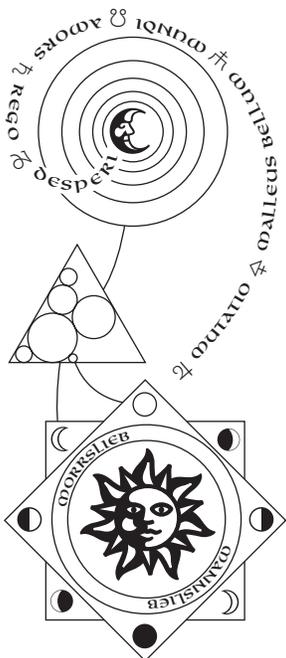
### Influence (CHA x 1-5)

Influence determines a character's performance in challenging social situations. Do his advances entice the charming woman? Is the crowd convinced of his innocence? Will the onlookers have a good impression of his deeds?

*Example:* A player makes an Influence Roll to see whether his imprisoned character can convince his captors not to torture him.

## Skills

In addition to primary and secondary attributes, characters are defined by their complement of skills. Characters should have a range of skills that indicate their background and occupational expertise.



Each skill has a percentage rating that indicates a character's base chance of success. The player must roll equal to or less than the skill rating on percentile dice to successfully use the skill. For example, a character with "Climb 60%" successfully ascends a craggy mountain cliff on a percentile roll of 60 or lower.

Each skill has a base rating, usually defined by a character's primary attributes. These appear in parentheses next to the skill name in each entry below. For example (CHA) indicates the skill has a base percentage chance equal to a character's Charisma attribute. Similarly (STR+DEX/2) means the skill's base chance is equal to the sum of Strength and Dexterity divided by 2.

Characters may attempt any skill with base ratings greater than zero, even if the player did not allot additional points to the skill.

### Aid (INTx2)

Aid is the ability to help an injured or unconscious person or creature. The skill grants only a basic knowledge of medicine and healing. Success with the skill restores 1 hit point to patients. The skill takes one round to administer, and the skill can be successfully administered only once per wound or ailment. Players may retry failed rolls after one hour, though other characters can attempt to use their Aid skills immediately.

A critical success for Aid grants the injured person 1d3 hit points immediately. A fumbled Aid roll further harms the patient with 1 point of damage.

### Alchemy (INT/2)

Characters with Alchemy are trained to recognize chemicals, compounds, drugs, poisons, potions and elixirs. In addition, they can produce such materials given proper equipment and supplies. Many alchemical creations are suitable for arcane purposes, but this may require additional work and infusion of Power Points. Characters with greater than 100% in this skill can identify a compound's make-up, and they can competently duplicate the substance given the right materials.

Substances created without the infusion of Power Points can affect character perceptions or consciousness or alter primary attributes by one or two points. Similar effects—for example, to skill ratings—are possible.

Potency for substances cannot exceed the character's INT.

Critical success with the Alchemy skill means the character recognizes a substance and may identify its origins, for example. A critical success also indicates the character has produced an especially pure substance. Fumbles are dangerous, as characters may mistake one substance for another, or they might inadvertently produce a harmful substance.

### Appraise (INT)

Appraise helps characters determine the relative value of objects and goods. The skill covers all kinds of goods, items, and even services.

Critical success means the character has evaluated precisely an object's worth, while a fumble indicates a character's bad guess of an item's value.

### Art (POW/2)

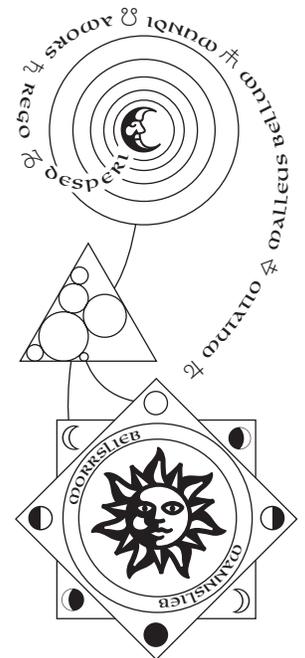
The Art skill is a general category for a range of artistic talents. Players must specify what Art specialty their characters possess when choosing this skill. Players can take this skill multiple times for their characters, though the player must specify which specialty his character has each time. Possible specialties include: Acting, Calligraphy, Dancing, Musical Instrument, Oratory, Painting, Poetry, or Sculpting.

Critical success with the Art skill produces a performance or artistic object of memorable quality. A roll of 01 produces a brilliant masterpiece. A fumble results in art that provokes disgust, even anger in onlookers.

### Bluff (CHA)

Guileful, clever characters use the Bluff skill to blather and fast talk to convince one or a handful of others of their sincerity and truthfulness. Characters might lie, give a convincing excuse, spread gossip, or even swindle goods or money with Bluff. Bluffing generally is quick and temporary—the character's lies last only long enough to convince others before they come to their senses.

Critical success means the character has bluffed so convincingly that he'll be long gone before the dupes come to their senses. A critical failure means the would-be dupes see right through the character's routine, and act accordingly.



**Brawl** ([STR+DEX]x2)

Brawl is the skill of fighting without weapons. Brawl includes punches, kicks, and any other means of fighting unarmed. Brawl inflicts stun damage, rather than usual wounds (see rules on stun damage in the Combat chapter). In combat against an armed foe, cut the character's Brawl skill in half.

A critical success with the Brawl skill in combat results in the usual double damage, which significantly increases the character's chance to knock his opponent unconscious. Fumble rolls are treated just like weapon class fumbles in combat, but accidental damage to the character is usually stun damage.

**Climb** (STRx3)

Use this skill for scaling any structure or formation greater than twice a character's height. To determine whether a character remains quiet while climbing, compare the player's Climb skill roll result with the character's Move Silently skill. If the single roll indicates success for both, then the character climbs quietly. However, if the roll is successful for the Climb skill, but not the Move Silently skill, the character makes enough noise while climbing that others likely notice.

Critical success indicates an easy, relatively quick climb. After a failed roll, players should make an Agility or Luck roll for their character to avoid damage from falling. Fumbles result in harmful falls.

**Conceal** (DEX+INT)

Conceal is the art of hiding small objects, items or even areas (like covering a hidden cache), including everything from picking pockets to camouflaging a small passage. In ideal situations, a character could successfully conceal anything half his SIZ without moving. Typically, however, this skill is most useful for small objects—a small weapon hidden beneath robes, for example.

An object or area concealed with critical success is noticeable only by extraordinary means—like magical detection or a critical Search roll. A fumbled roll has the unfortunate effect of drawing too much attention to the concealed

**Craft** (INT/2)

Craft is a broad skill that covers the creation or construction of useful things. Players must specify what Craft specialty their char-

acters possess when choosing this skill.

Players can take this skill multiple times for their characters, though the player must specify which specialty his character has each time. Possible Craft specialties include: armorer, boatwright, carpenter, glass blower, mason, tool smith, weaver, and so on.

Critically successful Craft rolls produce superior, durable goods or constructions worthy of higher prices. Conversely, fumbles result in shoddy goods that may break or deteriorate quickly.

**Diplomacy** (CHA)

Diplomacy is the art of negotiation and social aptitude. Characters with Diplomacy are skilled at getting their point across and getting what they want from others. The skill is useful in politics, social gatherings, legal proceedings, hostile discussions, and everyday buying and selling.

Critical success with the Diplomacy skill translates into a particularly convincing argument or reasonable offer that can be matched only by similar success for the opposing party. Fumble results in a potentially offensive remark or insulting offer that is flatly refused. Such results often spell the end of negotiations.

**Disguise** (CHA)

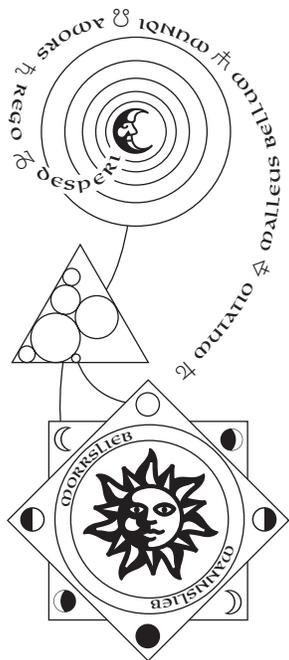
Disguise is the ability to conceal one's identity or even assume that of another. Characters make use of makeup, wigs or other alterations in addition to assuming different postures, voices and mannerisms. Assuming the identity of someone with remarkably different SIZ is very difficult. For every point of SIZ difference, subtract 5% from the Disguise roll.

Critical success indicates a disguise convincing enough to fool people familiar with the disguised person or those familiar with the identity assumed. Fumbled rolls mean the disguise isn't credible enough to fool anyone paying attention.

**Dodge** (DEXx2)

Dodge is an extremely useful skill that allows characters to avoid being hurt by an attacker or other threat. The character must be aware of the oncoming threat to benefit from this skill. Dodge may not be used to avoid missile attacks.

Dodge can be used as a free action; it may be used any number of times during a round



as long as the character has at least a 1% chance remaining. Each subsequent use of the skill decreases the chances of the next use by 30%. Characters with weapons shorter than their opponent's may Dodge to close in for attack. Characters may also use Dodge to disengage from melee. Finally, fallen characters can Dodge to get back on their feet.

Critical success with the Dodge skill means the character may avoid critically successful attacks against them. Fumbled Dodge rolls means the character loses his footing, in addition to any damage he might receive from an attack.

### Hide (DEXx2)

Characters can avoid detection with the Hide skill. Sufficient cover must be available, whether it's a convenient outcropping, dark shadow, or other concealing feature. Moving while attempting to hide halves the skill rating. A Move Silently roll may also be required.

Characters hiding under a critical success roll are undetectable by normal means. Supernatural detection or a critically successful Search roll may detect the hiding figure. Fumbled rolls mean the character may have attracted attention to himself while trying futilely to hide.

### Insight (INT)

Insight is the catchall skill for keen awareness in a character. It's used to determine whether the character notices peculiar physical details, or perhaps notice ulterior motives in others.

Critical success means the character notices immediately any usual detail, fact or motive. A fumbled roll means the character completely ignores the unusual or perhaps horribly misinterprets discovered clues.

### Jump (STR+DEX)

The Jump skill measures the character's ability to leap in any direction. Characters can safely leap half their height upwards, twice their height horizontally, or their height downwards. Jump lessens the effects of a fall—players can subtract 1d6 damage from falls with a successful Jump skill roll. Jumping while encumbered—while wearing moderate to heavy armor, for example—halves or negates Jump rolls.

Critical successes for Jump extend the distance jumped by half. Fumbles decrease that distance, maybe resulting in hit point loss.

### Lore (OO)

Lore is a broad skill that covers the knowledge and understanding of various topics, sciences and practices. Players must specify what Lore specialty their characters possess when choosing this skill. Players can take this skill multiple times for their characters, though the player must specify which specialty his character has each time. Possible Lore specialties include: area history, area lore (geography), artifacts, astronomy, chemistry, literature, mathematics, regional flora and fauna, religion, etc.

Critically successful Lore rolls mean the character recalls particularly obscure, useful details, while fumble rolls mean the character knows nothing or recalls details inaccurately.

### Language (Native tongue INTx5; Other tongue OO)

The Language skill is the ability to communicate and interpret with others. All characters begin with proficiency in their native tongue, but they can learn other languages. Skill rolls are required only for reading complex writings, understanding strong dialects, or other difficult communications. Characters with Language skills exceeding 60% can read and write, in addition to speak fluently.

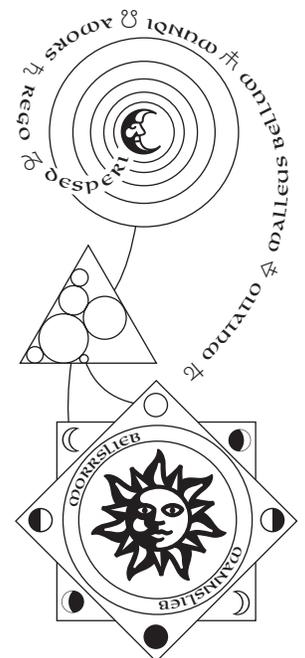
When characters use other social skills, like Diplomacy or Bluff, while speaking a non-native language, use the lowest skill rating between the intended skill and the Language skill. For example, a character with Diplomacy 45% and the Language (Khazalid) 38% has only a 38% chance to use Diplomacy effectively.

Critical success means the character speaks or writes well enough to impress others. Such successes might also indicate that the character interprets subtle meanings or correctly translates a message. Fumbled rolls result in miscommunication that may be offensive to others or misinterpretation that changes the meaning of the message.

### Listen (INTx2)

Listen is the ability to notice subtle sounds or distinguish noises. With a successful role, the character can determine the basic direction of sounds and identify what the sound likely is—padded footsteps, the drawing of a weapon, whispers, and so on.

Listening with a critical success catches the



slightest of sounds, and the listener learns more details from his careful hearing. Fumbled rolls means the listener is oblivious to sounds, or may believe the sounds to be in another direction or misinterpret the sounds' nature entirely.

**Meditate (POW/2)**

Meditation is the skill of introspective relaxation to revive the soul. Characters meditate by entering a trance. Doing so fully regenerates Power Points in six hours. During that time, the character cannot be roused without a successful Aid roll by another character or other severe interruption, like being attacked. If interrupted, the character regains no Power Points.

Critical success cuts the meditation time to three hours, and grants the character an immediate regeneration of one half of his maximum Power Points, should his meditation be interrupted later. Fumbled Meditation rolls mean the character loses one quarter of his maximum Power Points; if such a loss decreases Power Points below 0, then subtract the remainder from the character's Hit Points.

**Move Silently (DEXx2)**

Move Silently is the ability to move stealthily and quietly. Characters may creep at half their usual speed. Heavily encumbered characters or those wearing noisome metallic armor cannot sneak without a critical success.

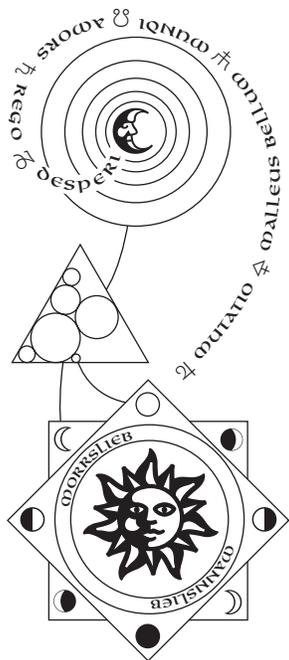
Critical success means the character may move quietly at normal speed, even while encumbered or armored. A fumbled rolls means the character has likely attracted attention to himself by stepping on a twig or loose stone, for example.

**Navigate (INT)**

With Navigate, characters can use equipment or even the stars to plot a course, whether by foot, ship, or other transport.

Characters may also use navigation while underground or under prolonged cloudy skies. Without tools, maps or useful landmarks, halve the skill in this situation.

Critical success results in an ideal course that gets the character to his destination in the shortest time possible. Fumbled Navigation rolls means the character becomes lost; Navigation skill re-rolls are possible after a full day.



**Pick Lock (DEX/2)**

Characters with Pick Lock skills can open all manner of chests, portals and other locked objects. Opening most mechanical locks requires some basic tools—without sufficient tools, the skill may be halved or the lock simply cannot be opened.

With a critical success, the character may open a difficult lock quickly and silently, or he may open even magically sealed portals. Fumbled results indicate the character breaks the lock and may not attempt the skill again.

**Profession (INTx2)**

Profession is a broad skill that covers all manner of trades and occupations not addressed by Craft, Lore or Art. Players must specify what Profession specialty their characters possess when choosing this skill. Players can take this skill multiple times for their characters, though the player must specify which specialty his character has each time. Possible Profession specialties include: animal handler, pilot/boatman, clerk, general laborer, herald, lawyer, miner, sailor, or tax collector.

Critically successful Profession rolls mean the character performs his job admirably, perhaps earning better pay for his services. Fumbled Profession skill rolls indicate incompetent work that may anger employers or customers.

**Repair (INT)**

Characters with Repair skill can fix machines, mechanical devices, tools, weapons, and other constructions. Proper tools are required to fix more complex devices.

Critical success restores the repaired object to its original condition, perhaps even improving on shoddy workmanship. Fumbled rolls, however, break to object badly enough that it cannot be repaired by the character. Others may try, but a critical success is necessary to repair the thing.

**Ride (DEX+CHA)**

The Ride skill allows characters to ride horses, as well as other animal steeds. Use the skill for any daring or unusual riding feats, like jumps, fighting while mounted, performing actions while the steed runs, outrunning others, etc. A mounted character's combat skills cannot exceed his Ride skill rating, including parry and Dodge ratings. Ride also grants basic knowledge of

animal care, grooming, though Profession (Animal Handler) is better suited for those tasks. Characters with Ride 60% or greater can handle flying mounts.

Critical success allows the rider to perform extraordinary maneuver or control an injured or scared mount, or otherwise perform extraordinarily. On a fumbled Ride skill check, the character falls from his mount taking 1d6 damage (or more for larger or flying mounts). A successful Jump roll reduces the damage by 1d6.

### Scribe (INT/2)

Scribe is the ability to create or duplicate manuscripts, legal papers, maps, and even tattoos. Scribes can also examine such materials to identify the script, spot forgeries and evaluate quality of the work (though not necessarily the value, as Appraise does). Many Scribe creations are suitable for psychic and arcane purposes, but this requires additional work and infusion of Power Points. Scribe is also useful for cartography, including keeping track of one's route underground or in the wilderness.

Language skills limit the effectiveness of Scribe. A character with Scribe 85% and Language (Khazalid) 60% has only a 60% chance of success using Scribe to pen that language.

Critical success produces an exquisite manuscript or perfect forgery, noticeable only with a critically successful Insight roll. Fumbled Scribe rolls produce poor quality papers, scrolls or even misleading maps and obvious forgeries.

### Search (INTx2)

Search is a character's ability to locate actively hidden objects, passages, or even enemies set to ambush. The skill has specific intent—characters must have something in mind to Search. Looking for something unusual or simply looking around might use an Idea roll rather than Search.

Critically successful searches reveal that which is very difficult to notice, even with the cleverest concealment. Fumbled Search results mean the character overlooks the obvious and may not re-roll to search again.

### Surgery (INT/2)

Like Aid, Surgery is a healing skill, though it is more comprehensive. Surgery allows skilled characters to treat all kinds of

wounds, diseases and other ailments. A successful medicine roll heals 1d3 hit points immediately to a wounded character. Surgery also treats diseases and poisons. With proper materials, Surgery restores 1d3 to attributes affected by disease or poison. Alternatively, the healer can boost a character's CON to resist ongoing effects of disease or poison. A successful Medicine roll grants a temporary +2 CON for purposes of resistance rolls against disease and poison potency.

Characters may also use medicine to identify diseases, bodies, and possibly causes of death.

Critical success with this skill grants 1d6 points of healing; critical successes can also stem the effects of shock from a major wound. Fumbled Medicine rolls aggravate injury or disease, causing 1d3 points of damage or accelerating the effects of disease or ailment.

### Swim (CON+DEX)

Swim allows a character to move in water (or other liquid). Players make Swim rolls only when their characters are in stressful or life-threatening water—strong currents, fighting in water, avoiding creatures of the deep, etc. A swimmers moves at one-quarter of his land movement, though he can swim at half land movement for very short distances. A swimmer can carry or drag another person or load equal to his SIZ+2.

Critical success with Swim means the character swims at half land speed for CON rounds. Fumbled Swim rolls mean the character begins to drown (See Drowning in the Game System chapter) and becomes disoriented. He may make an Idea roll to avoid heading in the wrong direction.

### Throw (STR+DEX)

Characters use Throw to toss a rock or other object (excluding thrown weapons). Compare the difference between the character's STR and the thrown object's SIZ. Each point of difference equals three yards of throwing distance. So, a character with STR 15 throws a SIZ 3 rock. He can throw the rock 36 yards. Objects whose SIZ exceed the character's STR cannot be thrown.

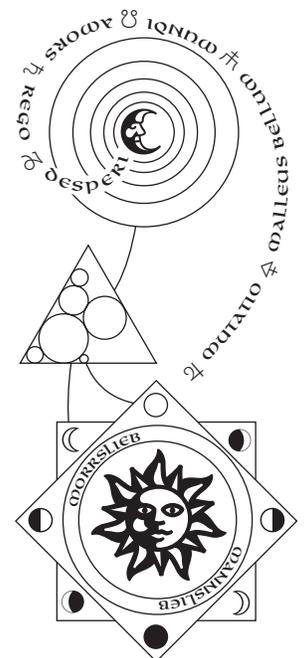
Critical success with a throw strikes the intended target dead center. Against a living target, critical success do double damage. Fumbled throws miss the mark wildly, and may injure the thrower.

### Thrown object damage\*

Size	Damage
1-3	1D2
4-6	1D4+1
7-9	2D4+2
10-12	4D4+4

Objects of SIZ equal to half or more of the target's SIZ thrown from significant height kill the target on a successful hit. On a successful Luck roll, the target receives a major wound.

\*Add one-half of a character's Damage Bonus for all Throw attacks.



### Track (MT)

Track is the ability to follow the people, animals or other moving targets through wilderness. Trails deteriorate quickly in nature—for every 24 hours that passes, apply -30% to the Track skill roll. The modifier may change in adverse or beneficial conditions. For example, tracking targets through fallen snow is easier—subtract only -15% from rolls for every 24 hours. However, tracking during a blizzard is very difficult. The GM might double the penalty to -60% for every 24 hours (or fewer!) in that case. Once a trail is lost, a successful Search roll may relocate the path.

Track also grants characters the ability to trail a person or group through a crowd or urban environment. Such situations incur a -20% modifier to the Track skill.

Critical success means a character can track even if his targets pass through water, over stone or through other difficult terrain or conditions. Fumbled Track rolls mean the character follows a dead path. A successful Idea roll alerts him of that fact, but upon returning the true trail is lost.

### Traps (MT/2)

The Traps skill allows character to set up all kinds of traps, from simple snares to complex spring-loaded devices. Characters with trap can also disarm traps, though they must first discover hidden traps with a successful Search roll.

Setting up a trap with a critical success means only another critical success can disarm the trap. Fumbled Trap rolls, whether creating or disarming, indicate the character has set off the trap prematurely, possibly harming himself. Characters avoid the effects of the trap with a successful Luck roll.

### Weapon (Melee STR+DEX; Missile DEXx2)

Weapon is the general skill for using a weapon in combat. The skill is general; players must specify which weapon class their character uses. This skill may be taken multiple times for each different weapon class. See the combat chapter for available weapon classes.

Critical success with a weapon may cause an impale (see Combat chapter), and the damaging blow can be stopped only with a critical parry or critical Dodge. Fumbled

Weapon rolls result in dropped or even broken weapons. Consult the Fumbled Weapon chart.

### Wrestle (STRx2)

Wrestling, like Brawl, is an unarmed attack with the intent of subduing one's opponent. A successful Wrestle attack means the attacker holds and subdues his opponent, even if the opponent is armed. The Wrestle skill then has several options.

- The attacker can simply continue to immobilize the target with a successful STR:STR resisted roll.
- The attacker can knock his opponent to the ground.
- The attacker can knock his opponent unconscious (see Stun damage in the Combat chapter).
- The attacker can disarm his opponent with a successful STR:STR resisted roll.
- The attacker may attempt to injure his opponent. Each subsequent successful Wrestle attack delivers 1d3+db in actual wound damage.
- The attacker may strangle his opponent. With a successful STR:STR resisted roll for the attacker, the opponent begins to "drown" (see Drowning in the Game System chapter).

Once grappled, opponents may use their own Wrestle skills or attempt a STR:STR resisted roll each round to escape.

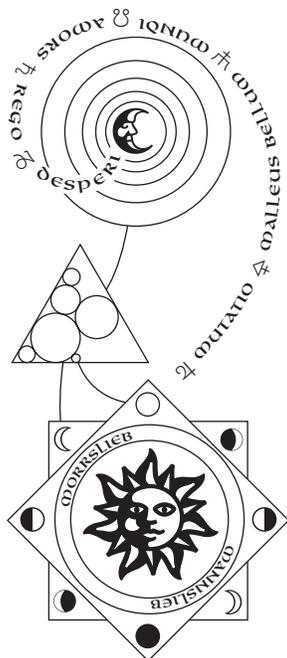
Critical success with a Wrestling attack increases the attack's effectiveness—it doubles damage, doubles stun damage, grants a temporary +4 STR for resisted rolls for one round, or speeds up "drowning" effects as appropriate.

### Gifts

Talents are special enhancements, knacks, and abilities player characters possess that set them apart from average folk. They affect Attributes, skills and other character details, like magical abilities.

### Acrobat

The character is extremely nimble. He receives +4 DEX when figuring Agility rolls. In addition, the character may tumble as an action in combat and receive +30% to Dodge rolls.



### Animal Friend

Animals always react favorably to the character. He receives +30% to all skills related to animals, including Ride, Profession (Animal Handler), and others.

### Arcane Mastery

The psychically attuned character spends one fewer Power Point when using magic.

### Awareness

The character receives +2 DEX in all surprise situations. In addition, the character also gets +20% to skill rolls involving perceptive capacities, like Search, Insight, and Track.

### Beautiful

The character receives +4 CHA when dealing with members of the opposite sex. This bonus applies to Influence rolls when appearances might affect the outcome.

### Born Leader

The character adds +4 CHA for purposes of commanding others, particularly in armed conflict. This bonus also applies to Influence rolls.

### Born Under Bad Sign

All combat criticals delivered by the character become Impales on a successful Luck roll. Similarly, critical strikes against the character become Impales on a successful Luck roll for the attacking enemy. The weapons must be capable of impaling for this to take effect.

### Blind Fighting

Characters with Blind Fighting receive no penalty for moving or fighting even total darkness (typically, the modifier is -40%).

### Brawler

The character fights proficiently while unarmed. He inflicts actual damage (1d3+db) with his attacks. In addition, the character does not halve his Brawl roll when facing armed opponents.

### Companion

The character bonds with a loyal animal, construct or other companion. See the Companion Characteristics sidebar for attributes and skills. Characters may draw

upon their companions Power Points to channel psychic effects and arcane spells. Should the companion die, the character must make a Luckx3 roll. Failure results in the loss of 1d3 POW.

### Deadeye

The character is a marksman. When using a single missile weapon class (which the player must specify upon taking this gift), he makes critical strikes at 40% of his Skill rating. For example, a character with a Crossbow 80% critically strikes targets 32% of the time. Impales occur on rolls of 01 and 02. Characters may take this talent multiple times, but must select a new missile weapon class each time.

### Evasion

The character is so skilled at dodging he can dodge missile attacks. The character also receives a Luck roll to decide whether he may use Dodge against attacks he did not anticipate.

### Finesse

The character is particularly skilled at delivering well placed attacks against his enemies. The character calculates his Damage Bonus using DEX+SIZ, rather than the usual STR+SIZ.

### Iron Will

The character receives +4 POW for all resisted POW:POW rolls, as well as Luck rolls that test the character's Willpower, rather than general fortune.

### Lightning Reflexes

The character adds +4 DEX for purposes of figuring DEX ranks and number of actions.

### Mechanical Implant

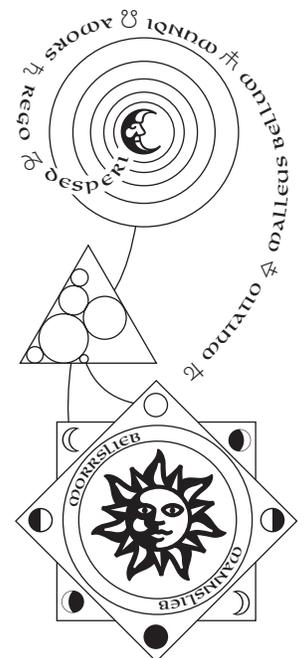
The character has a mechanical implant that replaces a body part, adds an extra body part, or adds unusual features, like wings. Major wounds to implants must be fixed with a successful Repair skill; damage to implants does not heal normally. Several effects are possible. Characters can take this Talent multiple times for additional implant effects. See the sidebar for possible implants and their effects. Players may create their own implants with the game master's approval.

### Companion attributes & skills

Attribute	Roll	Average
STR	2d6	7
DEX	2d6	7
CON	2d6	7
SIZ	2d6	7
INT	2d6	7
POW	2d6	7
CHA	2d6	7

Calculate secondary attributes normally.

Skills: Attack 35%, 1d4+db.  
Distribute 100 points among any five non-combat skills. No skill can exceed 50%.



## Mechanical implant chart

Implant	Effect
♦ Arm	+2 STR; or arm acts as weapon or tool, etc.
♦ Leg	+2 to movement ranks, +15
♦ Eye	+20% to Search & Insight rolls, low-light vision
♦ Heart	+2 Constitution
♦ Skin	Armor 3
♦ Extra arms	+30% to Parries, +2 STR

## Quick Learner

The character rolls 2d10, rather than the usual d10 to improve skills through experience or training.

## Resilient

The character is particularly hearty. He receives +4 CON to calculate Hit Points and when resolving resisted rolls that affect CON (CON vs. poison potency, for example).

## Sagacious

The character receives +4 INT when resolving Idea rolls related to knowledge and memory, and +20% to all Lore skill rolls.

## Skill Mastery

Characters with this talent possess uncanny ability in one of their skills. Skill Mastery grants +25% to The explanations for the skill mastery can be anything—a Weapon Class Skill Master may have trained for years, while an Insight Skill Master may have extraordinary sensory abilities. The player should create an explanation for each skill mastery talent his character has.

## Sixth Sense

The character receives a Luck roll to know when he's being watched, when enemies wait in ambush, or when supernatural entities are present (another demon disguised as a human, for example).

## Strategic Mind

The character receives +4 INT when resolving INT:INT resisted rolls regarding competitive thinking and strategy. The bonus also applies to Idea rolls that test the character's problem solving ability.

## Strong Arm

The character receives +4 STR for all feats of strength, including STR:STR resistance rolls and Brawn rolls. This does not affect combat skills or Damage Bonus, but does affect STR:STR resistance rolls in wrestling.

## Swift Footed

The character moves +2 ranks faster than normal. The talent also grants +30% to Dodge rolls when running, though no other actions are possible.

## Weapon Master

The character is a deadly melee combat-

ant. When using his chosen weapon class (which must be specified upon taking this gift), double damage bonuses for all successful attacks. Characters may take this talent multiple times, but must select a different weapon class each time.

Other Talents are possible. Players may create their own (for example, Fast Healer might grant a doubled healing rate for a character) with approval from the game master.

## Character Classes

Players should select one of four character archetypes, which inform the place in society characters occupy, and the way in which they behave.

**The Warrior**—If the character acts through action and physical force, he's a warrior.

Allot 10 skill points to each of the following skills: Brawl, Climb, Dodge, Insight, Jump, Listen, Move Quietly, Ride, Profession (any), Swim, Throw, any one weapon skill, and Wrestle.

**The Academic**—If the character is a learned scholar and solves problems using his intellect or skill, he's an academic. Allot

10 skill points to each of the following skills: Aid, Appraise, Craft (any), Diplomacy, Dodge, Lore (any), Navigate, Pick Lock, Ride, Profession (any), Scribe, Traps, and one weapon skill.

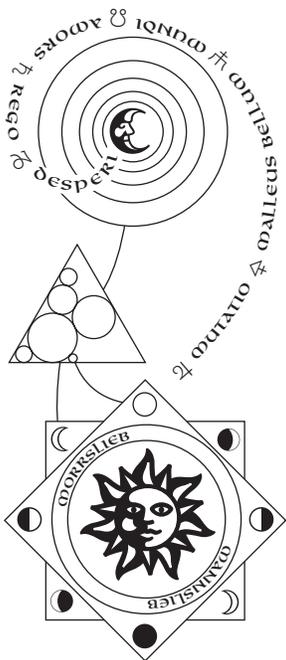
**The Rogue**—If the character occupies the "shadowy" side of society and gets buy using his wits and guile, he's a rogue. Allot

10 skill points to each of the following skills: Appraise, Art (Oratory), Bargain, Conceal, Disguise, Bluff, Hide, Insight, Language (Native), Lore (Wilderness or Urban), Pick Lock, Search and any one weapon skill.

**The Ranger**—If the character operates on the fringe of civilization, taking to the wilderness better than he does the city, he's a ranger. Allot 10 points to each of the following skills: Climb, Conceal, Hide, Jump, Lore (Wilderness), Listen, Move Silently, Ride, Search, Swim, Track, Traps, and any one weapon skill.

## Careers

Character careers are occupational guidelines that determine each character's expert-



ise and training. Players select an appropriate career, or may create a template of their own. Careers should have eight skills relevant to the occupation title. Note that characters are not limited to selection of career by their archetype, though archetypes are better suited to some careers than others.

### Alchemist

Alchemists merge the world of the mundane and the arcane in their pursuit of pure elements as a metaphor for enlightenment.. Alchemists can prepare all manner of chemicals and materials, including everything from poisons and their remedies to black powder and other fiery materials. Alchemists can also produce magical elixirs and powders.

*Skills:* Alchemy, Insight, Language (Arcane Elf), Meditate, Profession (Metallurgy), Scribe, Search, and one personal specialty skill.

*Recommended Gifts:* Companion, Quick Learner, Sagacious.

### Assassin

Assassins are killers-for-hire who may serve the underworld or members of the nobility engaged in silent wars of intrigue. They are skilled and deadly, often specializing in skills related to subterfuge, poisons and many weapons.

*Skills:* Conceal, Disguise, Dodge, Hide, Move Silently, any one weapon skill, Track, and one personal specialty skill.

*Recommended Gifts:* Born Under a Bad Sign, Deadeye, Lightning Reflexes.

### Champion

Champions serve sovereign leaders, councils or generals as defenders of honor and rule. They must act as arbiters of law through force and stand as proxy in challenges to their commanders. Because they must face a wide range of challenges and duels, champions must be well-rounded warriors. They must also possess at least some skill in affairs of law, the nobility and war.

*Skills:* Brawl, Diplomacy, Ride, Wrestle, any three weapon skills, and one personal specialty skill.

*Recommended Gifts:* Brawler, Weapon Master, Strong Arm.

### Cleric

Clerics are devotees to divine and diabolical powers. The serve in hierarchical priest-hoods and churches, cabals, or even as iso-

lated shamans. Clerics are spiritual leaders, healers and even warring crusaders and templars. The divine powers clerics serve vary greatly, from the once mortal Sigmar, patron of the Empire, to the sinister Khaine, lord of murder. The elves, dwarves, and even halflings have their own gods, including Liadriel, Grungni, and Esmerelda respectively, among others.

*Skills:* Aid, Diplomacy, Insight, Lore (Religion), Meditate, Scribe, any one weapon, and one personal specialty skill.

*Recommended Gifts:* Born Leader, Iron Will, Sixth Sense.

### Duelist

Duelists are professional swordsmen and marksmen who fight duels in the stead of nobles, or duels of their own making by outrageous or extravagant behavior. Despite their apparently reckless or dangerous profession, duelists live by a strict honor code, mandated in some locales by old laws regarding their profession.

*Skills:* Bluff, Conceal, Diplomacy, Dodge, Throw, any two weapon skills, one personal specialty skill.

*Recommended Gifts:* Deadeye, Finesse, Lightning Reflexes, Weapon Master.

### Explorer

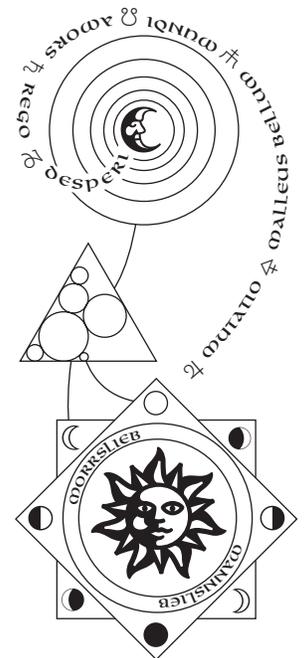
Explorers are intrepid voyagers who seek fame and fortune discovering new lands, ancient ruins and civilizations and other far-away treasures or peoples. Their uncertain discoveries mean explorers must be skilled diplomats, merchants, scholars and warriors. Their travels often take them overseas, but explorers are just as likely to surmount ancient mountain ranges and other inhospitable lands.

*Skills:* Appraise, Diplomacy, Insight, any one language, Navigate, Search, any weapon skill, one personal specialty skill.

*Recommended Gifts:* Born Leader, Skill Mastery, Quick Learner.

### Engineer

Engineers are master craftsmen of stone and wood structures (including buildings, bridges, tunnels, and waterways) as well as machinery (including lifts, siege engines, cannons, and even steam-powered machinery and other contrivances). Engineers often ally themselves with similarly skilled comrades in insulated guilds, where they can



keep their trade secrets and negotiate contracts with employers.

*Skills:* Any three Craft skills (e.g. Masonry, Carpentry, Smithing etc.), Insight, Lore (Physics), any Weapon skill, Traps, one personal specialty skill.

*Recommended Gifts:* Mechanical Implant, Resilient, Skill Mastery.

### Highwayman

Highwaymen are mysterious, often flamboyant outlaws and vigilantes that rob wealthy travelers typically under the guise of a mask and assumed identity. The threaten victims with rapier and pistol, and always make use of a speedy horse for escapes. Highwaymen often earn notoriety and even some popular fame as romanticized rumors of highwaymen's exploits blossom in the regions in which they operate.

*Skills:* Bluff, Conceal, Disguise, Dodge, Jump, Ride, any Weapon skill, one personal specialty skill.

*Recommended Gifts:* Beautiful, Deadeye, Finesse.

### Hunter

Hunters roam the forests and wilderness in seek of game. Some hunters work under contract from noble lords, while others poach game in the lands of controlling rulers. Hunters have a range of skills that not only help them hunt game, but stay alive in dark forests where terrible surprises may lurk. Hunters may employ traps to capture their prey, or they may use bows, crossbows, and even firearms to kill larger game.

*Skills:* Hide, Lore (Wilderness), Listen, Move Silently, Profession (Hunting), Track, Traps, any one Missile Weapon skill, one personal specialty skill.

*Recommended Gifts:* Animal Friend, Deadeye, Sixth Sense.

### Mercenary

Mercenary is a common profession in a world rife with warring nations, races and hordes. Mercenaries fight in such wars and skirmishes for pay, moving as they must from battle to battle. Their reputation varies, as does their skill. Mercenaries might be a rough bunch of thugs, or they might be a well-disciplined troop renown for their prowess in battle. Like soldiers, mercenaries might have a battle specialty, though they often are required to perform ably in any

unit.

*Skills:* Brawl, Craft (Armorer), Dodge, Ride, any three Weapon skills, one personal specialty skill.

*Recommended Gifts:* Brawler, Strategic Mind, Weapon Master.

### Noble

Nobles are the societal elite. They might be active in city-state politics as a voting member of the regency, or they might seek to further their wealth acting as brokers and traders. Many nobles serve as commanders in their own house military, and a few venture out seeking fame and fortune in the Old World and beyond.

*Skills:* Art (any), Diplomacy, Dodge, Language (any), Ride, Scribe, any one weapon class, and a personal specialty skill.

*Recommended Gifts:* Beautiful, Born Leader, Strategic Mind.

### Outlaw

Outlaws are the brigands and that often haunt highways, forests and even city alleys where they can pillage unwary travelers. More rarely, outlaws are vigilantes resisting a corrupt noble, and earn popularity as heroes of the people. Outlaws operate best by surprising their quarry, then moving quickly to remain ahead of lawmen and soldiers.

*Skills:* Bluff, Conceal, Dodge, Hide, Move Silently, Ride, one Weapon skill, Traps, one personal specialty skill.

*Recommended Gifts:* Blind Fighting, Evasion, Swift Footed.

### Outrider

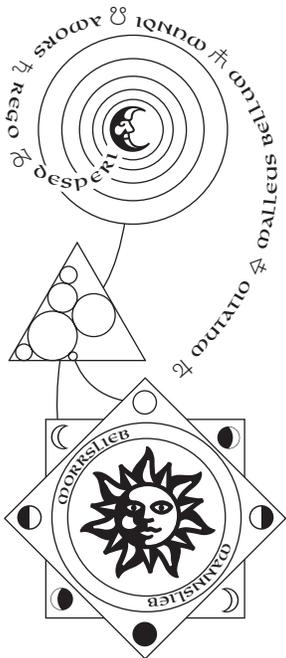
Outriders are scouts and wardens for armies and settlements or communities. They often travel on horseback scouting for enemy movements, outlaws or other threats. Outriders must be able to assess those threats, and be swift or silent enough to inform their superiors. Outriders also might arrest outlaws or enemy scouts for incarceration or interrogation

*Skills:* Insight, Listen, Profession (Animal handler), Ride, Track, Traps, one weapon skill, one personal specialty skill.

*Recommended Gifts:* Animal Friend, Awareness, Deadeye.

### Physician

Physicians are skilled and learned healers who use all kinds of procedures and medi-



cines to tend ailing patients. Physicians occasionally have unusual theories about the origin of peoples maladies and afflictions, and hence they apply strange techniques to "heal" the afflicted. In all cases, though, physicians are very intelligent and able to address a wide range of concerns, physical and otherwise.

*Skills:* Aid, Alchemy, Insight, Lore (Physiology), Scribe, Search, Surgery, one personal specialty skill.

*Recommended Gifts:* Skill Mastery, Quick Learner, Sagacious.

### Pit Fighter

Pit fighters entertain crowds fighting in pits and arenas. The profession is common throughout the world, though in some areas where the practice is illegal, the fighting takes place behind closed tavern doors. Pit fighters learn to make the most of combat so they might win the crowds favor and the largest purse ... and survive.

*Skills:* Brawl, Craft (Weaponsmith), Dodge, Profession (Entertainer), any three weapon skills, one personal specialty skill.

*Recommended Gifts:* Brawler, Strong Arm, Weapon Master

### Smuggler

Smugglers sneak illicit goods from market to market to make a tidy sum from products often in high demand. Their black market dealings require stealth as well as clever social ability. Smugglers usually prefer to cut their cargo and run, rather than confront the force of law or even pirates and bandits.

*Skills:* Appraise, Bluff, Conceal, Diplomacy, Hide, Profession (Pilot or similar skill), one weapon skill, one personal specialty skill.

*Recommended Gifts:* Evasion, Finesse, Swift Footed

### Soldier

Soldiers are trained warriors who fight for the nations, city-states, or warlords. They are more disciplined and often more specialized than other warriors. Soldiers might also be members of a community militia. Some soldiers possess specialized skills or become members of elite units, including halberdiers, hand gunners, greatswordsmen, spearmen, archers, and cavalry.

*Skills:* Aid, Brawl, Dodge, Ride, any two weapon classes, Shield, any one personal

specialty skill.

*Recommended Gifts:* Strategic Mind, Weapon Master.

### Spy

Spies are the agents of kings, nobles, churches, cults and other entities who seek information regarding their enemies. Spies must be versatile, clever and cautious. If caught, the penalty for their profession is often death. Spies often work both sides, milking each for coin or other value while sharing enough information to maintain the role as informant. Spies often assume false identities; they might also infiltrate enemy compounds stealthily.

*Skills:* Bluff, Conceal, Diplomacy, Disguise, Pick Lock, Listen, two personal specialty skills (one for the spy's "cover").

*Recommended Gifts:* Awareness, Strategic Mind, Quick Learner.

### Squire

Squire are knights in training who do much of the labor, work and even warfare in which their masters take part. They seek to please their liege lord so they might be granted the honorific title of knight. Squires are often idealistic and eager warriors, having so much to gain for good service and promotion. They are as skilled as their masters in riding and fighting, but often less refined in skills of diplomacy and strategy.

*Skills:* Brawl, Lore (Heraldry), Profession (Animal Handler), Repair, Ride, two Weapon skills, one personal specialty skill.

*Recommended Gifts:* Weapon Master, Quick Learner, Strong Arm.

### Templar

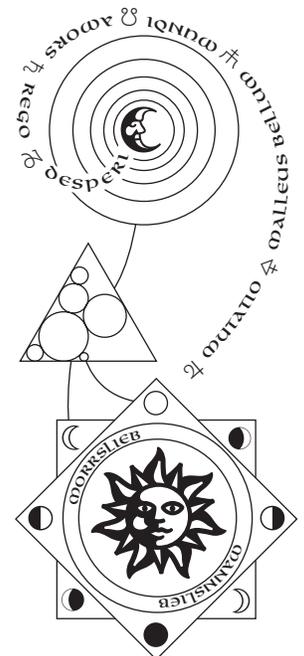
Templars act as guardians for religious groups and ancestral shrines. They enforce the will of their superiors, acting as crusaders wherever the calling takes them. Templars seek always to further the influence of their deity or masters.

*Skills:* Aid, Art (Oratory), Diplomacy, Insight, Lore (appropriate religion), Meditate, any one weapon class, any one personal specialty skill.

*Recommended Gifts:* Born Leader, Iron Will, Resilient.

### Thief

Thief is a catch-all career for rogues, footpads, cutpurses and brigands who tend to



operate in settled communities to steal from others. Whether working alone or aligned with others in a guild, thieves are invariably clever, agile sorts who seek the quickest path to wealth—by taking it from under others' noses!

*Skills:* Appraise, Bluff, Conceal, Hide, Move Silently, Pick Lock, Traps, one personal specialty skill.

*Recommended Gifts:* Acrobat, Evasion, Swift Footed.

### Troubadour

Minstrels are travelling musicians and poets who share their art for community favors and a bit of coin. Their talents range from crude, bawdy storytelling to more refined poets who grace noble courts with their verses. Minstrels often act as agents for groups seeking to spread word; they often carry news—and rumors—from town to town, province to province as well.

*Skills:* Art (Musician, Poet or suitable performance skill), Art (Acting), Diplomacy, Language (any), Listen, Scribe, one Weapon skill, one personal specialty skill.

*Recommended Gifts:* Beautiful, Finesse, Skill Mastery.

### Slayer

Slayer is a uniquely dwarven profession. These berserk dwarf warriors seek out fearsome adversaries, including trolls, giants, dragons and even daemons, and fight the superior enemy with a ferocity and fearlessness. They are not afraid to die—in fact, they fear only not perishing in terrible combat with their sworn enemies. Slayers are not a social lot; their outlandish appearance of bright tattoos and died hair match their rude and colorful behavior.

*Skills:* Brawl, Dodge, Lore (chosen enemy), Profession (Gambling), any two Weapon skills, Wrestle, one personal specialty skill.

*Recommended Gifts:* Born Under a Bad Sign, Resilient, Weapon Master.

### Tunnel Fighter

Tunnel fighters delve in dark mountain caverns, old mines, sewers and other underground areas to root out infestations of bandits, cults, skaven, orcs and goblins, or other foul invaders. They must be able fighters and spelunkerers. Dwarves often take up the profession, as they are supremely suited to the task.

*Skills:* Brawl, Climb, Dodge, Jump, Lore (Underground), Traps, any one weapon skill, one personal specialty skill.

*Recommended Gifts:* Awareness, Blind Fighting, Resilient.

### Witch Hunter

Witch hunters root out infestations of chaos at every turn. These zealous agents risk little in doing so—they have been known to burn whole villages to root out chaotic influences, for example. Witch hunters often adhere strongly to a divine faith, like that of Sigmar in the Empire, though a few witch hunters have a personal vendetta against evil conspiracies with no real ties to religion. Witch hunters often study dark arts, and are able to act and defend themselves against superior numbers through intimidation and action.

*Skills:* Diplomacy, Insight, Lore (Demonology or other suitable topic), Listen, Search, Track, one Weapon skill, one personal specialty skill.

*Recommended Gifts:* Born Under a Bad Sign, Iron Will, Sixth Sense.

### Wizard

Wizard practice the arts of sorcery, harnessing the Winds of Magic to fantastic effects. Such sorcerers are both hated and revered for their dealings in the arcane, likely due to their association with—and sometimes practice of—necromancy, demonology and other dark arts. While such evil wizards exists, others wizardly types are numerous, ranging from simple hedge mages to the fabulous high elf High Mages of Saphery.

*Skills:* Alchemy, Craft (Scrolls), Lore (Arcana or other suitable topic), Insight, Language (Arcane Elf or other arcane language), Scribe, Search, one personal specialty skill.

*Recommended Gifts:* Arcane Mastery, Companion, Sagacious.

