

Nations of Mankind

“Mankind, also called Men and sometimes Humans, are a race of intelligent, mammalian humanoids dominant in the Old World. The race of Men were one of the last intelligent peoples of the Warhammer World to become civilized. However, they are now one of the most powerful and populous species spread across the globe and might be considered the dominant intelligent race of the Warhammer World since the civilizations of the High Elves and the Dwarfs entered their mutual states of decline. Men are the chief devotees of the Imperial god Sigmar, as well as the primary opponent of Chaos' continued incursions into the Old World. In a severe grip of irony however, Mankind is also amongst the Dark Gods' greatest and most numerous servants.

It is a very common knowledge that the race of Men is known to be highly susceptible to the influences of Chaos. Unlike the High Elves, Mankind has only just begun the transition into a race that can fully utilize the Winds of Magic. As yet, very few humans are able to cast spells, though this number is slowly increasing as the centuries pass. However, most human wizards lack the mental discipline or inner strength to prevent themselves from causing arcane mishaps or the capability to access all the Winds of Magic simultaneously, like the greatest of the Elven Archmagi.

Humans have a highly developed brain, which is capable of abstract reasoning, language, introspection, and problem-solving. This mental capability, combined with an erect body carriage that frees the hands for manipulating objects, allowed humans to make greater use of tools, much like the other humanoid intelligent races of the Warhammer World. Other higher-level thought processes of humans, such as self-awareness, rationality, and sapience, are considered to be defining features of what constitutes a "person", though such features are shared with the other major intelligent species Men share the Warhammer World with, such as the Elves, the Dwarfs, and the Greenskins (though some might question this last one).

Like most higher primates, humans are social animals. However, humans are uniquely adept at utilizing systems of communication for self-expression, the exchange of ideas, and organization. Humans create complex social structures composed of many cooperating and competing groups, from families to nations. Social interactions between humans have established an extremely wide variety of values, social norms, and rituals, which together form the basis of human society. With humans present across the world and having adapted to every possible environment, they are currently the Warhammer World's dominant intelligent race. The current population of Men on the Warhammer World numbers in the hundreds of millions.

Humans are noted for their desire to understand and influence their environment, seeking to explain and manipulate phenomena through science, philosophy, mythology, and religion. This natural curiosity has led to the development of advanced tools and skills, which are passed down culturally, though cultural stagnation or even retrogression is possible, as the grim history of the Elder Races of the Warhammer World so readily demonstrates.”—Warhammer Wiki

Mankind is home to cultures of various nationalities across the world. While the Empire is the dominant human civilization, there are non-the-less civilizations from other realms who rise into history, with warriors of such renown their enemies fear to even whisper their names. This fan supplement for *Warhammer Fantasy Roleplay 4E* provides unique Careers with their own special starting Talents/Traits based on the unique lands they hail from, along with their nation exclusive Careers that make them distinct from those in the Core Book and the Empire in general. Liberties are made regarding lore for some factions lacking details and are added to provide unique mechanics based on real history and mythology. All Nation Races are intended for use for all careers, not just the homebrew careers. Reikspiel is presumed to be known to all characters, and all races are expected to know at least one of their native languages fluently. Alongside these additions brand new Talents, Religions, Lore of Magics and Trappings have been added, including a major expansion to weaponry and new mounts with availability based on its reasonable purchasable status relative to the Empire.

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Additional sources of information, quotes and inspiration include the **Warhammer.wiki** and **WHFRP 2E** including: *Companion*, *Knights of the Grail*, *Realm of the Ice Queen* and *Sigmar's Heirs*.

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Warhammer Nations

Albion

Skills: Athletics, Climb, Cool, Endurance, Intimidate, Lore (Albion), Lore (Beasts or Monsters), Melee (Basic), Melee (Polearm), Outdoor Survival, Ranged (Throwing), Stealth (Rural)
Talents: Resistance (Mutation), Stone Soup, Strider (Marshes), Warrior Born, Very Strong or Very Resilient

Araby

Skills: Art (Any), Evaluate, Gossip, Haggle, Language (Bretonnian), Language (Indan or Wastelander), Lore (City State), Melee (Basic), Navigation, Pray, Ride (Camel or Horse), Sail
Talents: Nimble Fingered or Suave, Read/Write or Craftsman (Any), Resistance (Heat) or Strider (Deserts), City State Trait (Any)

City State Traits:

- Copher:** Briber or Dealmaker, One Random Talent
- Al-Haik:** Alley Cat or Fast Hands, One Random Talent
- El-Kalabad:** Two Random Talents
- Lashiek:** Sea Legs or Sturdy, One Random Talent
- Martek:** Craftsman (Mining) or Tunnel Rat, One Random Talent
- Sudenberg:** Linguistics or Numismatics, One Random Talent
- Antoch:** Marksman or Warrior Born, Prejudice (Bretonnians)
- Sartosa:** Criminal, One Random Talent
- Nomad:** Stone Soup, One Random Talent

Bretonnia (Peasantry)

Skills: Animal Care, Charm Animal, Cool, Endurance, Gossip, Haggle, Lore (Dukedom), Lore (Agriculture), Melee (Basic), Ranged (Bow), Ride (Horse), Trade (Farming or Mining)
Talents: Nimble Fingered or Very Resilient, Stone Soup, Strong Back, Dukedom Trait (Any)

Bretonnia (Nobility)

Skills: Charm Animal, Charm, Cool, Gossip, Haggle, Language (Any), Leadership, Lore (Dukedom), Lore (Politics), Melee (Basic or Two-handed), Pray, Ride (Horse)
Talents: Noble Blood, Read/Write, Suave or Warrior Born, Dukedom Trait (Any)

Dukedom Traits:

- L'Anguillan:** Deal Maker or Old Salt, One Random Talent
- Aquitaine:** Coolheaded, One Random Talent
- Artois:** Hatred (Beastmen), Very Resilient or Very Strong
- Bastonne:** Stout-Hearted, One Random Talent
- Bordeaux:** Carouser or Seas Legs, One Random Talent
- Brionne:** Artistic or Perfect Pitch, One Random Talent
- Carcassonne:** Warrior Born, One Random Talent
- Couronne:** Craftsman (Ferrier) or Trick Riding, One Random Talent
- Gisoreux:** Seasoned Traveler or Strider (Mountains), One Random Talent
- Lyonese:** Cat-tongued or Schemer, One Random Talent
- Montfort:** Hardy, One Random Talent
- Mousillon:** Strong-Minded, One Random Talent
- Parravon:** Animal Affinity or Sixth Sense, One Random Talent
- Quenelles:** Hatred (Greenskins), One Random Talent

Cathay

Skills: Art (Any), Charm, Climb, Gossip, Haggle, Language (Indan), Language (Nipponese), Language (Wastelander), Leadership, Lore (Province), Melee (Basic), Ranged (Bow)
Talents: Coolheaded or Savvy, Read/Write or Linguistics, Provincial Trait (Any)

Provincial Traits:

- Weijin:** Three Random Talents
- Nan-Gau:** Craftsman (Engineering) or Warrior Born, Two Random Talents
- Fu-Chow:** Fisherman, Sea Legs, One Random Talent
- Shang-Yang:** Suave, Two Random Talents
- Xianbei:** Hatred (Skaven), Warrior Born, One Random Talent
- Yuanjin:** Coolheaded or Craftsman (Mining), Two Random Talents
- Han Kuo:** Very Resilient or Very Strong, Two Random Talents

Estalia

Skills: Athletics, Bribery, Charm, Consume Alcohol, Entertain (Storytelling), Gossip, Language (Bretonnian), Language (Tilean), Language (Arabic), Lore (Region), Perform (Jota), Sleight of Hand
Talents: Nose for Trouble, Savvy or Suave, Region Trait (Any)

Region Traits:

- Aradón:** Coolheaded, Two Random Talents
- Catlinia:** Cat-Tongued, Two Random Talents
- Vanlen:** Gregarious, Two Random Talents
- Navarr:** Mimic, Two Random Talents
- Castill:** Stout-Hearted, Two Random Talents
- Laon:** Hardy, Two Random Talents
- Gaellica:** Field-Dressing, Two Random Talents
- Vasconia:** Lightning Reflexes, Menacing, One Random Talent
- Andal:** Craftsman (Trade), Read/Write, One Random Talent
- Murc:** Beneath Notice, Two Random Talents
- Portul:** Sharp, Read/Write, One Random Talent
- Sartosa:** Criminal, Two Random Talents

Ind

Skills: Animal Care, Charm, Cool, Endurance, Gossip, Haggle, Language (Arabyan), Language (Cathayan), Language (Wastelander), Lore (Kingdom), Melee (Basic), Ranged (Throwing)
Talents: Lightning Reflexes or Suave, Luck, Resistance (Heat), Kingdom Trait (Any)

Kingdom Traits:

- Kingdom of Bhalluka:** Hatred (Demons), One Random Talent
- Kingdom of Gandharva:** Pure Soul, One Random Talent
- Kingdom of Singha:** Roughrider or Seasoned Traveler, One Random Talent
- Kingdom of Lakshana:** Artistic or Nimble Fingered, One Random Roll
- Kingdom of Panchala:** Two Random Talents
- Kingdom of Kosala:** Dealmaker, One Random Roll
- Kingdom of Kurya:** Warrior Born, One Random Talent

Kislev (Gospodar)

Skills: Animal Care, Charm Animal, Cool, Evaluate, Gossip, Haggle, Language (Norse or Wastelander), Language (Ungol), Leadership, Lore (Kislev), Melee (Basic), Ride (Horse)

Talents: Resistance (Cold), Suave or Savvy, Very Resilient or Very Strong, Provincial Trait (Any)

Kislev (Ungol)

Skills: Animal Care, Charm Animal, Cool, Drive, Gossip, Intimidate, Language (Gospodarinyi), Lore (Kislev), Melee (Basic), Melee (Brawling), Outdoor Survival, Ranged (Bow)

Talents: Hardy, Resistance (Cold), Marksman or Warrior Born, Provincial Trait (Any)

Provincial Traits:

- Northern Kislev:** Night Vision, One Random Talent
- Eastern Kislev (Praag):** Strong-Minded, One Random Talent
- Western Kislev (Erengard):** Old Salt or Sea Legs, One Random Talent
- Southern Kislev (City of Kislev):** Two Random Talents

Nippon

Skills: Charm, Cool, Gossip, Haggle, Language (Cathayan), Language (Wastelander), Leadership, Lore (Nippon), Melee (Basic), Ranged (Bow), Sail, Swim

Talents: Sixth Sense, Warrior Born or Sharp, Clan Trait (Any)

Clan Traits:

- Northern Clans:** Suave., Two Random Talents
- Eastern Clans:** Lightning Reflexes, Two Random Talents
- Western Clans:** Savvy, Two Random Talents
- Southern Clans:** Very Resilient, Two Random Talents

Norsca

Skills: Athletics, Climb, Consume Alcohol, Cool, Endurance, Intimidate, Lore (Norsca), Melee (Basic or Two-handed), Outdoor Survival, Perception, Sail, Swim

Talents: Big (*WHFRP 4E Core Rulebook* page. 338), Hardy, Night Vision, Resistance (Cold), Tribe Trait (Any)

Tribe Traits:

- Bjornlings Tribe:** Strong Back or Very Strong
- Skaelings Tribe:** Sharp or Sixth Sense
- Sarls Tribe:** Lightning Reflexes or Strider (Snow)
- Baersonslingers Tribe:** Sturdy or Very Resilient
- Skeggi Tribe:** Coolheaded or Resistance (Corruption)

Tilea

Skills: Art (Any), Bribery, Charm, Consume Alcohol, Entertain (Storytelling), Gossip, Language (Estalian), Language (Bretonnian), Lore (Politics), Lore (City State), Sail, Sleight of Hand

Talents: Gregarious, Read/Write, Sharp or Suave, City State Trait (Any)

City State Traits:

- Remas:** Etiquette (Merchants), One Random Roll
- Luccini:** Etiquette (Cultists), One Random Roll
- Trantio:** Etiquette (Artists), One Random Roll
- Pavona:** Etiquette (Carpenters), One Random Roll
- Verezzo:** Etiquette (Politicians), One Random Roll
- Sartosa:** Etiquette (Pirates), One Random Roll
- Miragliano:** Etiquette (Rat Catchers), One Random Roll
- Tobaro:** Etiquette (Miners), One Random Roll
- New World Colonies:** Etiquette (Adventurers), One Random Roll

Westerland (Marienburg)

Skills: Bribery, Charm, Cool, Evaluate, Gossip, Haggle, Language (Arabyan or Bretonnian), Language (Cathayan or Nipponese), Language (Estalian or Tilean), Lore (Westerland), Sail, Trade (Any)

Talents: Briber, Deal Maker, Savvy or Suave, Two Random Rolls



Old World Map created by Andreas Blicher

Provinces of the Empire

Averland

Skills: Animal Care, Charm Animal, Entertain (Speeches), Gossip, Language (Bretonnian), Language (Khazalid), Language (Mootish), Leadership, Lore (Averland), Melee (Basic), Ride (Horse), Trade (Farmer or Miner)

Talents: Hatred (Greenskins), Suave, 3 Random Talents

Hochland

Skills: Animal Care, Charm, Cool, Haggle, Lore (Hochland), Melee (Basic), Outdoor Survival, Perception, Ranged (Blackpowder or Bow), Secret Signs (Hunters), Stealth (Rural), Track

Talents: Marksman or Sharp, Rover, 3 Random Talents

Middenland

Skills: Athletics, Animal Care, Cool, Endurance, Evaluate, Intimidate, Language (Bretonnian), Language (Wastelander), Leadership, Lore (Middenland), Melee (Basic), Melee (Two-handed)

Talents: Menacing, Warrior Born or Coolheaded, 3 Random Talents

Nordland

Skills: Consume Alcohol, Cool, Gossip, Haggle, Language (Norse), Language (Wastelander), Lore (Nordland), Melee (Basic), Ranged (Throwing), Row, Sail, Swim

Talents: Hardy, Stout-hearted, Very Resilient or Very Strong, 2 Random Talents

Ostermark

Skills: Consume Alcohol, Cool, Endurance, Haggle, Intimidate, Intuition, Language (Gospodarinyi), Language (Ungol), Leadership, Lore (Ostermark), Lore (Undead), Melee (Basic or Polearm)

Talents: Hatred (Undead), Marksman or Coolheaded, 3 Random Talents

Ostland

Skills: Cool, Endurance, Gamble, Intimidate, Language (Gospodarinyi), Language (Ungol), Lore (Ostland), Melee (Basic), Navigation, Outdoor Survival, Sail, Swim

Talents: Stone Soup, Very Resilient, 3 Random Talents

Reikland

Skills: Animal Care, Charm, Cool, Evaluate, Gossip, Haggle, Language (Bretonnian), Language (Wastelander), Leadership, Lore (Reikland), Melee (Basic), Ranged (Bow)

Talents: Doomed, Savvy or Suave, 3 Random Talents

Stirland

Skills: Bribery, Cool, Evaluate, Gossip, Haggle, Language (Mootish), Leadership, Lore (Stirland), Melee (Basic), Ranged (Bow), Sleight of Hand, Stealth (Rural or Urban)

Talents: Hatred (Undead), Savvy or Suave, 3 Random Talents

Talabecland

Skills: Animal Care, Charm Animal, Cool, Gossip, Haggle, Lore (Talabecland), Melee (Basic), Navigation, Outdoor Survival, Perception, Ranged (Bow), Track

Talents: Accurate Shot, Marksman, 3 Random Talents

Wissenland

Skills: Animal Care, Cool, Endurance, Haggle, Intuition, Language (Bretonnian), Language (Estalian or Tilean), Leadership, Lore (Wissenland), Melee (Basic), Ranged (Blackpowder), Trade (Farmer or Miner)

Talents: Coolheaded, Iron Will, 3 Random Talents



Empire Map created by donheart



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Regiments of the Empire

“By decree of Magnus the Pious, every province and city-state in the Empire of Man must maintain a State or Provincial Army at its own expense. Together, these regional forces make up the Imperial Army, the force that mans the Empire's fortresses, patrols the Empire's borders, repels the Empire's invaders, and, in many places, acts as local law-enforcement. These soldiers are armed with a variety of weapons, the most common being the Halberd, Sword, and Spear.

Since its existence, the Empire of Man has always been a nation born and bred for war, fighting off foes uncountable with the will, the steel, and the faith of their patriotic citizenry. With an unending chain of constant warfare, the armies of the Empire are brimmed with grizzled Veterans of many campaigns, each one lead by an even greater man of strength, valor and heroic leaderships. As their nation progress throughout the centuries, innovations and inventions were re-engineered for the use of warfare, with the armies of the Empire now stockpiled with large quantities of devastating black-powder weaponry and the technological marvels of the 25th century.”—Warhammer Wiki

Through centuries of blood and war, each province has perfected its own unique forms of warfare, each with regiments of renown specializing in different weaponry, tactics and cultures. They are shaped just as much by the heraldry and traditions of their home province as they are by the grim realities of war. While the Empire is a unified force of man and order against the dangers of Chaos, it is its many parts, from Reikland to Ostland, spread across its many provinces that gives it its true edge. It's its military reflects that quality the most.

These bonuses are granted to those who select the Soldier Career in the WFRP 4E Core Book (pg. 115) and dedicate themselves to a specific province of the Empire. The bonuses increase as the Soldier PC progresses in their career, starting from **Recruit** to **Officer**. Please consult the GM before making any homebrew modifications towards your character. Your character must originate from the Empire and their respective Province, with the exception of Marienburg, to qualify for these Regimental bonuses.

All Lore Skills and Talents granted to the soldier by their Regiment are treated as if added to their Career and may be purchased and advanced as normal. If you leave your Regiment under any conditions, such as being discharged or changing Careers, you maintain all additional Skills and Talents; however, you will not be eligible to join or maintain employment with any special unit until or during your third Career level, with the exception of Marienburg who hires anyone.

Aldorf

Recruit: You gain the Lore (Reikland) Skill.
Soldier: You gain the Nose for Trouble Talent.
Sergeant: You gain the Lore (Sigmar) Skill.
Officer: You gain the Schemer Talent.
Uniform Colors: Red and Blue.

Averland

Recruit: You gain the Lore (Averland) Skill.
Soldier: You gain the Etiquette (Dwarfs) Talent.
Sergeant: You gain the Lore (Dwarfs or Greenskins) Skill.
Officer: You gain the Combat Reflexes Talent.
Uniform Colors: Yellow and Black.

Hochland

Recruit: You gain the Lore (Hochland) Skill.
Soldier: You gain the Sharpshooter Talent.
Sergeant: You gain the Lore (Blackpowder) Skill.
Officer: You gain the Sniper Talent.
Uniform Colors: Red and Green.

Marienburg

Recruit: You gain the Lore (Westerland) Skill.
Soldier: You gain the Dog of War Talent.
Sergeant: You gain the Lore (Taxes) Skill.
Officer: You gain the Wealthy Talent.
Uniform Colors: Red, Blue and Yellow.

Middenland

Recruit: You gain the Lore (Middenland) Skill.
Soldier: You gain the Strike Mighty Blow Talent.
Sergeant: You gain the Lore (Beastmen or Ulric) Skill.
Officer: You gain the Resolute Talent.
Uniform Colors: Blue and White.

Nordland

Recruit: You gain the Lore (Nordland) Skill.
Soldier: You gain the Sea Legs Talent.
Sergeant: You gain the Lore (Manann or Norscans) Skill.
Officer: You gain the Old Salt Talent.
Uniform Colors: Blue and Yellow.

Nuln

Recruit: You gain the Lore (Wissenland) Skill.
Soldier: You gain the Craftsman (Bladesmith or Gunsmith) Talent.
Sergeant: You gain the Lore (Armory) Skill.
Officer: You gain the Master Tradesman (Bladesmith or Gunsmith) Talent.
Uniform Colors: Black.

Ostermark

Recruit: You gain the Lore (Ostermark) Skill.
Soldier: You gain the Menacing Talent.
Sergeant: You gain the Lore (Morr or Undead) Skill.
Officer: You gain the Relentless Talent.
Uniform Colors: Purple and Yellow or White.

Ostland

Recruit: You gain the Lore (Ostland) Skill.
Soldier: You gain the Hardy Talent.
Sergeant: You gain the Lore (Beastmen or Norscans) Skill.
Officer: You gain the Robust Talent.
Uniform Colors: Black and White.

Reikland

Recruit: You gain the Lore (Reikland) Skill.
Soldier: You gain the Blather Talent.
Sergeant: You gain the Lore (Empire) Skill.
Officer: You gain the Master Orator Talent.
Uniform Colors: White.

Stirland

Recruit: You gain the Lore (Stirland) Skill.
Soldier: You gain the Rover Talent.
Death Jacks: You gain the Lore (Undead) Skill.
Officer: You gain the Resistance (Disease) Talent.
Uniform Colors: Green and Yellow.

Talabecland

Recruit: You gain the Lore (Talabecland) Skill.

Soldier: You gain the Orientation Talent.

Sergeant: You gain the Lore (Riverways) Skill.

Officer: You gain the River Guide Talent.

Uniform Colors: Red and Yellow.

Talabheim

Recruit: You gain the Lore (Talabecland) Skill.

Soldier: You gain the Strider (Woodlands) Talent.

Sergeant: You gain the Lore (Taal) Skill.

Officer: You gain the Fleet Footed Talent.

Uniform Colors: Red and White.

Wissenland

Recruit: You gain the Lore (Wissenland) Skill.

Soldier: You gain the Strong-minded Talent.

Sergeant: You gain the Lore (Dwarfs) Skill.

Officer: You gain the Pure Soul Talent.

Uniform Colors: Grey and White.

Regiments of Renown

While most Empire troops wear their provincial or city-state colors, there are notable exceptions that do not follow this tradition. Some regiments have performed legendary feats on past battlefields that are forever commemorated by a symbolic change of uniform design or color. Other unorthodox formations adopt the style of a maverick leader or develop their own heritage over the course of long campaigning. Age-old enemies, unique fighting tactics, or even a chance to embellish their own mythic reputation have all been reason enough for regiments to adopt non-standard colors and symbols.

At your third Career level, some provinces gain the option for you to enlist in a special Regiment based on your skill, performance or reputation on the battlefield, and possibly your Province of origin, providing you an additional Talent to purchase and a unique trapping upon enlistment. However, your Career 3 rank is reverted to Soldier, as you are abandoning a potential promotion as a Sergeant to join a more elite unit, but your Social Status for Career 3 remains the same. You will still have access to all Skills and Talents available at Career 3 and 4, including the Regiment Skills and Talents from your home province, but you gain none of the Trappings received at Career 3 and you still receive orders on the same level as a Career 2 Soldier. You will regain your authority once you progress to Career 4 as an Officer, and all Trappings as listed are granted as normal.

Some special Regiments only recruit locally, while others recruit anyone who has proven themselves in a way sufficient enough to be worthy of enlisting. It is the GM's discretion as to who, why and how the PC is allowed to join.

Altdorf Company of Honor

Province: Altdorf/Reikland.

Trappings: Reiksplat Cuirass, Yellow Plumed Helm.

Talent: You gain the Commanding Presence Talent.

Uniform Colors: Red and Blue.

Carroburg Great Swords

Province: Middenland/Reikland.

Trappings: Carroburg Greatsword.

Talent: You gain the Combat Master Talent.

Uniform Colors: Red and Silver.

Death Jacks

Province: Stirlind.

Trappings: Death Jack Bow.

Talent: You gain the Deadeye Shot Talent.

Uniform Colors: Green, Yellow and Red.

Fireloques of Ferlangen

Province: Ostland.

Trappings: Bone Charms, Quality Handgun.

Talent: You gain the Accurate Shot Talent.

Uniform Colors: Black and White.

Gründel's Defenders

Province: Wissenland.

Trappings: Any Rare Polearm, Large Shield.

Talent: You gain the Iron Jaw Talent.

Uniform Colors: Black and Red.

Helhunen's Redeemers

Province: Stirlind.

Trappings: Religious Symbol, Silver Bullets *or* Bolts *or* Arrows, Silvered Melee Weapon (Any), Wooden Stakes.

Talent: You gain the Hatred (Undead) Talent.

Uniform Colors: Black and Tan.

Sterntower Marksmen

Province: Wissenland.

Trappings: Signal Flares, Quality Handgun *or* Heavy Crossbow.

Talent: You gain the Sniper Talent.

Uniform Colors: Grey, White and Red.

The Death's Heads

Province: Ostermark.

Trappings: Metal Skull Mask, Quality Halberd *or* Large Shield.

Talent: You gain the Fearless (Undead) Talent.

Uniform Colors: Black, Red and Yellow.

The Swords of Ulric

Province: Middenland.

Trappings: Quality Sword *or* Axe *or* Hammer, Yellow Shield with Ulric's Symbol.

Talent: You gain the Strike to Injure Talent.

Uniform Colors: Blue and White.

Van Klumpf's Buccaneers

Province: Marienburg.

Trapping: Any Exotic Item, 100 GC.

Talent: You gain the Sea Legs Talent.

Uniform Colors: Red, Blue and Yellow.

Von Kragzburg Guard

Province: Averland.

Trapping: Any Two Rare Items, 50 GC.

Talent: You gain the Dog of War Talent.

Uniform Colors: Yellow and Black.

Knightly Orders of the Empire

“The **Knightly Orders of the Empire** are a heroic brotherhood of armored warriors who ride into battle atop mighty barded warhorses and sometimes other, more exotic creatures into battle. Knights are magnificent figures, clad in gleaming Full Plate Armor crafted by Dwarfen smiths, armed with weaponry of the finest quality. To become a Knight is also to become one of the most elite warriors the Empire has to offer.

Because the cost of individual knightly training is prohibitively expensive, many sons of the Imperial nobility choose to join one of the many brotherhoods located throughout the Empire to progress through society, and as such, the Knightly Orders come in many different shape and sizes. Some of these Orders, like the Knights Griffon, only recruit from the local nobility, while others become templars of a particular Imperial deity, such as the zealous Knights of Sigmar's Blood or the Knights of the White Wolf. Some are well known throughout the Empire, while others are quite small, relatively unknown sects valiantly doing their part to make the Empire a safer place for Men to live.

Although the common people might find little distinction between the many Knight Orders of the Empire, upon closer observation, one will realize that there are two distinct types of Knightly Orders within the Empire itself. These types are divided between the common **Secular Orders** (An Order of Knights with no specific allegiance to a Ruler or Religion), and a **Templar Order** (An Order founded for the purpose of servitude to a particular god).”—Warhammer Wiki

These bonuses are granted to those who select the Knight Career in the WFRP 4E Core Book (pg. 111) and dedicate themselves to a specific order of knights. The bonuses increase as the Knight PC progresses in their career, starting from **Squire** to **Knight of the Inner Circle**. Please consult the GM before making any homebrew modifications towards your character. Your character must originate from the Empire to qualify for these Orders. Weapon Skill bonuses apply to all weapons listed, not just one. Weapon Skill bonuses do not stack with multiple weapons that grant the same bonus within the same order: Hammer + Shield ≠ +20 WS.

All Lore Skills and Talents granted to the knight by their Orders are treated as if added to their Knight Career and may be purchased and advanced as normal. If you leave your Order under any conditions, such as being excommunicated or leaving of your own will, you lose the WS Bonuses, ability to purchase your additional Talents if not already purchased, and the final abilities you unlock at First Knight.

Order of the Blazing Sun

Squire: You gain the Lore (Myrmidia) Skill.

Knight: You gain a +10 to your WS Tests when using Lances or Spears.

First Knight: You gain the Fearless (Everything) Talent.

Knight of the Inner Circle: Any Spears you wield automatically gain the *Spear of Myrmidia* Miracle at the start of an encounter.

Heraldry: Black and Gold, The Sun Emblem.

Knights of the White Wolf

Squire: You gain the Lore (Ulric) Skill.

Knight: You gain a +10 to your WS Tests when using any One and Two-handed Hammers or Axes.

First Knight: You gain the Hatred (Beastmen) and Hatred (Greenskins) Talent.

Knight of the Inner Circle: Any Axes you wield automatically gain the *Winter's Bite* Miracle at the start of an encounter.

Heraldry: White and Gold, Fur-Pelts and Wolf Sigils.

Order of the Black Bear

Squire: You gain the Lore (Monsters) Skill.

Knight: You gain a +10 to your WS Tests when using any Polearms.

First Knight: You gain the Slayer Talent.

Knight of the Inner Circle: You now deal two Critical Wounds on any Monster after a successful Melee Attack that deals a Critical Hit. You also ignore the Impenetrable Quality for all Critical Hits.

Heraldry: Black and Red, Bear Paw Sigil.

Knights Griffon

Squire: You gain the Lore (Sigmar).

Knight: You gain a +10 to your WS Tests when using any One-handed and Two-handed Swords or Swordbreakers.

First Knight: You gain the Hatred (Demons) Talent.

Knight of the Inner Circle: You now deal two Critical Wounds on any Servants of Chaos after a successful Melee Attack that deals a Critical Hit. You also ignore the Impenetrable Quality for all Critical Hits.

Heraldry: Black and Yellow, with Blue, Green, and Burgundy Plumes, Griffon Sigil.

Knights Panther

Squire: You gain the Lore (Beastmen) and Lore (Mutants) Skills.

Knight: You gain a +10 to your WS Tests when using Lances, Flails or any Hand Weapons.

First Knight: You gain the Hatred (Beastmen), Hatred (Mutants) and Hatred (Chaos Cultists) Talents.

Knight of the Inner Circle: You gain the Champion Trait when fighting your most hated foes.

Heraldry: Blue and Gold, Panther Sigil.

Grand Order of the Reiksguard

Squire: You gain the Lore (Empire) Skill.

Knight: You gain a +10 to your WS Tests when using any Lances, Two-handed Swords or Shields.

First Knight: You gain the Drilled Talent.

Knight of the Inner Circle: You gain a permanent +10 Fellowship and +10 Willpower to your characteristics (these count as Talent Advances); moreover, you may choose 3 Empire Province Racial Skills to give a free +5 Advances to.

Heraldry: White and Red, The Emperor's sigil.

Templars of the Everlasting Light

Squire: You gain the Lore (Chaos) Skill.

Knight: You gain a +10 to your WS Tests when using Lances or Polearms.

First Knight: You gain the Fearless (Everything) Talent.

Knight of the Inner Circle: In your hands, all lances count as magic weapons and do +2 additional damage while mounted and Charging. They also lose the Improvised Weapon effect if used on a round you haven't Charged. If you wield a lance that is already magical, its damage is increased by +1.

Heraldry: Lit Candles, Forked Candle Flames.

Order of the Broken Sword

Squire: You gain the Lore (Beastmen) and Lore (Mutants) Skills.

Knight: You gain a +10 to your WS Tests when using any One or Two-handed Swords.

First Knight: You gain the Hatred (Beastmen) Talent.

Knight of the Inner Circle: At the start of each encounter against Servants of Chaos, you may reverse the dice of any Opposed Melee Test, if it will help you succeed, up to three times each encounter.

Heraldry: Silver, Gold, Red and Blue, Skull and Sword Symbol.

Order of the Sacred Scythe

Squire: You gain the Lore (Morr) and Lore (Undead) Skills.

Knight: You gain a +10 to your WS Tests when using any Halberds or Flails.

First Knight: You gain the Hatred (Undead) Talent.

Knight of the Inner Circle: You now deal two Critical Wounds on any Undead on a Melee Attack that deals a Critical Hit. You also ignore the Impenetrable Quality for all Critical Hits.

Heraldry: Black, Skull Sigil.

Knights of Sigmar's Blood

Squire: You gain the Lore (Sigmar) Skill.

Knight: You gain a +10 to your WS Tests when using Lances or Flails.

First Knight: You gain the Hatred (Any) Talent.

Knight of the Inner Circle: You gain the Tough and Fast Traits.

Heraldry: Silver and Red, Sigmar Sigil.

Knights of Morr

Squire: You gain the Lore (Morr) Skill.

Knight: You gain a +10 to your WS Tests when using Halberds or Two-handed Swords.

First Knight: You gain the Hatred (Undead) and Hatred (Witches) Talents.

Knight of the Inner Circle: You gain the Champion Trait when fighting your most hated foes.

Heraldry: Black, Sigil of a Skeleton Wielding a Scythe.

Order of the Golden Lion

Squire: You gain the Lore (Greenskins) and Lore (Sigmar) Skills.

Knight: You gain a +10 to your WS Tests when using Spears or Shields.

First Knight: You gain the Hatred (Greenskins) Talent.

Knight of the Inner Circle: At the start of each encounter against Greenskins, you may reverse the dice of any Opposed Melee Test, if it will help you succeed, up to three times each encounter.

Heraldry: Grey and Red, Gold Lion Sigil.

Knights Encarmine

Squire: You gain the Lore (Politics) and Lore (Etiquette) Skills.

Knight: You gain a +10 to your WS Tests when using Rapiers or Swordbreakers.

First Knight: You gain the Dual Wielder and the Ambidextrous Talents.

Knight of the Inner Circle: You are Immune to Psychology.

Heraldry: Red Armor, Red, White and Green Plumage and Myrmidian Symbol.

Order of the Hammer of Sigmar

Squire: You gain the Lore (Greenskins) and Lore (Sigmar) Skills.

Knight: You gain a +10 to your WS Tests when using any One or Two-handed Hammers or Flails.

First Knight: You gain the Hatred (Greenskins) Talent.

Knight of the Inner Circle: You gain the Champion Trait when fighting your most hated foes.

Heraldry: Grey, White and Red, Hammer Sigil.

Order of the Fiery Heart

Squire: You gain the Lore (Chaos) and Lore (Sigmar) Skills.

Knight: You gain a +10 to your WS Tests when using any One-handed or Two-handed Hammers or Shields.

First Knight: You gain the Hatred (Chaos Cultists) and Hatred (Greenskins) Talent.

Knight of the Inner Circle: Any Hammers you wield automatically gain the *Sigmar's Fiery Hammer* Miracle at the start of an encounter.

Heraldry: White Surcoats, Red Heart Symbol with Black Cross Emblem.

Order of the Black Rose

Squire: You gain the Lore (Undead) Skill.

Knight: You gain a +10 to your WS Tests when using any Polearms.

First Knight: You gain the Hatred (Undead) Talent.

Knight of the Inner Circle: At the start of each encounter against Undead, you may reverse the dice of any Opposed Melee Test, if it will help you succeed, up to three times each encounter.

Heraldry: Black and Red, Black Rose with Green Stem Against a Red Field Symbol.

Order of the Reikshammer

Squire: You gain the Lore (Reikland) and Lore (Ubersreik) Skills.

Knight: You gain a +10 to your WS Tests when using any Hand Weapons with a Shield, Halberds or Two-handed Swords.

First Knight: You gain the Hatred (Skaven), Hatred (Norscans) and Hatred (Beastmen) Talents.

Knight of the Inner Circle: When outnumbered in melee, the knight gains the same Combat Difficulty Modifiers to hit as their enemies would. This bonus applies even if the knight has the Combat Master Talent, which would deny their enemies the outnumbering bonus.

Heraldry: Black, White and Red, Ubersreik's Sigil.



Arms of Edinburgh and Arms of Manchester by Arthur Charles Fox-Davies, 1909



Spanish Heraldry by Philip II, 25 November 1566

Brettonnian Knight

Brettonnian Noble

Brettonnia is a nation that prides itself on the idea of chivalry and honor. Since the ancient human tribes of the Bretonni first set lands in the great country we know as Brettonnia, its people strong an independent from the Empire founded under the great warrior Sigmar. Under their own rulership they built a powerful feudal system with its backbone lying with the numerous noble knights that defend the realm with martial skill and honor in combat.

Since Brettonnia's unification under the great Gilles and the Companions, there is a near constant call to arms, as Knight Errants pour out of every dukedom ready to serve the Lady of the Lake. The legendary heavy cavalry of Brettonnia is said to share no equal, though many have tried, and through centuries of bloodshed and constant war they have proven time and again to hold true that status. From giant beasts to roaring hoards of Greenskins and Beastmen, it is both an honor and a necessity for valiant knights to fight all horrors in martial combat that seek to challenge them and to give their lives defending the people of the realm of Brettonnia.

At an early age young pages are picked from the nobility and trained in the art of warfare and swordsmanship. After years of education and training as a squire, they are ready to be granted the status as a Knight Errant, the first line of Brettonnia's defense against evil. They serve their duty proudly, with lance in hand, and after much experience in war, travel and an eagerness to serve the Lady, the lucky few manage to gain the title of Knight of the Realm. These greater protectors of Brettonnia make up the core of the Brettonnian military and serve unquestioningly and are the most common members of the ruling elite, holding their own portions of land to protect with their life.

However, the most pious, honorable and distinguished knights require more. The most devoted to the Lady take up the Quest for the Grail putting down their lance and swearing never again to raise it until their quest has been complete and they have become the greatest of their Lady's chosen protectors—Grail Knights. These Questing Knights are those nobles who are seeking the attention of their patron goddess, the Lady of the Lake, in hopes of acquiring her blessing to obtain the status of a Grail Knight. Living a solitary existence, these men strive to prove themselves to the Lady, performing good deeds, slaying foul beasts, and aiding the armies of Brettonnia when in times of peril.

The quest is long, harsh and brutal, but if succeeded those knights who prove themselves the most pure and worthy drink from the grail given by the Lady, and if they survive, they become her Grail Knights. These Knights are the very pinnacle of Brettonnian chivalry, honor, and bravery. Those Questing Knights who have drunk from the Holy Grail are blessed with the powers of the Lady and have thus been proven worthy to become Grail Knights. To obtain the position of a Grail Knight is the ultimate goal for all knights, and to become one is to be the very embodiment of a holy warrior. It is said that these knights are the greatest of mankind's warriors to walk the earth.

"I give my body, heart and soul, to the Lady whom I seek. No plea for help shall find me wanting. No obstacle will stand before me. No evil will taint the lands bequeathed unto me. When the clarion call is sounded, I will ride out and fight in the name of Liege and Lady. That which is sacrament, I shall preserve. That which is sublime, I will protect. That which threatens, I will destroy, for my holy wrath will know no bounds. Honour is all. Chivalry is all. Rejoice, for we, the Knights of Brettonnia... will be your shield."

—The combined vows of the Knights of Brettonnia.

Brettonnian Knight Advance Scheme

Starting Characteristics: Weapon Skill, Strength, Agility and Intelligence

Career Rank 2 Characteristic: Willpower

Career Rank 3 Characteristic: Fellowship

Career Rank 4 Characteristic: Toughness

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✠		✠	☀		✠		✠	✠	☠

✠ Knight Errant—Gold 1 (Warrior)

Skills: Athletics, Animal Care, Lore (Heraldry), Lore (The Lady), Melee (Basic), *Melee (Cavalry)*, Pray, Ride (Horse)

Talents: Etiquette (Nobles or Cultists), Roughrider, Sturdy, Knightly Virtue

Trappings: Destrier with Saddle and Tack, Full Mail Armor with Helm, Hand Weapon, Shield, Tabard Depicting Dukedom

✠ Knight of the Realm—Gold 3

Skills: Cool, Dodge, Endurance, Intimidate, Language (Battle), Melee (Flail or Two-handed)

Talents: Bless (The Lady), Fearless (Everything), Shieldsman, Strike Mighty Blow

Trappings: Horse Barding, Land in Brettonnia (Several Acres), Servants

☉ Questing Knight—Silver 3 (Gains Virtue of the Quest)

Skills: Charm, Consume Alcohol, Heal, Leadership

Talents: Holy Visions, Seasoned Traveler, Stout-hearted, Unshakeable

Trappings: Quality Melee Weapon (Any), Your Grail Quest

♥ Grail Knight—Gold 10 (Removes Virtue of the Quest)

Skills: Lore (Warfare), Ride (Hippogryph or Pegasus)

Talents: Grail Virtue, Inspiring, Iron Will, Strike to Injure

Trappings: Best Quality Weapon (Any), Best Quality Plate Armor and Helm, Religious Relic, Tabard with Grail Heraldry



Romance of King Arthur, Sir Lancelot & Dragon, 1917

A True Knight of Bretonnia

Blessings of the Lady:

Battle	Courage	Fortune	Might	Protection	Righteousness
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Knightly Virtue

Max: 4

You may select one virtue per Talent level. This Virtue cannot be retracted or upgraded, and you may purchase one additional virtue per Career Advancement. Once you select a Virtue you are beholden to the Bretonnian Code of Chivalry and must abide by its Seven Commandments and Rules of Honor, or suffer Sin Points:

Seven Commandments

- To serve the Lady of the Lake.
- To defend the domains entrusted to them.
- To protect the weak and fight for the right.
- Always to fight the enemies of virtue and order.
- Never to give up the fight until the foe be defeated.
- Never to break faith with a friend or ally.
- Always to display honor and courtesy.

Rules of Honor

- A knight may only fight hand-to-hand, with sword or lance; they may not use a missile weapon.
- A knight shall always accept a challenge towards personal combat.
- A knight shall not draw sword against their fellow Bretonnian knights, except in trial by combat or within a tournament.
- A knight shall not allow themselves to be captured alive.
- A knight shall not flee from the enemy, nor retreat without proper tactical cause.

Virtue of Audacity - If an opponent's Strength Bonus is higher than yours, use its value in place of your own for the purpose of calculating Damage. If your SB is higher, ignore 1 TB from your enemy per 2 SB you have over theirs.

Virtue of Confidence - Whilst engaged in combat, as an Action you may issue a Challenge to a single opponent. Most targets of the Challenge are not obligated to accept the Challenge (though many do); Knights with any Virtue Talent must accept. For the duration of the challenge, you deal +1 Damage with your melee weapon attacks. Whilst engaged in a Challenge, you may not Challenge a new opponent in that combat until the first is defeated or has fled the battle. **You must direct all attacks towards the challenged opponent until either you or they are defeated.**

Virtue of Discipline - It is no easier to attack you when you are outnumbered. With this virtue, you negate any Combat Difficulty Modifiers your opponents would gain due to outnumbering you. This virtue does not negate any other circumstantial bonuses.

Virtue of Duty - You may pledge loyalty to up to three other characters. When you fight alongside those characters, they each gain a +5 bonus to their Weapon Skill characteristics. Unless all of them are present in a battle, you take a -10 penalty to your Weapon Skill Characteristic. This effect does not stack with other Virtue of Duty's.

Virtue of Empathy - You are a true hero of the common people. Add the Etiquette (Peasantry) Talent to any career you enter; moreover, your bonuses when influencing others of lower Status are doubled (*WHFRP 4E Core Rulebook* Page. 51). Other knights do not think less of you for talking with your social inferiors. (They may think less of you for choosing this path in the first place, however.)

Virtue of Heroism - You excel at hand-to-hand combat and your hits can prove deadly. Whenever you roll +6 SL or more on a Successful Melee Test, you may choose to forgo the additional Damage to automatically inflict a Critical Hit instead. When using the Virtue of Heroism in conjunction with an Impact or Damaging Weapon, the Impact or Damaging Quality do not apply.

Virtue of the Ideal - You are considered the pinnacle of what it means to be "Bretonnian". You may choose an additional 3 Bretonnian Noble Species Skills not previously taken to give free +3 Advances to and roll on the Random Talent Table for an additional Talent.

Virtue of the Impetuous Knight - Charge Attack has double its normal Movement distance for you. In addition to the normal +1 Advantage, you also gain a +1 bonus on the Damage of your attack. All normal conditions on a Charge Attack apply.

Virtue of the Joust - You gain +20 WS when using a Lance.

Virtue of Knightly Temper - If you successfully wound an opponent at the end of a Charge Attack, you may immediately make another free attack against the same opponent. This attack costs no actions but is otherwise the same as a Standard Attack. You are not required to make this attack (for example, if the opponent is already dead).

Virtue of Noble Disdain - You gain a +20 bonus to your Weapon Skill when fighting characters who have used a missile weapon against you or your allies. You take a permanent -20 penalty to your Ballistic Skill characteristic due to your loathing for such cowardly means even by your allies.

Virtue of the Penitent - You may not use magic items or ride steeds other than a horse. Any weapon you wield counts as magical, and the Critical Value of any Critical Hit roll made against you is reduced by -10. A Critical Hit with a value of 0 has no effect.

Virtue of Purity - You invoke the Gifts of the Lady with utmost purity. You are amongst her most devout and pious of champions, channeling her will on the battlefield like a true paladin of Bretonnia! If you roll a successful Pray Test, you can choose to either use your rolled SL, or the number rolled on your units die.

Virtue of Stoicism - You may re-roll any failed Fear or Terror Test, or any failed Test to resist Intimidation. If the re-roll succeeds, ignore the first failure.



Two crowns by Frank Bernard Dixie, 1900

Becoming a Questing Knight

Virtue of the Quest - This Talent has several effects, but they only apply whilst the character is in the career of the Questing Knight. If they complete the career and move on or abandon it to take up a different basic career, the effects of the Talent lapse. If the character completes the career and becomes a Grail Knight, the Talent is lost altogether. If they simply abandoned the Quest, they retain the Talent receiving endless visions, and if the knight re-enters the Questing Knight career its effects apply once more.

Description: You take a -50 penalty to your Weapon Skill characteristic if you have a lance. Questing Knights renounce the use of that weapon, and those with the Virtue of the Quest find it hard to break that pledge; moreover, any worldly possessions they hold are abandoned (aside from their adventuring gear, steed, weaponry and armor), be it donating all their money to a nearby Grail Chapel and renouncing any controlled land until their quest is complete. You receive visions that direct your quest. These visions lead you to the places where you should be, which normally means that they lead you into danger. At any time, you may call upon your strength of purpose to give you succor. As an Action, you may spend a Fortune Point to heal 1d10+WPB of your own Wounds.

Becoming a Grail Knight

The Grail Quest: The Questing Knight's quest is a defining feature of the how the character plays each session, both mechanically and during roleplaying. It must provide a sufficient challenge in order for the knight to logically complete the Questing Knight career and to enter the Grail Knight career, and the adventures included should have more significance than the defeat of random fringe bands of bandits, greenskins or a monster. Once the character has reached the point of advancement from Questing Knight to Grail Knight, they should be put under one last significant task by The Lady, usually consisting of 3-5 or more sessions of story content leading to their final encounter with The Green Knight.

Significance

There are many different types of significance which suit different styles of play. In one example, the Questing Knight could unearth and defeat a significant threat to the land of Bretonnia be it internal or outside its borders:

For example: This might be a secretive underground Chaos or Necromancy cult hiding in a major city or large town, an Orc warlord ravaging the local populace--possibly the beginning of an Orc WAAAGH!!!, a Bestigor gathering a war herd, or even a Norscan raiding party being led by a potential Chosen of the Chaos Gods unleashing carnage in their names.

Another method could have the events of the quest force the Questing Knight to face their weaknesses or past mistakes. Thus, a knight who failed to defend a village against an Orc attack might find themselves placed to defend a different village from a horde of Beastmen. On the other hand, a knight with a tendency to lose their temper might find themselves forced to calmly negotiate peace between two nobles or warring factions who hate each other

and have nothing but contempt for the Questing Knight and their companions.

Whilst other player characters may be involved, they are essentially following the knight on their quest. If the Questing Knight is uncovering a major threat to the land, then it's the sort of thing adventurers do anyway. If they're facing their own flaws, the other characters may feel a bit left out, so considering bridging the knight's personal journey with one or more of their companions. Perhaps the knight failed to protect one of them in a past encounter causing them to lose an eye or an arm, or gain a Corruption Point? The best thing to do here is talk to the players and see what they would be happiest doing.

The Green Knight

The final part of the quest, the confrontation with the Green Knight, is for the Questing Knight alone. The combat with the Green Knight could be a purely symbolic gesture if the Questing Knight has saved Bretonnia from a major threat, or it could be a test of whether or not the knight has the skill to back up their acts of chivalry. At this point it is up to the GM how to proceed. The Green Knight is one of, if not the most skilled duelist in Warhammer Fantasy, besting innumerable foes and being virtually immortal; however, his stats don't need to reflect this fact. The Green Knight is a test, just like any of the tests sent by The Lady to her loyal knights during the rest of their Quest. It is recommended, if you stat the Green Knight, that he acts as a counter to the knight PC, with his Characteristics, Trappings and Talents being nearly identical. Once the duel is finished (preferably in victory) the final step with the Grail Quest is all that remains.

The Lady of the Lake

The meeting with the Lady is a dramatic event. Lights shine from the lake that you meet her by. The Lady, dazzlingly beautiful, walks across water and through the mists holding the Grail for the knight to drink, and as the character drinks from the Grail they see the whole world in a new divine way. The Questing Knight hears the stories of the encounters between the greatest of Bretonnia's heroes, including the Grail Companions, and the Green Knight and the Lady. Their encounters include elements from the stories made from the experiences of the Questing Knight and the party they accompany, making it clear that the knight's journey and friendship is just as much a part of the same tradition since Bretonnia's unification. After this ceremony is concluded, the PC may select a Grail Virtue, assuming they have purchased at least one Knightly Virtue.



Knight Jousting Tournament Vintage by Karen Arnold

Grail Virtue

Max: 1

You may select one Grail Virtue after advancing to Grail Knight. This virtue cannot be retracted or upgraded and requires you've acquired the Knightly Virtue of the same name: You cannot acquire the Grail Virtue of Audacity for instance without first acquiring the Knightly Virtue of Audacity. You gain a permanent +5 bonus to your Strength and Toughness Characteristics; this does not count towards your Advances; moreover, you gain the Regenerate Trait and the Immunity (Corruption, Disease, Fatigue, Poison) Trait.

Grail Virtue of Audacity - Whenever you are engaged in melee with one or more opponents, you increase your Toughness Bonus Characteristic by +4. The bonus applies to successful melee attacks made by opponents engaged with you and lasts an amount of hits equal to your Toughness Bonus. After the bonus is expended, you cannot use the Grail Virtue of Audacity for the duration of the encounter. Attacks from larger creature's weapons no longer gain the Damaging or Impact Qualities against you due to their size difference.

Grail Virtue of Confidence - Whilst you are involved in a Challenge, all other opponents must succeed a Very Hard (-30) Weapon Skill Test to hit you. Also, you gain a +2 to your Toughness Bonus against your opponent during the duel, cannot be Feared or Intimidated by your opponent and you cannot lose Advantage if hit during the duel by enemies that are not the challenger.

Grail Virtue of Discipline - When outnumbered in melee, the knight gains the same Combat Difficulty Modifiers to hit as their enemies would. This bonus applies even though their enemies are denied the outnumbering bonus.

Grail Virtue of Duty - If you fight with those to whom you are pledged, they gain +1 bonus to their Melee Attack and +10 bonus to their Strength characteristics during the Battle. If any of those to whom you are pledged are absent, you take a -10 penalty to your Strength and Toughness characteristics. This effect does not stack from multiple Grail Virtue of Duty's.

Grail Virtue of Empathy - Add the Impassioned Zeal and Public Speaker Talents to any career you enter. You may attempt an Opposed Leadership/Willpower Test to recruit people of Brass Status or who fall under the Peasant Class as Men-At-Arms to accompany you in battles as a united fighting force under your banner. The amount determined is based on your levels in Public Speaker and the amount of people you can influence at a time plus the SL of the Test (*WHFRP 4E Core Rulebook* page. 142). If you have the Commanding Presence Talent, you may roll your Leadership Test unopposed against those who respect your authority. With Bless (The Lady), you may also grant any Blessing of the Lady for all Men-At-Arms recruited as if they were a single entity. Stats and equipment for Men-At-Arms are determined by the GM.

Grail Virtue of Heroism - If you inflict Damage on an opponent, you deal an additional number of Wounds equal to the opponent's Armor Points on that location. In addition, if you deal any Melee Damage to non-metal armor, armor has no effect in Damage reduction for the creature.

Grail Virtue of the Ideal - You gain a permanent +10 Weapon Skill and +10 Strength to your Characteristics this does not count

towards your Advances; moreover, you may choose any 3 Bretonnian Noble Species Skills to give a free +5 Advances to.

Grail Virtue of the Impetuous Knight - On a successful Melee Attack, you may now Deathblow (*Core Book*, pg. 160) any adjacent enemies and continue to Deathblow on additional successful hits an amount of times equal to your WS Bonus. All other rules on Deathblow still apply.

Grail Virtue of the Joust - In your hands, all lances count as magic weapons and deal +2 additional damage while mounted and Charging. They also lose the Improvised Weapon effect if used on a round you haven't Charged, while mounted. If you wield a lance that is already magical, its damage is increased by +1.

Grail Virtue of Knightly Temper - When you make a successful Charge Attack (on foot or mounted), you may now make a free attack against any enemy, not just the one you hit; moreover, if the initial enemy charged survives one or both attacks, you may make additional free attacks each turn against it until it is dead. You may do this an amount of charge attacks equal to your WS Bonus per Encounter.

Grail Virtue of Noble Disdain - Double the Critical Value of any Critical Hit you score against an opponent who has used missile weapons against you or your allies. Example: rolling 25 becomes 50 on the Critical Wounds table. If the amount exceeds 100, you instantly inflict the 100 result of the table related to that body part.

Grail Virtue of the Penitent - All Critical Wound effects have their conditions reduced by -1. Example: gaining 2 Bleeding and 1 Blinded from *Struck Forehead* now only grants 1 Bleeding. This does not apply to failed Tests that cause Conditions. You may reverse the dice of a Critical Hit made against you if it lowers the result on the Critical Wound Table. This effect does not stack with the -10 to a Critical Hit result provided by Virtue of Penitent and must be decided between the two.

Grail Virtue of Purity - You gain the option to purchase the Lucky Talent as part of your career, and during combat you may spend 1 Fortune point to gain all Blessings (The Lady) for yourself for 6 Rounds.

Grail Virtue of Stoicism - You are immune to Fear and Terror and cannot be Intimidated. If purchased, Fearless (Everything) now grants a +20 bonus to all Psychology Tests for any allies fighting alongside you within Willpower Bonus Yards.



Boys King Arthur - N. C. Wyeth, 1922

Kossar

Human Ungol or Gospodar

"Kossars fight on foot with axe and bow and their name is descended from an Ungol tribe that previously fought as mercenaries for the Gospodars against the other Ungols when they first invaded. As a result, joining the kossars is seen as a way of cutting their ties and escaping a difficult past.

The officers accept anyone who can pass the fitness tests, and Tzar Boris granted new kossars a full pardon for any crimes committed before they joined. This pardon does not, of course, apply to crimes committed after becoming a kossar. Contemporary kossars include both Ungols and Gospodars, and they have more than their fair share of criminals, bored younger sons, and general troublemakers. This structure means they have an even worse off-duty reputation than most soldiers.

Their Boyars do not keep records of the number of kossars executed for their crimes against civilians, as the numbers would be too embarrassing. The Ice Queen would like to restore the kossars pay and increase the size of the army, introducing elements of cavalry. However, many nobles, both Gospodar and Ungol, are very suspicious of any moves to increase the size of the standing army and have encouraged winged lancers and horse archers to see any attempt to include cavalry in the standing army as an insult to their prowess. On the other hand, they are extremely effective in battle, as they are trained constantly and drilled in battlefield tactics and maneuvers. This reputation is also widespread, so a settlement facing imminent attack is always glad to see the kossars but also keen to see them leave again.

Originally, the Kossars were an Ungol tribe that lived northeast of the Empire. An eastern people known as the Gospodars invaded this region, subjugated the Ungols, and founded the nation of Kislev. During this conflict, the kossars sold their skills to the Gospodars as Mercenaries, fighting against other Ungol tribes. Their unique style of fighting impressed the Gospodar nobility, and since that time Kossar regiments have served the Tzars of Kislev. These days the Kossars are no longer a tribe, but a tough military unit drawn from all over Kislev. They are armed with bows and great axes, making them quite flexible on the battlefield. Many kossars, tired of the ceaseless warfare of their native land, travel to the Empire to become Mercenaries or adventurers."—Warhammer Wiki

Kossars start with the Psychology **Defender of Kislev** granting them Immunity to Fear and Intimidation when defending Kislev from invaders; however, they must answer any call to action from the Tzar/Tzarina to defend their country. This does not carry over to other portions of the world as their fighting spirit is only at its peak when protecting their homeland and loved ones from the horrors that ravage their country.

"They have courage, I'll give them that, but it's a wild courage, untempered by discipline that's beaten into a man by drill sergeants like me. Give me a month, and I'll have them marching like respectable Empire soldiers"
—Drill Sergeant Klaus Woerke.

Kossar Advance Scheme

Starting Characteristics: Weapon Skill, Ballistic Skill and Strength

Career Rank 2 Characteristic: Toughness

Career Rank 3 Characteristic: Initiative

Career Rank 4 Characteristic: Willpower

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚	✚	✚	✚	✚				✚	

✚ Kossar Recruit—Silver 1 (Warrior)

Skills: Athletics, Cool, Dodge, Endurance, Intimidate, Melee (Basic or Two-handed), Outdoor Survival, *Ranged (Bow)*

Talents: Combat Aware, Deadeye Shot, Drilled, Iron Jaw

Trappings: Bow, Leather Jack, Winter Coat and Hat, 10 Arrows

✚ Kossar—Silver 3

Skills: Consume Alcohol, Gamble, Haggle, Language (Battle), Perception, *Ranged (Throwing)*

Talents: Accurate Shot, Combat Reflexes, Resolute, Warleader

Trappings: Melee Weapon (Any), 3 Throwing Axes

♣ Streltsi—Silver 4

Skills: Haggle, Language (Any), Melee (Polearm), *Ranged (Blackpowder)*

Talents: Carouser, Gunner, Marksman, Reaction Strike

Trappings: Handgun, Poleaxe, 10 Powder and Bullets

♥ Streltsi Captain—Gold 1

Skills: Leadership, *Ranged (Engineering)*

Talents: Menacing, Robust, Strike Mighty Blow, Sure Shot

Trappings: Breastplate and Helmet, Small Unit of Streltsi



Reply of the Zaporozhian Cossacks by Ilya Repin



The Streltsy by Unknown

Winged Lancer

Human Ungol or Gospodar

“The famous Winged Lancers of Kislev are mostly made up of young sons of Boyars from all across the lands. It is their duty to always be prepared for war, as invasions of Mother Kislev are an all too common occurrence to simply ignore. Even though they are themselves of only modest rank, the Lancers enjoy a great deal of respect from the people of Kislev for their role in protecting the nation. Each *stanitsa* or settlement is expected to provide a force of Winged Lancers for the mutual defense of the nation, which are often the focus of great civic pride.

Their standards have usually seen many battles and their loyalty is fanatical. The famed feathered wings are the invention of the great historical warrior, Tzar Alexandr Njevski, whose winged back banner emanated an eerie howl that no Chaos worshipper could endure. The winged lancers are a Gospodar tradition, and most Gospodar stanitsas support a *rota*, or squadron of them, often consisting of nearly all the men of the settlement.

These mounted warriors are famed for their elaborately decorated armor, most especially the large, feathered ‘wings’ mounted on their back that make an eerie sound when they charge. The rest of the armor is decorated as richly as the stanitsa can manage, as a matter of pride and the warriors only don their impressive armor immediately before battle to avoid damaging it in everyday use. Unsurprisingly, their primary weapon is the lance, but they also use swords for closer fighting, often discarding their lances after an initial charge. While not as manoeuvrable as the Ungol horse archers, they are still a highly mobile force and the mainstay of Kislevite armies. They are, however, not full-time soldiers and often seem more loyal to their home than to Tzarina Katarin. Nevertheless, they fight bravely against Chaos, and so the Ice Queen is more concerned with other political problems.”—Warhammer Wiki

Winged Lancers start with the Psychology **Defender of Kislev** granting them Immunity to Fear and Intimidation when defending Kislev from invaders; however, they must answer any call to action from the Tzar/Tzarina to defend their country. This does not carry over to other portions of the world as their fighting spirit is only at its peak when protecting their homeland and loved ones from the horrors that ravage their country.

“Aye, I fought the grobi in the High Pass with some of those horsemen with the feathered wings on their backs. Even though they looked as fancy as Elves, they’re good fighters, them boys. Noisy as a Mannish steam engine when they charge, but you oughta seen the grobi keck their loincloths when they heard them coming!”

—Snorri Stoneheart, Dwarf Longbeard.

Winged Lancer Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Agility

Career Rank 2 Characteristic: Toughness

Career Rank 3 Characteristic: Fellowship

Career Rank 4 Characteristic: Willpower

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚		✚	✘		✚			☀	☠

✚ Lancer Recruit—Silver 3 (Warrior)

Skills: Animal Care, Animal Training, Endurance, Language (Battle), Lore (Kislev), Melee (Basic), Melee (Cavalry), *Ride (Horse)*

Talents: Lightning Reflexes, Roughrider, Strike to Injure, Warrior Born

Trappings: Kislev Light Warhorse with Saddle and Tack, Uniform, Your Kislevite National Pride

✘ Winged Lancer—Silver 5

Skills: Charm Animal, Consume Alcohol, Cool, Heal, Melee (Any), Ranged (Blackpowder)

Talents: Etiquette (Soldiers), Field Dressing, Strike Mighty Blow, Trick Riding

Trappings: Cavalry Sabre or Lance, Mail Coat and Plate Helm, Yellow Riding Boots, Winged Saddle and Tack

☠ Winged Lancer Officer—Gold 1

Skills: Charm, Intimidate, Leadership, Lore (Warfare)

Talents: Combat Reflexes, Careful Strike, Hatred (Any), Warleader

Trappings: Officer’s Pistol, Symbol of Rank, Plate Armor and Helm, Rota of Lancers

☀ Winged Lancer Commander (Ungol)/Gryphon Legion (Gospodar)—Gold 4

Skills: Gossip, Lore (Chaos)

Talents: Fearless (Chaos), Inspiring, Reversal, Seasoned Traveler

Trappings: Large Shield, Gift from the Tzar/Tzarina, Highest Quality Uniform



Hussar by Michal Kuleša

Chekist

Human Ungol or Gospodar

“The Chekist of Kislev are the Tzarina’s secret police. Their existence is not secret, and they have a lot of open members, but they also have spies searching for signs of corruption and opposition to Katarin’s rule.

The chekist are—by decree of the Tzarina—infallible in their interpretation of the law. Whatever they say the law is, is the law, and the penalties they select are always appropriate to the crime in question. They never convict the wrong people, and while they may arrest and torture people who prove to be innocent, that is no fault of the chekist.

The most important qualification for becoming a chekist is absolute loyalty to the Tzarina, which is closely followed by competence. Katarin does not want to institute a reign of terror; she just wants to be able to deal with her enemies quickly and efficiently. Chekist who display excessive cruelty and incompetence are arrested by their superiors and soon become even more closely acquainted with the furnishings of the interrogation rooms. The simply incompetent generally die in the course of their duty, without any assistance from their superiors. Chekist who are sadistic but competent pose the biggest problem. In most cases, they are rotated around the country, so that no single area suffers too much from their depredations. Often, they are assigned to deal with very dangerous threats because the hierarchy would rather lose a difficult chekist than one who fits in perfectly.

The chekist carry an elaborate, minted medallion identifying their position and show it if required to prove who they are. They wear black when on duty but have no formal uniform beyond that, making it relatively easy to pose as a member of the secret police. The chekist deal with anyone who pretends to be one of them, which is another task frequently assigned to those who are both sadistic and competent.

Checkists have no official, structured organizations to speak of, save in their devotion and duty to the Tzarina herself. They rule through fear and intimidation – not qualities one seeks in a friend or drinking companion.

Very few men can take the strain of such constant vigilance; many chekist agents retire from the ranks after only a few years of active service. The ruthlessness necessary to do their job doesn’t come naturally for everyone, and only a few individuals truly have the utter lack of compassion and unthinking dedication to their Queen that allows them to forget the pain and suffering they inflict on individuals – some of them innocent of any crime – for the good of the State.

Because of their connections to the chekist organization, as well as the many skills they honed while in the Tzarina’s service, retired chekists are highly sought-after by all of the crowned heads of the Old World. For the same reasons they are also prized by the criminal underworld and can command fat salaries if their reputation is fearsome enough.”—Warhammer Wiki

“Does that hurt, comrade? I’m sorry; Sasha doesn’t know his own strength sometimes. Please believe that I will learn what you’re hiding from me; when I do, our next meeting will not be so pleasant.”—Anonymous Chekist

Chekist Advance Scheme

Starting Characteristics: Weapon Skill, Toughness and Willpower

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Fellowship

Career Rank 4 Characteristic: Intelligence

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚	✚		✚				♥	✚	☠

✚ Interrogator—Silver 1 (Ranger)

Skills: Consume Alcohol, Heal, *Intimidate*, Intuition, Lore (Torture), Melee (Brawling), Perception, Stealth (Urban)

Talents: Menacing, Read/Write, Resolute, Strike to Stun

Trappings: Cestus, Instruments of Torture

✚ Chekist—Silver 3

Skills: Cool, Entertain (Acting), Gossip, Melee (Two-handed), Lore (Criminals), Ranged (Any)

Talents: Alley Cat, Seasoned Traveler, Shadow, Warrior Born

Trappings: Fur Coat and Hat, Minted Medallion, Riding Horse with Saddle and Tack, Rope, Melee Weapon (Any), Uniform

☠ Black Coat—Silver 5

Skills: Endurance, Leadership, Lore (Law), Ride (Horse)

Talents: Fearless (Criminals), Nose for Trouble, Relentless, Strong-minded

Trappings: Quality Uniform

♥ Silovik—Gold 1

Skills: Lore (Chaos), Lore (Politics)

Talents: Frightening, Iron Jaw, Iron Will, Pure Soul

Trappings: Best Quality Uniform, Personal Information Network



Russia, 1893, New York Public Library Public Domain

Norscan Mercenary

Human Norscan

In the harsh lands of the cold north lies the savage nation of Norsca. Far from unified it is home to innumerable tribes of barbaric Norscans, as bloodthirsty against their southern enemies as they are to themselves—butchering for the Dark Gods and raiding the coasts for wealth and glory. But not all Norscans are so hostile. Farther to the southern end of Norsca lies the southern tribes and across the Great Ocean to Lustria lies the colony of Skeggi; much milder than their northern kin, these warriors live their harsh lives more as people, traveling, trading and selling their services for supplies, food, coin and, most importantly, adventure. The most common of these are the freeholders, men and women whom through service to their jarl have been granted freedom from their status as bondsman—slave warriors and workers.

Because of their status as travelers and traders, many Norscan freeholders have regular contact with Empire and Kislevite merchants. Norscans will often hire themselves out as mercenaries, and as such are highly respected and feared warriors. These will often have contacts with mercenary captains, minor nobles and officers within the standing armed forces of areas in which they serve. Giants of men and women they are very popular within the province of Westerland as their physique and experience as fine fighters and excellent sailors makes them the perfect defense against enemies on land and sea alike. Their fees are high, but their results speak for themselves. They even have a district in Marienburg dedicated to them—living and trading furs, fats and treasures in Norse Town.

Mercenaries that live long enough return to their people as heroes known as “Huskarls”, great warriors unmatched in strength and skill as the elite of their people. The greatest of huskarls become jarls in their own right after years of fighting, gathering wealth and experience.

However even the southern tribes are still worshippers of Chaos at heart, and many still fall under the gods in a lust for power and glory, gathering their strength and launching horrific raids on the southerners from the coasts of Tilea, Araby and Estalia up to the lands of Bretonnia and the Empire. It is true Norsemen pay tribute to the Dark Gods, but to say they are unblinking slaves to the Ruinous Powers is simply false. The Norsemen see themselves as honorable, strong, mighty and courageous, and for these virtues they thank the Gods. They are explorers, adventurers and champions in their own right, and those of the Southern tribes take pride in their rich culture, history and traditions enabling trade and commerce with the very southerners they war with regularly. Like all human civilizations, Norscans are complex and diverse.

"Say what you will of us, call us heathens because we deny your weak pretender-god. Call us savages because we strike at you, but know this -- it is we who are closest to the Ruinous Powers. We, most favoured of the gods, shall burn your lands, revel in your suffering, and destroy you. Despair! For all that remains for you is the taste of northern steel and the end of your world. Such is the will of the Gods."

—Hallbjörn, Norse Marauder.

"It takes strength of purpose to do this. But keep your loyalty true and my lord's hand will guide you correctly."

—Valkia the Bloody, Scion of Khorne

Norscan Mercenary Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Willpower

Career Rank 2 Characteristic: Toughness

Career Rank 3 Characteristic: Initiative

Career Rank 4 Characteristic: Agility

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel

✳ Norscan Freeholder/Marauder—Brass 5 (Warrior)

Skills: Consume Alcohol, Cool, Dodge, Endurance, Lore (Norsca), *Melee (Basic)*, Row, Swim

Talents: Dual Wielder, Sea Legs, Frenzy, (Slayer or Mark of the Gods)

Trappings: Battle Axe *or* Shield, Leather Armor, Tribe Tattoos

✳ Norscan Mercenary/Reaver—Silver 1

Skills: Intimidate, Language (Battle), Melee (Two-handed), Outdoor Survival, Ranged (Throwing), Sail

Talents: Ambidextrous, Berserk Charge, Old Salt, Sturdy

Trappings: Animal Hide Cloak, Horned Helmet, 3 Throwing Axes *or* Javelins

☠ Norscan Huskarl—Silver 5

Skills: Leadership, Lore (Chaos), Melee (Flail *or* Polearm), Perception

Talents: Battle Rage, Fearless (Everything), Resistance (Mutation), Robust

Trappings: Norscan Plate Armor and Helm, Norscan Longship and Crew, Norseman's Axe, Skull Trophies

♥ Jarl/Chaos Warlord—Gold 5

Skills: Lore (Any), Ride (Horse *or* Mammoth)

Talents: Combat Master, Frightening, Relentless, Strike Mighty Blow

Trappings: Land in Norsca *or* Chaos Plate Armor and Helm, Large Unit of Bondsman, Spoils of War (10d100 Gold), Your Own Named Tribe



The Landing of Vikings on America by Unknown

Norscan Whaler

Human Norscan

Of the few honest trades most common amongst the Norscan people, nothing is more harrowing and dangerous than that of the Whalers.

“Norscan Whalers are not just typical hunters; they are also well-abled warriors. Since whaling is an important trade for Norsca, Whalers are respected even among the warriors due to the extreme dangers of the waters surrounding Norsca. Swimming through the dark currents of the Sea of Claws are massive whales, many of which bear strange markings, and odd coloration, twisted and warped as they are by the power of Chaos. These monsters can capsize ships and swallow hundreds of men in a single gulp. Thus, Whalers must be made of sterner stuff than ordinary fishermen. Whales provide not only meat but also blubber which can be processed into oil for fuel. Not an ounce of a whale is wasted: the skin is used to manufacture rope, the gullet to make shoes, and the stomach used as floats. Even the lungs and intestines are eaten. Demand from Imperial cities for whale oil to fuel streetlamps has made whaling a very profitable venture.

The easiest way to hunt these creatures is for whalers to embark in rowing boats and herd schools of small whales ashore where they can easily slaughter them. However, there is no honor in such methods, and Norsemen prefer the thrill of setting sail in a longship to chase the giant whales that plough the ocean. Many young men join such expeditions; it is the custom in many settlements that a girl should spurn a suitor who has not killed his first whale. A captain is careful to vet his crew, due to the belief that whales will attack boats crewed by dishonorable men. Norsemen relish the danger of hunting these monsters. When a whale is sighted, the rowers speed their vessel towards it. Harpooners gather at the prow and, when in range, hurl their weapons at their quarry. The bravest men leap from the boat onto the whale’s back, thrusting their spears deep into its flesh before swimming back to their vessel.

A skewered whale can easily capsize a longboat or tow the vessel by the harpoon lines until it shudders apart. Its tail can sweep a man overboard, where he will be swallowed whole in its maw. Few ships return home with a full crew. The harpooners must ensure a swift kill – the best can pierce a whale’s heart with a single throw. If this is impossible, whalers aim to embed their harpoons in the monster’s ribs, enabling the crew to drag it to the ship’s side where they can kill it with hooks and skewers. A whaling vessel will not return to shore unless it is towing a slaughtered whale. Whalers prefer a watery grave to the dishonor of returning empty-handed. When a whaling ship does return after a successful hunt, the gods are praised and celebrations continue for many days, for the survival of the settlement is ensured for the next few months.”—Warhammer Wiki

“We dine or we die. There is no ‘failure’ only success. A lost catch is a lost tribe.”—Ingvar Redwave, Norse Whaling Captain

Norscan Whaler Advance Scheme

Starting Characteristics: Ballistic Skill, Strength and Willpower

Career Rank 2 Characteristic: Toughness

Career Rank 3 Characteristic: Agility

Career Rank 4 Characteristic: Initiative

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
	✱	✱	✱	✱	✱			✱	

✱ Crewman—Brass 2 (Riverfolk)

Skills: Cool, Endurance, Lore (Sea of Claws), Melee (Brawling), Melee (Polearms), *Ranged (Throwing)*, Stealth (Rural), Tracking

Talents: Hardy, Fisherman, Rover, Sea Legs

Trappings: Bone Charms, Tribe Tattoos, 3 Throwing Spears, d10 Rations

✱ Whaler—Brass 4

Skills: Haggle, Heal, Outdoor Survival, Row, Sail, Swim

Talents: Accurate Shot, Hunter’s Eye, Old Salt, Stone-soup

Trappings: Harpoon (Spear), Whale Bone Necklace

☠ Sea Monster Hunter—Brass 5

Skills: Entertain (Storytelling), Lore (Monsters), Perception, Secret Signs (Hunters)

Talents: Deadeye Shot, Fearless (Monsters), Resolute, Slayer

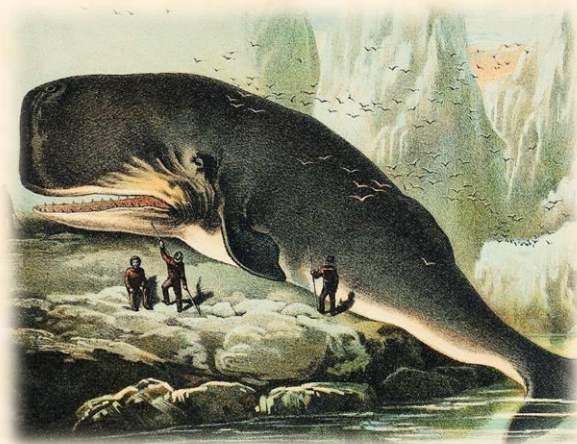
Trappings: Whale Bone Headdress, Whale Skin Coat, Whale Trophy

♥ Whaling Captain—Silver 2

Skills: Intimidate, Intuition

Talents: Iron Jaw, Sniper, Sure Shot, Tenacious

Trappings: Norscan Whaling Boat with Crew



Sperm Whale by John Karst, 1880

Janissary

Human Arab

The Janissaries (meaning "new soldier") were elite infantry units that formed the Araby Sultan's household troops, bodyguards and the first advanced infantry in Araby. The corps was most likely established centuries before the Crusades as elite infantry.

They began as an elite corps of slaves made up of kidnapped young children who were converted to The Cult of the Great Prophet and became famed for internal cohesion cemented by strict discipline and order. Unlike typical slaves, they were paid regular salaries. Forbidden to marry or engage in trade, their complete loyalty to the Sultan was expected. By the 14th century IC, due to a dramatic increase in the size of the Araby standing army, the corps' initially strict recruitment policy was relaxed. Civilians bought their way into it in order to benefit from the improved socioeconomic status it conferred upon them.

Consequently, the corps gradually lost its military character, undergoing a process that has been described as 'civilianization'. The Janissaries were a highly formidable military unit in the early years, but after the Crusades in the 15th century IC, its military organization had declined, and the Janissaries became a force of change, subverting their religious dogma and centuries later embracing firearms. Steadily the rest of the Arabyan military power became outdated by comparison.

The Janissary corps today are distinctive in a number of ways: They wear unique uniforms, are paid regular salaries (including bonuses) for their service, march to music, live in barracks and were the first corps to make extensive use of firearms in Araby. A Janissary battalion is a close-knit community, effectively the soldier's family. By tradition, the Sultan himself, after authorizing the payments to the Janissaries, visited the barracks and received his pay alongside the other men of the First Division, but this tradition slowly eroded as the corps grew increasingly unpopular for preferring and specializing in black powder ranged warfare. They also serve as policemen, palace guards, mercenaries and fire fighters during peacetime.

The Janissaries also enjoy far better support on campaign than other troops of the sultanate. They are part of a well-organized military machine, in which one support corps prepares the roads while others pitch tents and bake the bread. They campaign with their own medical teams of Araby and Strigany surgeons and their sick and wounded are evacuated to dedicated mobile hospitals set up behind the lines. These differences, along with an impressive war-record, make the janissaries a subject of interest and study by Old World scholars.

Due to current state of Araby no longer being a unified superpower, and having adopted many foreign tactics and skillsets, many Janissary find themselves seeking work outside their homeland, travelling as far north as the Empire seeking fortune and glory in the name of The Great Prophet.

"We are the Sultan's finest, but only the finest Sultans deserve us." —Salim Al Immam, Head of the Janissary Corps

Arabyan Janissary Advance Scheme

Starting Characteristics: Ballistic Skill, Initiative and Fellowship

Career Rank 2 Characteristic: Dexterity

Career Rank 3 Characteristic: Agility

Career Rank 4 Characteristic: Willpower

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
	✠			✠	☠	✠		☠	✠

✠ Recruit—Silver 1 (Ranger)

Skills: Athletics, Dodge, Drive, Language (Battle), Melee (Basic), Play (Drums), Pray, *Ranged (Blackpowder)*

Talents: Gunner, Step Aside, Supportive, Well-prepared

Trappings: Mess Kit, Pistol, Quality Uniform, Yatagan (Sword), 10 Powder and Bullets, 1d10 Bandages

✠ Janissary—Silver 3

Skills: Cool, Language (Estalian, Tilean or Wastelander), Lore (Any), Ranged (Explosives), Trade (Explosives), Trade (Gunsmith)

Talents: Combat Aware, Fast Shot, Read/Write, Sprinter

Trappings: Gunsmith Tools, Symbol of Rank

☠ Gunner Master—Silver 5

Skills: Bribery, Heal, Perception, Ranged (Engineer)

Talents: Accurate Shot, Field Dressing, Rapid Reload, Unshakeable

Trappings: Repeater Handgun

☠ Ağā—Gold 1

Skills: Heal, Lore (Any)

Talents: Linguistics, Sniper, Stout-hearted, Sure Shot

Trappings: Hochland Long Rifle, Symbol of Rank, Very High-Quality Uniform



Janissary from Giannena by Otto Magnus Stackelberg

Arabyan Corsair

Human Arab

The sea holds many dangers in these dark times, from sea monsters to dark elves and pirates—both living and dead. Amongst all the blood, plunder and chaos lies another devil of the high seas, the infamous and legendary corsairs of Araby. While Al-Haikk might be the city of thieves, it is the port city of Lashiek, home to the sultan, where these fiendish dogs of the sea originate. For thousands of years these corsairs dominated the slave trade, from the Black Gulf to the coastal towns along the Great Sea and the Sea of Claws.

Corsairs are amongst the finest elites on the lands and seas around Araby. Both sailor and warrior, these men and women are considered unmatched duelists able to cut down most sailors and privateers foolish enough to stand against them. From nobility and former military ranks all the way down to the commoners and peasantry of Araby, many peoples fill the ranks of the corsairs--thirsty for coin and danger. Even the might of the Imperial and Bretonnian Navies aren't enough to subdue them, as their expert seamanship and lightning fast ambush tactics make them nearly impossible to respond to after a merchant vessel or astray patrol ship is sacked, stripped of all it's worth and its crew enslaved.

The corsairs of Araby have a long and bloody rivalry with the pirates of Sartosa, and for countless centuries they've been in a stalemate for control of the high seas. These pirate wars reached their height around the 13th century IC as large portions of Sartosa itself was conquered and controlled by the Arabyans for centuries. The Sartosans eventually drove off their invaders, but this was partially due to a rise in Norscan and Dark Elf competition around the Tilean sea, forcing the corsairs to fight against no less than three powerful rivals at one time. Nonetheless Araby is still the reigning power of the slave trade in the south, raking in a massive sum of wealth for themselves and the economy of Araby. From the port of Lashiek lies the heart of the slave trade and the main domain of the many pirate lords and guilds, all under the protection of the sultan himself. The best corsairs are said to have captured and sold hundreds-thousands of slaves within their lifetimes.

As part of a deal with the sultanate, the corsairs swear never to attack an Arab vessel, pay the sultanate a portion of their earnings and to fight on the sultan's behalf for many naval conflicts that threaten Araby alongside its existing navy. This agreement has been honored for thousands of years and it has offered the corsairs protection from their seafaring enemies, immediate access to the Arab slave market, amnesty from the state for their acts of piracy and allies within the professional Arabyan navy that guards the waters around Araby—although many naval personal are themselves former corsairs or become corsairs. For this the corsairs are both nefarious devils of the sea to much of the Old World and are respected and cherished among many people in Araby. They're so good at their job they are often hired by Marienburg merchants as guards and escorts through the dangerous waters they travel, or as personal bodyguards when docking on foreign lands.

"I miss the old days, before I was called the 'King of Sartosa'. I miss the thrill of hopping on to a ship to plunder and challenging the crew to a duel for their freedoms! ...Now, they simply run and hide, and I grow bored..."—Abd Al Wazaq, Legendary Corsair and Pirate King of Sartosa in the 16th Century IC

Arabyan Corsair Advance Scheme

Starting Characteristics: Weapon Skill, Agility and Willpower

Career Rank 2 Characteristic: Dexterity

Career Rank 3 Characteristic: Strength

Career Rank 4 Characteristic: Intelligence

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦		☠			✦	✦	☠	✦	

✦ Sea Raider—Brass 3 (Riverfolk)

Skills: Cool, Dodge, Gamble, Gossip, Melee (Basic), Row, Sail, Swim

Talents: Break and Enter, Criminal, Reversal, Strike to Stun

Trappings: Bucket, Brush, Cutlass (Hand Weapon), Mop

✦ Corsair—Brass 5

Skills: Consume Alcohol, Entertain (Singing), Heal, Intimidate, Pick Lock, Sleight of Hand

Talents: Dual Wielder, Orientation, Sea Legs, Surgical Precision

Trappings: Cards and Dice Set, Leather Jerkin

☠ Bosun—Silver 2

Skills: Endurance, Leadership, Melee (Parry), Trade (Carpentry)

Talents: Combat Master, Furious Assault, Old Salt, Strike Mighty Blow

Trappings: Breastplate, Map of the Tilean and Estalian Coasts, Private Quarters, Quality Clothing and Weapon (Any)

♥ Corsair Captain—Silver 5

Skills: Haggle, Navigation

Talents: Fleet Footed, Kingpin, Pilot, Wealthy

Trappings: Arabyan Ship and Corsair Crew, Captain's Quarters, Magical Item, Sextant, Spyglass, Plundered Loot (5d100 GC)



Battle of Preveza (1538) by Ohannes Umed Behzad, 1866

Desert Rider

Human Arab

The deserts of Araby are a hostile and unforgiving land, rife with Greenskins and undead. The sun scorched dunes burn with a heat high enough to cook a man to death in a few hours, and water is more precious than gold. Under these conditions it takes a hardy group of people to live in such a harsh environment. These nomads make up the bulk of much of the cavalry at the sultan's command. Hardy and zealous as any priest of Ormazd, these individuals charge across the dunes ambushing, butchering and enslaving their foes with ruthless efficiency. Much like the corsairs of Lashiek, these Desert Riders come from many walks of life: nobles, commoners, peasants and more make up the ranks of the Desert Riders with the nomads and bandits outside the cities making up the vast majority. They also hold a large stake in the Arab slave trade, ambushing and enslaving many travelers, native or foreign, and defending the borders between the Land of the Dead and Araby.

Desert Riders make up the majority of the light cavalry for Araby with many being taken in to serve in the name of the various caliphs, sheikhs and viziers that rule its cities and territories. While some serve out of a sense of duty, pride or for religious reasonings, the vast majority are simply paid into service. They fight using the terrain to their advantage, able to engage invading forces on *their* terms with day or night ambushes--hails of arrows peppering their enemies, allowing the rest of their forces to close in and cut down the trespassers. Many Tomb King attempts at conquest and Greenskin warbands have ended at the hands of these brave individuals. Day and night, these experts of the desert sands of Araby are the main shield against the many evils that plague their people. The most famous being the Desert Dogs lead by Al-Muktar, an Old Worlder turned mercenary king after winning over the loyalty of a powerful band of Desert Riders who had initially captured him. Since then he has carved out a reputation as one of the most powerful mercenary leaders in Araby, if not all of history.

Not all Desert Riders are slavers, bandits and cavalymen, however. Many seek fortune, travelling across the sands and exploring the ancient tombs and ruined cities of millennia's past. Bel-Aliad, being the most sought after, is the place where most young and ambitious adventurers go to seek their fortune--and many their doom. Its ancient halls and sunken homes are said to hide untold treasures, attracting many to its domain. Desert Riders who enter and live to tell the tale are said to come out with powerful magical artifacts, including swords surrounded by flames, jeweled rings that grant the wearer divine luck and lamps that are rumored to hold the mystical Djinn trapped within them that sell for a fortune to the right magician.

"By the Lady, those heathens of the sands know no honor! No glory! They pillage us at night and steal from which they cannot kill. So long as I live, I shall hunt down and vanquish those so called 'Demons of the Desert' until there is not but sand and blood!"—Sir Jean-Luc Girault, Bretonnian Crusader

"We never had a chance sir. They came out of nowhere. Before we could turn they were in among us, shouting their chilling battle-cries as they cut us down. It's true we ran from them sir, but these were not men - they were demons on horseback."
—The Mercenary Gunter Frieshiem, explaining his part in the infamous Rout of Rifraffa

Desert Rider Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Agility

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Fellowship

Career Rank 4 Characteristic: Willpower

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦	✦			✦	✦			✦	✦

✦ Pillager—Brass 3 (Rogue)

Skills: Animal Care, Charm Animal, Drive, Language (Thieves Tongue), Lore (Araby), Melee (Basic or Polearm), Play (Drum or Flute), *Ride (Camel or Horse)*

Talents: Lightning Reflexes, Marksman, Roughrider, Strider (Desert)

Trappings: Light Warhorse (Arabyan Pureblood with Fast Trait) or Light War Camel with Saddle and Tack, d10 Rations

✦ Desert Rider—Silver 1

Skills: Cool, Gamble, Outdoor Survival, Perception, Ranged (Bow), Sleight of Hand

Talents: Accurate Shot, Cardsharp, Deadeye Shot, Night Vision

Trappings: Map, Recurve Bow and 10 Arrows, Tent

☪ Desert Raider—Silver 2

Skills: Intimidate, Lore (Araby), Stealth (Rural), Track

Talents: Combat Reflexes, Rover, Strike to Injure, Trick Riding

Trappings: Quality Tent and Carpet, Scimitar

♥ Demon of the Desert—Silver 4

Skills: Leadership, Lore (Any)

Talents: Fast Shot, Frightening, Inspiring, Robust

Trappings: Quality Desert Garb, Unit of Desert Riders



Arab Horseman by Adolf Schreyer

Dervish

Human Arab

The Dervishes of Araby are the most fanatically loyal warriors within the Cult of the Great Prophet. These whirling death-dealers represent the sheer level of piety and unquestioning faith within the Araby armies, carving a bloody path through the ranks of even the most hardened men and monsters within their sights. They are said to have no fear, no remorse and some even rumor they suffer no pain—unlikely but widely believed. They charge into battle wielding their blades and relentlessly decimate ranks of troops not dissimilar to a Dwarf Slayer or any of the many Flagellants within the Empire.

Dervishes are found most often on the western portion of Araby within the Land of the Dervishes, far to the south of Lahiek and over the mountains that separate the two. They are descendants of the numerous nomadic tribes that litter the land outside the major city-states, surviving near oases and making frequent pilgrimages to Martek as part of their religious traditions. Their unflinching belief in their faith has earned them renown amongst the people with some achieving such great status that they are taken in by the caliphs and viziers of Araby, and even the Sultan himself, as legendary bodyguards known as the “Black Scimitar Guard”—a legendary troupe first recorded to be the personal elite warriors of Sultan Jaffar, said to best many of the fiercest knights of Bretonnia and the Empire during the Great Crusade, dying to the last man and setting an example for generations to come.

Dervishes are deeply nomadic as part of their tradition and are often accompanying priests of Ormazd, merchants and nobility as protection. Their fanatic loyalty to their faith and its teachings make them highly trustworthy guards once a deal has been made; plus, they ask for comparatively little to other mercenaries and escorts. They donate large portions of their income to the cult, and in recent years as trade has rapidly increased, they’ve grown more frequent in the Empire through Marienburg attempting to convert more into their cult with very limited success.

“He ran at me like a devil, whirling his blades and cutting down no less than three of my brothers before reaching me. As I lifted my shield, I could not help but fear for my life, seeing those once valiant knights butchered as I cowered behind them. I was driven back, blow after blow, pushing me to a wall... ‘Was this the end’, I thought? Only a moment later a knight of the Empire charging on his steed pierced through the whirling devil’s chest with a lance. By the time the man was slain I’d lost my companions, my pride and my honor...” --Lucas Trouvé, Crusader Knight of Bretonnia

Dervish Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Toughness

Career Rank 2 Characteristic: Willpower

Career Rank 3 Characteristic: Initiative

Career Rank 4 Characteristic: Fellowship

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦		✦	✦	☠				✦	☠

✦ Zealot—Brass 2 (Warrior)

Skills: Dodge, Endurance, Intimidate, Intuition, Lore (Ormazd), *Melee (Basic)*, Outdoor Survival, Perform (Dance)

Talents: Berserk Charge, Fleet Footed, Frenzy, Read/Write

Trappings: Quality Robes, 3 Vials of Poison

✦ Dervish—Silver 1

Skills: Athletics, Cool, Entertain (Singing), Lore (Araby), Perform (Sword Tricks), Secret Signs (Cultists)

Talents: Dual Wielder, Hardy, Hatred (Heretics), Implacable

Trappings: Book (Ormazd), Leather Jerkin, Religious Symbol, Scimitar

☠ Mujāhid—Silver 2

Skills: Charm, Language (Any), Lore (Local), Perception

Talents: Ambidextrous, Furious Assault, Menacing, Sprinter

Trappings: Religious Relic

♥ Black Scimitar Guard—Silver 3

Skills: Entertain (Speeches), Leadership

Talents: Battle Rage, Fearless (Heretics), Frightening, Impassioned Zeal

Trappings: Followers of Ormazd (Including Zealots, Dervishes and Mujāhid)



Arab Warrior by Horace Vernet, 1817-1822

Mamluk

Human

Mamluks are members of the warrior elite of Araby and refers to non-Arabian slave soldiers, freed slaves, converts to the Cult of the Great Prophet assigned to military and administrative duties, and Arabian rulers of slave origin. The most prominent Mamluk realm is the knightly military class in which occupy Lashiek, Martek and Copher, which developed from the ranks of slave soldiers. These are mostly enslaved nomadic peoples, Tileans, Estalians, Bretonnians and various other peoples from realms frequently attacked by corsairs. They're bought and sold to military officials, nobles and private orders to place in their armies until either they've died or earned their freedom. Many Mamluks are also of Border Prince origin as the greed of some of the individual principalities is great enough to sell some of their subjects to their desert dwelling neighbors.

The knightly orders of Araby are often the first association people make when thinking about the Mamluks—armored in lamellar and riding their horses or camels into battle, cutting down huge swaths of Greenskins and undead in a single unstoppable charge. The honor and bravery shown over their countless centuries of service has done more than enough to earn them the eternal gratitude of the Araby's many people. Much like their janissary counterparts, the Mamluks of Araby are run through rigorous amounts of education and training, with a structure similar to that of the knightly orders found in the rest of the Old World. Once trained for battle, Mamluks are expected to hold the values and traditions of their order and their faith above all else—to live and die serving as the swords of the Great Prophet is paramount.

Equally as dangerous on foot as they are on a mount, Mamluks are highly prized elite infantry and cavalry within Araby. Once their masters die or they've earned their freedom by other means, Mamluks can often find employment without much, if any, issue. Due to the broken state Araby is in, Mamluks can often be found travelling and selling their services across a wide range of locations, up to and including the Old World. Their adventurous spirit combined with years of training and education make them prime for mercenary work, with some of them returning home relished with newfound wealth and becoming an Amir in their own right. These lords and commanders would in turn continue the cycle and leading great armies, some establishing their own knightly orders and purchasing slaves to be trained and educated as Mamluks under their strict guidance.

"Dem 'umies are a real pain to krump! When you fink you gottem dey always find a new way to make even da 'Ard Boyz look soft! Dey pour outta da gate, hackin' an' slashin' their way through my boyz, and dem useless Gobboz can't even pelt 'em wit arrers!"—Gaznak Eyesqueezer, Orc Boss attempting to siege Al-Haikk

Mamluk Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Agility

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Fellowship

Career Rank 4 Characteristic: Willpower

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel

✦ Mamalik Kitabeya—Silver 1 (Warrior)

Skills: Animal Care, Charm Animal, Endurance, Heal, Language (Battle), Lore (Heraldry), Melee (Cavalry), *Ride (Camel or Horse)*

Talents: Etiquette (Any), Roughrider, Strider (Desert), Warrior Born

Trappings: Boiled Breastplate and Helm, Religious Symbol, Riding Horse (Arabian Pureblood) or Camel with Saddle and Tack, Shield

✦ Mamluk—Silver 5

Skills: Cool, Dodge, Intimidate, Melee (Any), Perception, Play (Any)

Talents: Menacing, Resolute, Shieldsman, Strike Mighty Blow

Trappings: Cavalry Sabre, Destrier or War Camel with Saddle and Tack, Mail Armor and Coif, Melee Weapon (Any)

☉ Sanjaqi—Gold 2

Skills: Charm, Language (Any), Leadership, Lore (Ormazd)

Talents: Fearless (Heretics), Pure Soul, Resistance (Any), Warleader

Trappings: Barding, Lamellar Armor and Helm, Symbol of Rank

♥ Amir—Gold 4

Skills: Entertain (Speeches), Lore (Warfare)

Talents: Disarm, Inspiring, Iron Will, Strike to Injure

Trappings: Gift from the Sultan, Large Unit of Mamluk Knights or Several Small Units of Mamluk Knights, Quality Courtly Garb



Mamluks by Angus McBride

Rajput Warrior

Human Indan

The land of Ind is a mysterious and wonderous place. To the far east, beyond the Mountains of Mourn stands the Land of a Thousand Gods. Many kingdoms pepper this sacred land as the people of Ind, much like their western counterparts, are prone to war on all sides--from Greenskins and Chaos to between bickering kingdoms seeking conquest and glory.

At the heart of Ind lies its caste system, with merchants, artists, the peasantry and the like at the lower. The warrior and noble caste reigns supreme with the elite warriors of Ind being the very bridge that links the two together, the Rajput. These legendary warriors hold great status over the people as valiant warriors, duelists, mercenaries and are seen as arbiters of the gods' wills. Their tremendous sense of duty combined with years of education and training gives them a much greater edge over the traditional militia forces and mercenaries often seen around Ind.

They can often be found traveling the Spice Road, defending caravans from Dark Elf raiders, hobgoblins and hostile ogre tribes littering the trail. This has granted them a huge amount of renown among the merchant class in Ind and even Cathay, carving through the worst many travelers have to contend with on their dangerous travels to the Empire and beyond. Their combat style imitates like a dance of death, mimicking the elegance and combat prowess of their god Shaivi.

To this day the Rajput remain Ind's best forces when facing the horrors that plague its numerous kingdoms with a style that mimics that of a dance on the battlefield. This comes at a great cost and heavily weighs on their soul, as they face endless invasions from the chaotic Hung and vile ratmen below. Their piety and worship to the three Great Gods of the Ind pantheon is all that keeps them sane: Brahmira the Creator, Vaishna the Protector and Shaivi the Destroyer are to the warriors and people of Ind what Sigmar, Myrmidia and Ulrich are to the people of the west.

To the Rajput to fight is to serve their gods, all of them, in some way: For Brahmira they fight to allow their people to flourish, living their lives in peace to create and cherish the lives given to them by their gods; for Vaishna they fight to protect their lands, homes, people and honor; and for Shaivi they seek to destroy the corruption eating at the heart and soul of Ind, purging it for reasons akin to the Witch Hunters of the Empire.

"The devotion of the Rajput is still paid to his arms, as to his horse. He swears 'by the steel,' and prostrates himself before his defensive buckler, his whip, his sword, or his dagger."—Sir Arthur Micheaux, Bretonnian Explorer

"Chivalry and heroism are as much a part of their blood as honour and pride. Enough to save my hide from those long-eared raiders." --Hein Prangma, Marienburg Merchant

Rajput Warrior Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Willpower

Career Rank 2 Characteristic: Agility

Career Rank 3 Characteristic: Toughness

Career Rank 4 Characteristic: Fellowship

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚		✚	☠		✚			✚	☠

✚ Ind Scion—Silver 5 (Warrior)

Skills: Charm, Haggle, Lore (Local), Lore (Ind), *Melee (Basic)*, Perception, Perform (Dance), Ranged (Bow)

Talents: Resolute, Strike Mighty Blow, Very Resilient, Warrior Born

Trappings: Breastplate (Boiled Leather), Courtly Garb, Katar or Kukri (Dagger)

✚ Rajput—Gold 1

Skills: Art (Any), Language (Any), *Melee (Brawling)*, *Melee (Flail)*, Play (Drum or Sitar), Pray

Talents: Dual Wielder, Luck, Shieldsman, War Dance

Trappings: Pata, Mail Coat, Mirror Armor, Uniform and Turban with Religious Symbol

☠ Ahadi—Gold 2

Skills: Cool, Endurance, Ranged (Throwing), Ride (Horse)

Talents: Disarm, Hardy, Resistance (Any), Robust

Trappings: Courtly Garb, Symbol of Brahmira or Vaishna or Shaivi, Urumi Sword Whip, 3 Chakrams

☠ Naik—Gold 4

Skills: Leadership, *Melee (Any)*

Talents: Commanding Presence, Furious Assault, Pure Soul, Strong-minded

Trappings: Jewelry (Worth 500 GC), Quality Courtly Garb



Man in Armor by Edwin Lord Weeks

Beast Tamer

Human Indan

The exotic lands of Ind hold many beasts and monsters never before seen to the people of the west: tigers, elephants and panthers are but a taste of what Ind has to offer. With nature and man being so closely intertwined it is no wonder that over the ages many have attempted to tame these creatures. Perhaps it was for the fame and glory, the power of controlling such beasts, or something more benign and simpler as building a friendship with nature itself. The intentions of the Beast Tamers are as varied as any other profession, but one thing is clear—they are among the few who can successfully control nearly any creature once they’ve fully peaked and mastered the art of taming.

Best Tamers can be found in a large variety of locations. They serve as entertainers, warriors, scouts, hunters and so much more for their respective kingdoms. Those of higher status and renown are often invited to the courts of the many nobles and rulers of the various kingdoms of Ind, to display their talents and their animal companions with compensation afterwards. The warrior Beast Tamers ride in to battle on their various mounts, leading ferocious charges that break the lines of enemy armies, routing and ensuing fear and terror into the hearts of those who’d dare stand in their way. Lavished in gifts of gold and silk, Beastmasters represent the pinnacle of the skill a Beast Tamer can achieve having gained control of a mighty monster capable of being broken and mounted.

Kislev has priests of Ursun capable of taming bears. The Empire has its legendary Demigryph knights. Bretonnia has its Hippogryph and Pegasus knights. Ind has its war elephants. Little is known about their exact methods but is said some Beastmasters go so far as to control manticores and even dragons. The people of Ind are unique indeed.

“... ‘an then he grappled the ting’ to the ground and collared it! Can you believe that!? Aye, it happened. Next thing ya know, the next mornin’ the bloody boar was listenin’ to ‘is commands and performin’ tricks! The week after that it was fightin’ alongside us an’ scarin’ off the goblins that tried ambushin’ our camp.” -- Agmaurdrer Truearm, Dwarf Peddler

Beast Tamer Advance Scheme

Starting Characteristics: Strength, Agility and Intelligence

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Willpower

Career Rank 4 Characteristic: Toughness

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
	✖	✖	✖		✖		✖	✖	

✖ Animal Tamer—Brass 5 (Ranger)

Skills: Athletics, *Animal Care*, Charm Animal, Drive, Lore (Beasts), Melee (Brawling), Play (Drums), Ride (Horse)

Talents: Animal Affinity, Dirty Fighting, Fearless (Beasts), Roughrider

Trappings: Leather Jerkin, Riding Horse with Saddle and Tack, d10 Animal Traps

✖ Beast Tamer—Silver 1

Skills: Animal Training, Cool, Dodge, Lore (Monsters), Melee (Any), Ranged (Entangling)

Talents: Crack the Whip, Seasoned Traveler, Strike Mighty Blow, Trick Riding

Trappings: Melee Weapon (Any), Net, Training Whip

☠ Monster Tamer—Silver 3

Skills: Heal, Intimidate, Melee (Polearms), Ride (Elephant)

Talents: Accurate Shot, Fearless (Monsters), Stout-hearted, Sturdy

Trappings: Backpack, Bedroll, Tent, War Elephant with Saddle and Tack, d10 Monster Bait

♥ Beastmaster—Gold 1

Skills: Lore (Any), Ride (Any)

Talents: Iron Will, Robust, Slayer, Tenacious

Trappings: Map to a Monster’s Lair, Quality Leather Armor



A royal Rajput procession by Jeremy Richards, 2014

Celestial Dragon Monk

Human Cathayan

Among the greatest warriors in the East reside within the Temple of the Celestial Dragon Monks. An ancient and powerful order, the Dragon Monks are masters of unarmed combat. Warriors sometimes journey to the temple seeking training, though very few meet the strict requirements, or even survive their first encounter with a member of the order.

Established thousands of years ago, so ancient no records can recall an exact date, the order of Monks train rigorously across the Mountains of Heaven of Grand Cathay. Highly disciplined and nearly unbeatable in unarmed combat, the Dragon Monks are amongst the elite fighting forces at the disposal of the Dragon Emperor, called in as his elite anti-infantry force. So effective are these monks in close-quarter combat that even Orcs are rumored to prefer longer reaching weapons when engaging them in a fight for fear of being knocked cold in a single punch.

While their reputation is one that must be seen to be believed, it nonetheless holds true, with epic retellings of long dead warriors having battled the likes of massive monsters, undead, great demons and even the noble dragons themselves. These legends often become their era's respective Grand Masters of the order, giving future generations access to thousands of years of records on the history of the order, Cathay, and the many legendary techniques perfected by immortalized Celestial Dragon Masters before them.

The truly masterful monks are said to travel to the highest peaks of the mountains, searching for jade tigers and dragons to fight in a one-on-one duel to the death—the monk walking away a master of the martial arts should they survive such a dangerous encounter.

Their fighting styles take influence and mirror that of the 8 Winds of Magic, consisting of 8 unique and difficult to master Paths of unarmed combat, some more brutal and destructive, while others grant better self-preservation or precision strikes.

Nevertheless, each style is unique in its own way, testing the monk's abilities to their breaking points and making them nearly unbeatable against anyone foolish enough to challenge them should they complete their decades-long training. It is said an experienced monk can even slay an enemy in one blow to the chest with their palms, rupturing innards and stopping their heart rate altogether. These stories have attracted the interest of some in the Old World—even seeking this power for themselves.

In recent history, due to increased relations between Cathay and their new trade partnership with Westerland, monks have started traveling to the unknown lands of the Old World in hopes to seek better knowledge, power or to spread the word of the Celestial Dragon Emperor's divine benevolence. Some simply travel to the Old World for fortune, adventure and exploration, possibly to even establish a new temple and spread their order's teachings.

"For all the strangeness of man I have seen over the years I find those shaved-headed men in the Mountains of Heaven the strangest. I simply cannot fathom seeing a man, without armor or a weapon, felling an ogre barehanded. If true, they give the people of Chrace a run for their money."—Oralin the Valiant, High Elf Ambassador

Cathayan Dragon Monk Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Agility

Career Rank 2 Characteristic: Dexterity

Career Rank 3 Characteristic: Willpower

Career Rank 4 Characteristic: Initiative

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚		✚		♥	✚	✚		☠	

✚ Novice Monk—Brass 4 (Warrior)

Skills: Athletics, Climb, Cool, Dodge, Heal, *Melee (Brawling)*, *Melee (Polearm)*, Perform (Meditation)

Talents: Dirty Fighting, Disarm, Martial Artist (Path), Read/Write

Trappings: Monk Robes, Shaved Head, Quarterstaff

✚ Dragon Monk—Silver 2

Skills: Art (Tattoo), Gossip, Outdoor Survival, Play (Flute), Sleight of Hand, Stealth (Any)

Talents: Combat Aware, Enclosed Fighter, Fleet Footed, In-Fighter

Trappings: Prayer Beads, Quality Monk Robes

☠ Martial Arts Master—Silver 4

Skills: Art (Tea Making), Endurance, Perception, Perform (Acrobatics)

Talents: Reversal, Robust, Step Aside, Strike to Stun

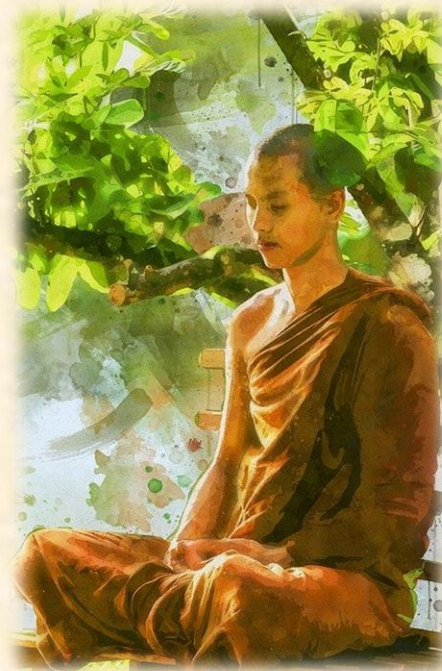
Trappings: Apprentice Monk, Dragon Tattoo (Arms and Body), Tiger Claws or Gauntlets, Training Temple

♥ Celestial Dragon Master—Gold 3

Skills: Art (Painting or Poetry), Lore (Dragons)

Talents: Careful Strike, Combat Master, Combat Reflexes, Furious Assault

Trappings: Best Quality Monk Robes, Dragon Staff, Small Unit of Dragon Monks



Pixabay Public Domain Image

Cathayan Jinyiwei

Human Cathayan

The Jinyiwei is the imperial secret police that serves the Celestial Dragon Emperor of Grand Cathay. The guard was founded to serve as his personal bodyguards. It has since become an imperial military body split between two divisions. They are given the authority to overrule judicial proceedings in prosecutions with full autonomy in arresting, interrogating and punishing anyone, including nobles for crimes related to the occults of Necromancy and Chaos.

The Jinyiwei is tasked with collecting military intelligence on the enemy and participation in battles during planning. These agents don a distinctive uniform, with a tablet worn on their torso, and carry a special silvered weapon. Jinyiwei wearing black uniform serve as the Emperor's personal experts on hunting down and annihilating the Jade Blood vampires and their undead legions. Those wearing the red uniforms serve as hunters of the innumerable Chaos cults found throughout the Emperor's domain and specialize in the purging of Tsien Tsin (Tzeentch) worshippers, especially spell casters. They are highly educated and taught that research and understanding of the occult is paramount to ending the lingering threats to the great eastern power. **"Know thy self, know thy enemy. A thousand battles, a thousand victories."**—The Jinyiwei's Oath that is taken once they enter service.

One of the duties of the Jinyiwei is to help the Emperor spy on his subjects. The Celestial Dragon Emperor has recently increased the Jinyiwei's duties, allowing them to inspect his officials at work in the capital city of Weijin, as a massive increase in Tzeentchian and necromantic activity has forced his divine hand. About 40,000 cultists were executed within the first year of the Jinyiwei's increased power, which has prompted accusations of abuse of power within the imperial court. These accusations stopped soon after.

The Jinyiwei are authorized to overrule judicial proceedings in prosecuting those deemed as enemies of the state, granted with full autonomy in arresting, interrogating, detaining them without trial and punishing them, without going through due process. They are bound to the service of the Emperor and take direct orders from him. They also served as political commissars for the Cathayan armies in times of war. In recent years, with the increased trade between Cathay and Marienburg, Jinyiwei have found themselves sought after by Cathayan merchants, scholars and diplomats as guards to help guarantee safe passage into the Old World for interests of the Emperor and Cathay. They also double as co-diplomats and brokers between the Empire and Cathay, sharing information and knowledge regarding undead and chaotic activity both powers suffer in equal amounts.

"I found myself being followed in the market the other day... eyes piercing through me like an arrow. 'The Emperor's eyes are everywhere' I'm told. A fact made most apparent to me as I detail my time here. I've met Witch Hunters with more joy in their eyes than these people..."—Oralin the Valiant, High Elf Ambassador

Jinyiwei Advance Scheme

Starting Characteristics: Weapon Skill, Toughness and Willpower

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Fellowship

Career Rank 4 Characteristic: Intelligence

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚	✚		✚				♥	✚	☠

✚ Imperial Agent—Silver 1 (Ranger)

Skills: Charm, Heal, *Intimidate*, Intuition, Lore (Torture), Melee (Basic), Perception, Research

Talents: Bookish, Menacing, Read/Write, Savvy

Trappings: Dao, Instruments of Torture

✚ Jinyiwei—Silver 3

Skills: Cool, Gossip, Melee (Any), Lore (Tzeentch or Vampires), Ranged (Bow or Crossbow), Ride (Horse)

Talents: Combat Aware, Lip Reading, Sixth Sense, Warrior Born

Trappings: Black or Red Uniform and Hat, Imperial Tablet, Recurve Bow or Light Crossbow, Riding Horse with Saddle and Tack, Silvered Dao, 10 Silvered Arrows or Bolts

☠ Celestial Executioner—Silver 5

Skills: Endurance, Leadership, Lore (Law), Lore (Chaos or Undead)

Talents: Fearless (Cultists or Undead), Relentless, Resistance (Magic), Strong-minded

Trappings: Courtly Garb, Lamellar Coat

♥ Celestial Prefect—Gold 1

Skills: Haggle, Lore (Politics)

Talents: Frightening, Magical Sense, Magic Resistance, Pure Soul

Trappings: Large Spy Ring of Imperial Agents, Quality Courtly Garb



Swordsaint

Human Cathayan or Nipponese

Cathay, the great empire of the far east, is the oldest human empire and among the most powerful of the human realms on the planet. Its armies are said to number from the hundreds-of-thousands to the millions, dwarfing its neighbors in raw manpower and overrunning even Greenskins in numerical supremacy. From the capital in Weijin to the heavily defended north of Cathay in Nan-Gau and southern forts bordering the tainted land of Khuresh in Xianbei, the subjects of the Celestial Dragon Emperor fight on a regular basis to defend their homeland from the tainted forces of Chaos. Skaven, Ogres, Beastmen, Greenskins and relentless invasions by the barbaric Hung tribes of the north have tested Cathay time and again for millennia, much like the Empire of man to the West. However through Cathay's many thousands of years of history in art, war and magic, they have perfected the ultimate warriors—the Swordsaints.

A celestial order defined by their unwavering loyalty to the Emperor, the Swordsaints of Cathay are expert duelists of almost mythical status. Their mastery of the sword has earned them much fear and renown from both their allies and enemies. They train relentlessly, mastering techniques and styles unheard-of outside the East. With decades of practice, preparation and study put into each stroke, their combat prowess is perfected through years of aggressive fighting against the greatest of their enemies' champions, with Chaos Warriors of the Hung, Ogre Bruisers and innumerable Greenskin Bosses being but a few examples. Masters of the art cut these foes down relentlessly over their many decades of life, with the greatest of champions granted a personal audience with the mysterious Celestial Dragon Emperor himself, gifted his blessing (not too dissimilar to The Cult of the Lady in Bretonnia) and granted a legendary Jade Longsword forged by the master smith—the Gold Wizards of Cathay.

The Swordsaints are nomadic in nature, travelling the lands of Cathay and beyond and aiding the people of the land when they can. They are considered kind and approachable by the people of Cathay, as many of the more prominent Swordsaints are descendants of commoners and peasants who don't suffer the same dissociation with the common people unlike nobility—unusual of an order of such prestige. It is skill and not class that is sought after within its divine order, a similarity they share with the monks within the Mountains of Heaven. Many Swordsaints are remembered through shrines and statues built in their honor for their great deeds and defense of the people with each subsequent saint having a terracotta soldier made in their honor and likeness outside the Emperor's palace in Weijin to protect him—even in death. In Nippon, the Swordsaints are held in higher esteem among the warrior caste, as it was they who taught the samurai many of the techniques, arts and strategies they now associate with their kenjutsu and Bushido code. Those who follow the older ways of Cathay in Nippon society are known as the Kensai. In recent years, with the bridging of relations between the far East and the outsiders from Marienburg, Swordsaints have started traveling themselves abroad, to new lands not yet discovered, new cultures to explore, new people to defend and new challenges to face.

"Know your enemy and know yourself and you can fight a hundred battles without disaster."—Shu Tsunzi, Cathayan General

"I find the idea of our superiority often tested in my visits to this land. The skill of some of these duelists is enough to give even a Swordmaster of Hoeth some pause..."—Oralin the Valiant, High Elf Ambassador

Swordsaint Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Initiative

Career Rank 2 Characteristic: Fellowship

Career Rank 3 Characteristic: Intelligence

Career Rank 4 Characteristic: Willpower

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦		✦		✦			☠	☠	☠

✦ Swordsman—Silver 5 (Warrior)

Skills: Athletics, Language (Any), Lore (Heraldry), Lore (Warfare), Melee (Basic), *Melee (Two-handed)*, Trade (Bladesmith), Perception

Talents: Careful Strike, Combat Aware, Read/Write, Second Sight

Trappings: Book (Art of the Sword), Mail Shirt, Sword Repair Kit

✦ Swordsaint/Kensai—Gold 1

Skills: Cool, Dodge, Endurance, Entertain (Storytelling), Language (Battle), Navigation

Talents: Combat Reflexes, Furious Assault, Magical Sense, Strike Mighty Blow

Trappings: Dao, Lamellar Armor and Helm

☠ Celestial Blademaster—Gold 2

Skills: Art (Calligraphy or Poetry), Language (Any), Perform (Sword Tricks), Ride (Horse)

Talents: Combat Master, Reaction Strike, Riposte, Strike to Injure

Trappings: Quality Bladesmith Tools

♥ Blade of the Heavens—Gold 5

Skills: Channel (Azyr), Language (Magick)

Talents: Arcane Magic (Celestial), Art of War, Inspiring, Instinctive Diction

Trappings: Audience with the Celestial Dragon Emperor, Jade Longsword



Guan Yu Capturing His Enemy Pang De by Shang Xi, 1430

Samurai

Human Nipponese

“Traders from Marienburg in the Old World have reached Nippon since at least 2475 IC. This has led to the establishment of a large Nipponese community in Nipponstaad, between the Paleisbuurt and the Handelaarmarkt, and next to the Cathayans of Zijdemarkt within Marienburg.”—Warhammer Wiki

Samurai are the hereditary military nobility and officer caste of Nippon and have been for thousands of years. They are the well-paid retainers of the daimyo (the great feudal landholders) having high prestige and special privileges such as being granted a high education and wearing two swords. They cultivate the bushido codes of martial virtues, indifference to pain, and unflinching loyalty, engaging in many local battles against rival clans, Greenskins, ogres, Skaven and Daemons.

As aristocrats for millennia, samurai have developed their own cultures that influence Nippon as a whole. The culture associated with the samurai such as the tea ceremony, monochrome ink painting, rock gardens and poetry was adopted by warrior patrons throughout the decades -160 to -120 IC. These practices were adapted from the Cathayan arts. Celestial monks introduced them to Nippon and they were allowed to flourish due to the interest of powerful warrior elites. The Grandmaster of Heaven at the time was the monk who was advisor to both the Emperor and his close partner, the Shogun at the time, in an attempt to bridge relations between the two great powers. The Grand Master, as well as other monks, served as a political and cultural diplomat between Nippon and Cathay. The Grandmaster was particularly well known for his garden design. The Celestial Monks even brought along Sword Saints from the mainland to help advise and train the warrior caste of Nippon, teaching them the secrets to numerous swords fighting and bladesmith techniques, and their codes of honor.

However, relations fell apart upon the reveal of an ulterior motive within the courts of Cathay, as sinister forces (rumored to be servants of Tsien-Tsin, also known as Tzeentch) within its political structure attempted to subjugate the island nation, leading to war. The people of Nippon, fiercely determined, united under the Shogunate and fought off a massive invasion spearheaded by Cathay. Through centuries of fighting, Nippon perfected its own craft of swordsmanship and successfully repelled the forces of Grand Cathay in a bloody war of independence.

The country has since been divided and fractured into competing warring states and has been for many centuries. Since contact was reached with Marienburg, many samurai have found themselves travelling to the far west, into Westerland and Marienburg out of curiosity and a search for wealth, knowledge and power. They bare the mark of their clans and parade in their exquisite armor, a symbol of the pride and honor of the people of Nippon—an honor they are willing to defend and die for at any cost.

“Bushido is realized in the presence of death. This means choosing death whenever there is a choice between life and death. There is no other reasoning.”—Yamamoto Tsunetomo, Nippon Philosopher and Poet

“The only other things I’ve seen more willing to die over honour are the bloody Slayers.”—Omar Von Schmetterling, Mercenary Captain from Westerland

Nippon Samurai Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Initiative

Career Rank 2 Characteristic: Toughness

Career Rank 3 Characteristic: Willpower

Career Rank 4 Characteristic: Intelligence

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚		✚	✚	✚			♥	☠	

✚ Elite Soldier—Silver 2 (Warrior)

Skills: Athletics, Dodge, Endurance, Heal, Intuition, Language (Battle), Lore (Heraldry), *Melee (Basic)*

Talents: Hardy, Kenjutsu (Style), Read/Write, Strike to Injure

Trappings: Chonmage Haircut, Kimono, Mail Coat, Tantō (Dagger)

✚ Samurai—Silver 4

Skills: Art (Calligraphy or Poetry), Cool, Melee (Polearm), Melee (Two-handed), Ranged (Blackpowder or Bow), Riding (Horse)

Talents: Combat Reflexes, Dual Wielder, Etiquette (Soldiers), Shieldsman

Trappings: Clan Mon (Symbol), Katana, Samurai Armor and Kabuto, Light Warhorse with Saddle and Tack, Your Honor

☠ Hatamoto—Gold 2

Skills: Charm, Intimidate, Leadership, Lore (Etiquette)

Talents: Ambidextrous, Disarm, Lightning Strike, Reaction Strike

Trappings: Clan War Banner, Horo (Cloak), No-Dachi, Symbol of Rank and Status, Quality Courtly Garb

♥ Daimyo—Gold 7

Skills: Lore (Politics), Lore (Warfare)

Talents: Combat Master, Inspiring, Riposte, Warleader

Trappings: Land in Nippon, Large Unit of Samurai, Quality Samurai Armor and Kabuto



Kagehisa and Yoshitada wrestling by Kuniyoshi

Ronin

Human Nipponese

The term *Ronin* refers to samurai who, as a result of either losses in battle, the untimely death of their lord or master, or their own misdeeds, have been dispossessed of their fief and their noble sponsorship. Under normal circumstances, samurai who would dishonor themselves are conditioned to commit seppuku—a ritualistic form of suicide meant to preserve the samurai’s honor in death, but this is not always the case. In these tumultuous times their numbers have increased rapidly; they remained a great cause of disorder throughout the land of Nippon and Cathay, becoming mercenaries, guards, bandits and crime lords. They are no less deadly in combat than their noble brethren the Samurai, but their freedom from many of the rules and regulations binding them to their duties from both the Bushido Code and their lords makes them significantly more dangerous to cross. While samurai are certainly capable of their own cruelties and enforce unfair laws against the common people, the Ronin are considered honor-less and need not hold themselves to the same standard.

In the late-25th century IC many impoverished samurai were attracted to the employment of Western foreigners from the country of Westerland as a chance to restore some of their lost wealth and status. Large numbers of Ronin dissatisfied with their current treatment, or out of boredom, left for these foreign lands spreading to parts of the Empire, Bretonnia, Estalia and Tilea searching for work in various fields. The vast majority end up taking criminal work in some form or another; banditry is common, as is becoming gang enforcers and utilizing their years of training and discipline to climb through the ranks and start their own criminal empires. Those that follow this path are referred to as Yakuza and are the bane of law enforcement.

Not all Ronin are so ruthless. While many suffer great misfortune, it isn’t uncommon for them to perform great acts of kindness. Adventuring and exploration are in their blood as much as any other nomadic warrior of their kind, and tales of bands of Ronin fighting off Greenskin, Beastmen and bandit incursions to protect villages and innocent lives are just as common as their tales of brutality and ruthlessness. In recent years tales have sprung around the Empire and beyond of men and women in strange robes entering towns clearing them of criminals, invaders and hidden chaos cultists asking for nothing more than a cup of tea and a night’s rest. The most famous is a man who goes by the name of “Jack”, a Ronin dressed in white and grey foreign robes, wearing a straw hat; he is said to have slaughtered Beast Lords, Orc Bosses and Skaven Warlords in single combat across Estalia, Tilea and the Empire. He asks for little if anything in return. Despite no one knowing his true name, when a Tilean noble of Miragliano asked him for anything he desired after preventing a Skaven invasion from besetting the city the Ronin merely asked he be given a new name befitting of a local commoner. The people of Miragliano voted and the title of “Jack” was granted to him for his actions in protecting the mighty principality. It is rumored many of the ratmen’s assassins have failed in their attempts to stop Jack’s acts of altruism.

“Nothing worth having is easily attained... Sometimes you must fight for what is yours... and what you believe in. Until they get to know the real you, people’s stereotypes don’t mean much. I came here to live free, not die for money.”—Jack, Old World Ronin

Ronin Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Toughness

Career Rank 2 Characteristic: Agility

Career Rank 3 Characteristic: Intelligence

Career Rank 4 Characteristic: Fellowship

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚		✚	✚		✚		☠		☠

✚ Nomad—Brass 3 (Rogue)

Skills: Athletics, Dodge, *Endurance*, Heal, Intimidate, Intuition, Melee (Basic), Stealth (Rural)

Talents: Hardy, Kenjutsu (Style), Menacing, Strike Mighty Blow

Trappings: Leather Jack, Katana, Straw Hat

✚ Ronin—Brass 5

Skills: Cool, Evaluate, Language (Wastelander), Melee (Any), Outdoor Survival, Trade (Any)

Talents: Combat Aware, Lightning Strike, Seasoned Traveler, Well-prepared

Trappings: Backpack, Tent, Wooden Training Katanas

☠ Gokudō —Silver 3

Skills: Charm, Haggle, Leadership, Lore (Etiquette)

Talents: Combat Reflexes, Criminal, Disarm, Dual Wielder

Trappings: Cooking Set, Melee Weapon (Any)

☠ Master Ronin—Silver 5

Skills: Lore (Law), Lore (Politics)

Talents: Combat Master, Frightening, Kingpin, Riposte

Trappings: Quality Clothing and Hat



Kinhyoshi Yorin, Hero of the Suikoden by Utagawa Kuniyoshi

Vimto Monks

Human Nipponese

“Like many Orientals, Nipponese worship a common god called the Orange Simca, whose monks wear orange robes and spend most of their time in contemplation. Vimto is the martial version of Simcism. Nippon abounds with diverse orders of monks, either martial or clerical. The Orders select their members at a very early age and the chosen ones devote their entire lives to philosophy, theology and the martial arts. A lifetime of grueling study hones their bodies and minds to a very fine edge.”—Warhammer Wiki

Vimto monks are the warrior priests of Nippon. The naginata is the weapon most often associated with them, though many warrior monks are known to be proficient with everything from bow and arrow to tantō and wakizashi (dagger and short sword). Vimto monks, like most other warrior monks of related sects, wear robes to distinguish themselves from other soldiers and samurai, with a series of white or orange kimono-like robes in layers, one over the other, usually white underneath, and tan or saffron yellow on top. Vimto monks often fold and tie the white head cowl to cover more of their head.

Finally, many warrior monks wear some form of light samurai armor, usually reinforced leather. The Vimto employ a variety of weapons. The belt of the kimono is often supplemented with a heavier sash, so a sword could be slung from it. The long tachi was probably the most common sword, though many monks may carry tantō as well. Many monks are also accomplished archers. The most traditional weapon of the monk, however, was the naginata. Their ancient enemy is that of the Skaven. Ever since clan Eshin stole the art of stealth and assassination from Nippon and Cathay they have used their abilities to kill many key members in the monk’s priesthood. With a lack of leadership, the Skaven thought it would cause the monks to weaken and fracture, possibly fighting amongst themselves like in other religions—but it backfired miserably. The Orange Simca herself is said to have granted visions to her followers commanding them to launch an endless crusade against the Children of the Horned Rat and not to rest until they have been purged from all of Nippon forever.

Their pious nature is said to grant them valuable gifts from the Orange Simca, Goddess of the Rising Sun, herself, giving them an unparalleled reputation as the living embodiment of the goddess. Seen as avatars of war, Daimyo often pay large sums of money to buy them off as mercenaries either to aid them in their campaigns of war or more commonly to avoid a conflict with them altogether. Ogres find the Vimto monks to be rather difficult competitors in the mercenary market and have launched many failed and bloody attempts to “outbid” their competition. Many ogre tribes in Nippon have had their contracts taken by the Vimto due to a sudden lack of “communication” between their employers and the ogres they initially planned to hire.

“There is no fear for one whose mind is not filled with desire. You must work out your own salvation and not depend on others, lest be taken advantage of and fall down the path to Chaos.”
--Noyamano Nobuo, High Priest of the Cult of Simca

“Up! Up into man-thing nest! Up to their streets and their cellars! Up to their granaries and their stockyards! Up to their homes and their temples! They kill-kill us! Revenge, yes-yes! Burn-burn the robed ones, for they-they have slain us many!”
--Xan Speartail, Skaven Warlord

Vimto Monks Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Fellowship

Career Rank 2 Characteristic: Agility

Career Rank 3 Characteristic: Toughness

Career Rank 4 Characteristic: Willpower

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚		✚	☠		✚			☠	✚

✚ Militant Priest—Brass 3 (Warrior)

Skills: Athletics, Cool, Dodge, Language (Battle), Lore (Orange Simca), *Melee (Polearm)*, Pray, Trade (Shrine Building)

Talents: Bless (Orange Simca), Disarm, Hatred (Skaven), Read/Write

Trappings: Monk Robes, Quarterstaff, Portable Simca Shrine, Tantō (Dagger), White Cowl

✚ Vimto Monk—Silver 1

Skills: Consume Alcohol, Entertain (Speeches), Gossip, *Melee (Basic)*, Outdoor Survival, Ranged (Bow)

Talents: Etiquette (Cultists), Invoke (Orange Simca), Step Aside, Strike to Stun

Trappings: Boiled Leather Breastplate, Naginata, Prayer Beads, Scripture of the Orange Simca

☠ Vimto Blade Master—Silver 3

Skills: Endurance, Intuition, *Melee (Two-handed)*, Perception

Talents: Holy Hatred, Holy Visions, Pure Soul, Sprinter

Trappings: Apprentice Monk, Nagamaki

☠ Champion of the Orange Simca—Silver 5

Skills: Art (Holy Scriptures), Lore (Warfare)

Talents: Careful Strike, Impassioned Zeal, Public Speaking, Strike Mighty Blow

Trappings: Highest Quality Monk Robes, Religious Symbol



Ancient Sohei Monks by Wayne Reynolds

Ninja

Human Cathayan or Nipponese

“Ninja Assassins are indispensable members of a Samurai lord's retinue, dark agents of death who prey upon the unwary and slay them without mercy. They remain disguised within regiments of ordinary troops until it is time for them to spring. Once a regiment is engaged in hand-to-hand combat, the assassin throws off his disguise, leaps out of the regiment, and may attack any important figures in the enemy regiment. They can fight unarmed, or with a wide variety of weapons, such as the kusarigama (a sickle on a length of cord or light chain that can be thrown or used as a hand weapon), shuriken or throwing stars, and torinoko grenades (which can be loaded with explosives, blinding flash powder, or confusing firecrackers).”—Warhammer Wiki

The ninja are stealth soldiers and mercenaries hired mostly by daimyos. Their primary roles are those of espionage and sabotage, although many assassinations are also attributed to ninja. Although they're considered the anti-samurai and are disdained by those belonging to the samurai class, they are necessary for warfare and are even employed by the samurai themselves to carry out operations that are forbidden by the Bushido.

Despite their roots in Nippon, Ninja have spread widely across the far East, occupying Cathay in equally great numbers and establishing secret conclaves as far as Marienburg.

In hushed whispers it is rumored these ninjas from Nippon and Cathay are the ones that inspired the culmination of the Skaven Clan Eshin. No one is sure how they accomplished such a feat, but this greatly angered the numerous Ninja clans in the Far East and has led to an intense and never-ending shadow war between the two races with their respective talents.

Besides organized bands of ninjas, there are many freelance ninjas who offered their services to the highest bidder in the unsettled times across Nippon's history. Crafty leaders in Marienburg sometimes employ ninjas, such as Master Genin Toko who serves Venk Katswaran of the Golden Lotus, to infiltrate and assassinate rivals, nobles and other threats to their businesses and their country as whole. In order to make sure ninjas within a group are who they should be passwords are used at random. A ninja is supposed to stand whenever they hear the password, and anyone left seated is thus exposed.

The tactics of subterfuge, ambush and trickery and their use of projectile weapons means that ninjas do not enjoy the high reputation that samurai warriors (perhaps not entirely unfairly) acquire for being chivalrous and courageous. The feeling is mutual, as ninjas and samurai notoriously don't work well together.

“It is not what you can see but what you cannot see that is the true threat. It is when you feel safest that you're your most vulnerable.”—Okubo Toko, Master Ninja of Marienburg

Ninja Advance Scheme

Starting Characteristics: Weapon Skill, Ballistic Skill and Agility

Career Rank 2 Characteristic: Dexterity

Career Rank 3 Characteristic: Initiative

Career Rank 4 Characteristic: Strength

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚	✚	✚		☠	✚	✚			

✚ Genin— Silver 1 (Rogue)

Skills: Athletics, Dodge, Melee (Basic), Melee (Brawling), Ranged (Throwing), Secret Signs (Ninja), Sleight of Hand, *Stealth (Everything)*

Talents: Alley Cat, Night Vision, Read/Write, Rover

Trappings: Assassination Contract, Katana (Hand Weapon), Ninja Robes and Mask, Tantō (Dagger), 1d10 Kunai (Throwing Knives)

✚ Chunin— Silver 2

Skills: Charm, Climb, Entertain (Acting), Pick Lock, Ranged (Explosives), Trade (Explosives)

Talents: Cat Fall, Scale Sheer Surface, Shadow, Strike to Injure

Trappings: Bomb Crafting Recipes, Disguise Kit, Ninja Hideout (Any), 15 Shuriken

☠ Jonin— Silver 5

Skills: Melee (Flail), Perception, Perform (Acrobatics), Ranged (Bow)

Talents: Careful Strike, Contortionist, Fleet Footed, Strike Mighty Blow

Trappings: Chain and Sickle, High-end Contract Assassination, 3 Torinoko Grenades

♥ Master Jonin— Gold 2

Skills: Art (Any), Intuition

Talents: Combat Aware, Combat Reflexes, Fearless (Guards), Tunnel Rat

Trappings: Business Front and HQ, Genin Apprentice, Quality Clothing



日本語: 忍者と光源氏。歌川国貞画「今源氏錦絵合 須磨 十二」 by Utagawa Kunisada, 1853

Almogavar

Human Estalian

The Estalian common folk are accustomed to war. Ever since the evil Caliph Jaffar invaded their land, Estalian shepherds found few options for survival within the harsh mountains bordering Brettonia and Tilea. The easiest one became that which their forefathers had been forced to by the previous kings and nobles: That of raiding and pillaging. And soon after, there was not a single Estalian shepherd that had not grown up sullyng his blade once.

Estalian Almogavars (a term coined by the Arabyans, meaning “Rioters”) became an essential part of the reconquering efforts by the Estalian kingdoms, often employing these warbands as mobile light infantry to supplement their own rigid formations. These men came from all walks of life and joined a “Compañia”, lead at first by charismatic or veteran individuals with tactical knowledge. These took part in battle by harassing the enemy position with well-placed javelin throws and forcing encounters with enemy infantry on uneven terrain. Outside of battle, their pillaging expertise put the tales of Tilean raiders to shame, destroying the ability for the Caliph to retain his stranglehold on the Peninsula.

After these reconquering efforts began their decline, these men became mercenaries in a similar vein to those found in Tilean society, still serving the many remaining baronies, duchies and kingdoms within Estalia and fighting their battles. Their composition became much more professional, the “Compañias” forming their own sense of identity and unity amongst themselves and in-between. The leaders of these groups, now known as “Adalid”, became lower noblemen within Estalian society, capable of fielding a military power that, while not threatening to major stability, could cause major damage.

These mercenaries found themselves travelling far beyond the reaches of Estalia and Tilea, wandering over the northernmost icy forests of Kislev, the quibbles and disputes of the Border Princes, the silky sands of Araby and the fearsome jungles of the New World. While bound to their lieges and their kingdom first, these “Compañias” value the survival of their companionship second... and the glint of gold and coin third. And, even though they may seem less illustrious and meritorious than their Tilean counterparts, it is wise to remember this old Estalian proverb:

“Más has bien de reirte de nos, burlarte de nos y hartarte de nos... pero has bien de no engañar a nos, o habrá de nos de quemar a ceniza la fortuna de vos” (You’d do well in laughing at us, mocking us and being fed up with us... but you’d do well in not cheating us, or we will burn your fortunes to ash).

Fools and Scoundrels (Psychology): The reconquering efforts in Estalia were marked by the combined efforts of humanity to fend off the Caliph’s host, with Estalia’s populace grateful to their neighbors for their help... save for one. The Tilean Dogs of War pilfered and ravaged the countryside in such a way that the two nations are forever distrustful of the other, plunging knives and insults alike to further cement that hatred. As such, Estalian Almogavars come predisposed with the **Prejudice (Tileans)** Psychology, with Tileans holding the Estalians in the same light. If falsely recognized as Tilean, an Estalian individual must take this as the gravest of insults.

Almogavar Advance Scheme

Starting Characteristics: Weapon Skill, Toughness and Agility

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Strength

Career Rank 4 Characteristic: Fellowship

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚	✚	☠	✚		✚				☠

✚ Joven—Copper 3 (Warrior)

Skills: Charm, Haggle, Intuition, Lore (Myrmidia), Melee (Basic), *Melee (Polearm)*, Outdoor Survival, Perception

Talents: Combat Aware, Distract, Dog of War, Enclosed Fighter

Trappings: Bedroll, Spear, Dagger, Leather Jerkin, Tinderbox

✚ Almogavar—Copper 5

Skills: Endurance, Intimidate, Pray, Ranged (Blackpowder), Ranged (Throwing), Track

Talents: Call to Myrmidia, Marksman, Relentless, Seasoned Traveller

Trappings: Brand of Compañia, Small Shield, Mail Coat and Helm, 3 Javelins

☠ Jinete—Silver 3

Skills: Animal Care, Climb, Ride (Horse), Swim

Talents: Accurate Shot, Reversal, Roughrider, Strong Back

Trappings: Light War Horse (Estalian Pureblood with Fast Trait) with Saddle and Tack, Quality Polearm (Any)

☠ Almocaden—Gold 3

Skills: Language (Battle), Leadership

Talents: Careful Strike, ¡¡Despierta, Fierro!!, Iron Will, Strike to Injure

Trappings: Plumed Great Helm, Officer’s Insignia, Spoils of War (3d100 GC), Unit of Almogavar



Man in Armour by Rembrandt, 1655

Conquistador

Human Estalian

There is no Estalian alive who hasn't heard about the legend of Rodrigo, Champion of Myrmidia, though the Arabyans knew him with a far grander term than would be expected from his mortal enemies: "Al-Assid" or "Cid", meaning Lord/Conqueror. Rodrigo commanded and fought with the grace of nobility and fury of an estranged mercenary, having been exiled after being unjustly judged guilty for the murder of his liege. His sense of justice and devotion against all odds earned him a spot in the annals of Estalian history, but not just due to his namesake and achievements. For his "Conqueror" status didn't come from his personal heroics alone.

Unbeknownst to most of the Estalian common folk, the nobility became more infatuated with Rodrigo's organizational skills than his many other achievements. The man was mainly responsible for the creation of the "Tercio", a professional mercenary unit made up of combining the long reach and stalwart formation of spearmen, the stopping power and damage of arbalests (later handguns to greater effect) and the flexibility and combat prowess of heavy swordsmen. This type of unit, often fighting in combination with more mobile units of Almogavars, was attributed with the most significant victories during the Reconquista of Estalia from Araby after Sultan Jaffar's invasion in the 15th Century IC. And the nobles were quick to emulate this success, creating their own units of professional mercenaries in the same spirit.

While not as renowned as most Tilean Dogs of War (Estalians will often cite mischievous self-aggrandizing on the Tileans part), these "Compañías de Tercio", made of up hardened "Conquistadores" carrying the legacy of the legend that made them, present the cleaner, nobler version of Estalian military might, in contrast to their rugged Almogavar companions. Their experience battling in Araby and the New World make them a force to be reckoned with, one sure to pin down any army foolish enough to seek open battle... for the right price, of course.

From the New World, Conquistadors returning home tell tales of ancient floating cities of gold and roaring monsters that snap armored knights in two with a single snap of their jaws. Of the few whom return alive, they are wealthy beyond their wildest dreams, bringing with them exotic armors, weapons, trinkets and ships full of gold enough to bring a popper to a king overnight. These tails inspire new conquistadors to enlist and seek new fortune in the colonies of Lustria... but even fewer return, and the cycle repeats. Most Conquistadors are content taking jobs in the Southern Realms and the Old World, with the Border Princes, Empire and Marienburg being their predominant employers; however in recent years under Tzar Boris the Red, a few lucky Estalians have even found high paying work in the courts of Kislev to the far east.

"I and my companions suffer a disease of the heart and soul, and the only cure... is gold." --Francisco Javier Villegas, Lustrian Conquistador and enemy of Itza

"I do not have to forgive my enemies, I have had them all shot."—Franco Dávila, Dictator of Vanlen and veteran of the Great War Against Chaos

Conquistador Advance Scheme

Starting Characteristics: Weapon Skill, Toughness and Willpower

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Initiative

Career Rank 4 Characteristic: Fellowship

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦	✦		✦	✦				✦	✦

✦ Mercenario/Mercenaria—Silver 1 (Warrior)

Skills: Endurance, Gamble, *Haggle*, Language (Battle), Lore (Estalia), Melee (Any), Perform (Jota), Play (Bandurria or Drum)

Talents: Cardsharp, Dog of War, Sturdy, Tenacious

Trappings: Chain Shirt, Company Uniform, Contract

✦ Conquistador/Conquistadora—Silver 5

Skills: Consume Alcohol, Cool, Intimidate, Language (Any), Melee (Polearm), Ranged (Blackpowder or Engineering)

Talents: Drilled, Etiquette (Mercenaries), Gunner, Warrior Born

Trappings: Breastplate and Helm, Melee Weapon (Any), Ranged Weapon (Any), 50 GC

✦ Tercio Viejo—Gold 1

Skills: Drive, Leadership, Lore (Warfare), Melee (Flail or Two-handed)

Talents: Hardy, Reaction Strike, Strike to Injure, Warleader

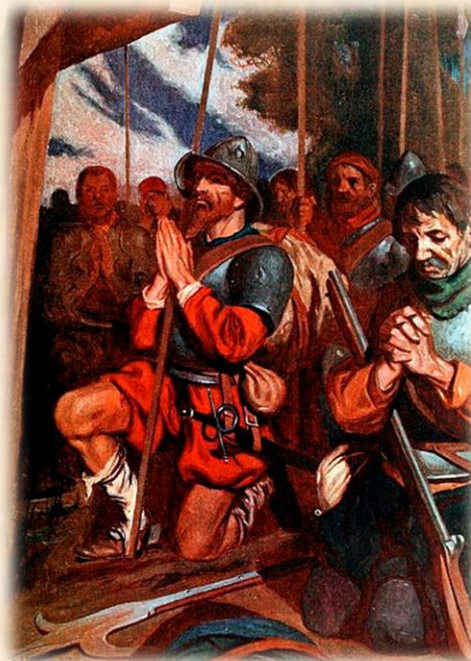
Trappings: Symbol of Rank., Quality Uniform, Quality Weapon (Any), War Wagon with Horses, 2d100 GC

✦ Capitán de Compañía—Gold 4

Skills: Lore (Local), Ride (Horse)

Talents: Frightening, Inspiring, Robust, Wealthy

Trappings: Best Quality Uniform, Light Warhorse (Estalian Pureblood), Officer's Tent (Large), Your own Compañía of Mercenario and Several Tercio Viejo's, 500 GC



The Conquistadors Pray by Margaret Duncan Coxhead, 1909

Inquisidor

Human Estalian

Estalia is a region dominated by belief. It is well known that above the will of kings and their laws, Myrmidia's teachings hold sway for all that wish to live within the many Kingdoms, Baronies and Dukedoms. And to uphold these teachings, the Church of Myrmidia early on formed an organization capable of enforcing such power. La Inquisición was a body of devotees holding great sway in Estalia, ensuring the teachings of Myrmidia would come through all strata of society where possible.

It gained significant power during the reconquering efforts, with Inquisitors joining the armed hosts of Estalia against the invading forces and acting by way of political officers. After the reconquering efforts started to refocus, so did the way the Inquisición sought to hold sway over society. The Inquisition Schools of Magritta were born out of this necessity, to form specialized members in order to tackle increasingly complicated issues both in Estalian interior and exterior politics. The major lingering threat of Skaven has been a constant issue to Estalia's people for centuries, and the efforts of the Inquisitors has been vital to stemming the tide of endless rat men. Many Skaven slaves, clan rats and stormvermin have met their end at the blade of these expert rat killers. Deus Myrmidia!

From the fighting in the borders to the courtrooms; dealing with the influence of Chaos and diplomacy; these men became the middlemen for almost all aspects of Estalian society. It is stated that at one point, royally appointed judges got ousted by members of the Inquisition for giving out a contrarian verdict.

The most famous of these Inquisidores goes by Laurenzo Taurquema, who some say controls the kings of Estalia like they're puppets in his grand schemes. And who can say? While not completely closed to the world, the workings of Estalian laws and doctrine are held close like a secret better left buried. And one can only imagine how these individuals, trained since birth and being taught all the ways the men can be broken, would react to a world broken in faith.

"There are shadows in every corner, faces hiding truths that some would rather remain unburied. We have a duty to truth, to expose it, ugly as it may be, to render it into submission. Lies come in many a form, from the dejected corruption of an official to the taint of the dreaded mutation. And by Myrmidia's Grace and Wisdom, all who seek to sully her teachings will face our judgment. We are her Arms, her Eyes and her Ears. We are the true protectors against lack of belief." --Laurenzo Taurquema, Gran Inquisidor

Inquisidor School Starting Talents:

San Ioan: Ambidextrous, Combat Aware, Strong-minded
San Mattheus: Lip Reading, Rover, Shadow
Santa Esther: Dealmaker, Gregarious, Schemer

Inquisidor School Starting Skills:

San Ioan: Melee (Brawling), Language (Battle)
San Mattheus: Stealth (Rural), Track
Santa Esther: Gossip, Haggle

Estalian Inquisidor Advance Scheme:

Starting Characteristics: Weapon Skill, Toughness and Willpower

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Fellowship

Career Rank 4 Characteristic: Intelligence

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚	✚		✚				✚	✚	✚

✚ Initiate—Silver 1 (Ranger)

Skills: Bribery, *Intimidate*, Lore (Myrmidia), Lore (Torture), Melee (Fencing), Perception, (*Starting Skills based on Inquisitor School*)

Talents: Read/Write, (*Starting Talents based on Inquisitor School*)

Trappings: Instruments of Torture, *Bellona Myrmidia* book

✚ Juramentado —Silver 3

Skills: Dodge, Heal, Lore (Skaven), Ranged (Blackpowder or Engineering), Ride (Horse), Secret Signs (Cultists or Skaven)

Talents: Disarm, Dual Wielder, Marksman, Warrior Born

Trappings: Feathered Hat, Leather Jack, Pair of Pistols, Riding Horse with Saddle and Tack, Rope, Silvered Rapier

☠ Inquisidor—Silver 5

Skills: Cool, Endurance, Leadership, Lore (Law)

Talents: Fearless (Skaven), Menacing, Relentless, Riposte

Trappings: Subordinate Juramentados, Quality Clothing, Quality Gun (Any), 10 Silver Bullets with Powder

♥ Evocador—Gold 1

Skills: Intuition, Stealth (Any)

Talents: Frightening, Iron Will, Magical Sense, Pure Soul

Trappings: Best Quality Courtly Garb, Subordinate Inquisidores, Seal of Taurquema



El martirio de santa Úrsula by Caravaggio, 1610

Diestro

Human Estalian

Clashing of steel is heard in one of the many back alleys of Magritta. It is a common sound, both in the tumultuous bustle of daylight and the gripping standstill of the night, which keeps a lot of very annoyed tenants awake without a way to complain. The reason? A falling out between noble houses, a grievance finally able to meld into ire and wrath, bad blood flowing through and ending in that contest of skill. At some point, the blades stop and the night falls tranquil... until the next bout begins anew. Such is the way of courtesy once words have stopped echoing.

Diestros are common within noble Estalian households, often coming from noble blood themselves or adopted during youth from orphanages around the country. It is quite unlike the prestigious lineages to rely on one of their own for such matters, preferring to put a lower member from a friendly family or a “fortunate” orphan to perform. They are dedicated solely to the study and perfection of the blade, with the sole purpose of defending the honor of their house against any and all attacks. In Estalia, this purpose often translates into the settling of disputes by way of fencing against another Diestro, sometimes to the death if the grievance is grave enough. In other circumstances, they are the last line of defence when guards prove unable to banish a threat.

Unlike other nation’s duelist ranks, Diestros consider themselves nobles and are treated as such within Estalia, considered to be the birthplace of the duel. As such, while one can often be witness to lowborn fights between individuals, referred to ironically as “Riñas”, they are not considered to be at the level of swordsmanship often seen in a bout between Diestros. Depending on the family lineage, they may be trained by a Fencing Master to become one for the newest heir in due time, but usually one of the many fencing academies provide ample opportunity to hone one’s skills. For every Diestro is aware that, should they lose too often and too shamefully, so too will they lose their good fortunes.

Among the greatest Diestros, people speak of “Matasietes”, a Killer of Sevens, swordsmen with ability bordering the unnatural, working as teachers or hired help for the most grandiose institutions. They often travel out of the Peninsula, learning as many combat techniques as they can before returning as seemingly invincible opponents, blessed by Myrmidia herself. Experienced fighters ought to beware of facing such an opponent and be sure to tackle them in quick haste... lest the Estalian be allowed to perform their own dance of death.

“Amigo... today you have made a great mistake! You have crossed swords with Manuel Aimar Alvaro Ferran Arturo Roberto Francisco Cesar Ignacio Muñoz III! Greatest duelist in all of Castill!”—Manuel Aimar Alvaro Ferran Arturo Roberto Francisco Cesar Ignacio Muñoz III before he was shot

Diestro Advance Scheme

Starting Characteristics: Weapon Skill, Initiative, Agility

Career Rank 2 Characteristic: Willpower

Career Rank 3 Characteristic: Intelligence

Career Rank 4 Characteristic: Fellowship

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦				✦	✦		☠	✦	☠

Mozo/Moza—Silver 3 (Courtier)

Skills: Athletics, Dodge, Endurance, Heal, Intuition, Language (Classical), *Melee (Fencing)*, Perception

Talents: Beat Blade, Feint, Noble Blood, Step Aside

Trappings: Rapier, Sling Bag containing Clothing and 1d10Bandages

Bravucón/Bravucona—Silver 5

Skills: Charm, Cool, Consumer Alcohol, Lore (Local), Gamble, *Melee (Parry)*

Talents: Carouser, Combat Reflexes, Etiquette (Any), Reversal,

Trappings: Main Gauche or Sword-breaker, Courtly Garb

Diestro/Diestra—Gold 1

Skills: Intimidate, Leadership, *Melee (Basic)*, Perform (Acrobatics)

Talents: Ambidextrous, Disarm, Dual Wielder, Riposte

Trappings: Quality *Melee Weapon* (Any), Trusty Second, 2 Wooden Training Swords, Signet Ring

Matasietes—Gold 4

Skills: Lore (History), *Melee (Any)*

Talents: Combat Aware, Combat Master, Menacing, Reaction Strike

Trappings: Students, 2 Quality *Melee Weapons* (Any)



Le Duel a l'Épée et au Poignard by Jacques Callot, 1617

Toreador

Human Estalian

If one were to describe a nation or region by way of an animal, Estalia would quite deservingly be granted the bull. The animal was venerated and respected long before Myrmidia entered the peninsula, pointing to a prehistoric tradition of engaging with the beasts to gain their attributes: Fortitude, strength, speed and unrelenting willpower. In some regions, there exists debate whether Minotaurs were part of such contests of bravado, or whether bard contemporaries let their imagination roam too wild. Whatever the truth behind the contest, Estalian bulls, while not comparable with the corrupted monstrosities roaming the wild in areas like Norsca or the Badlands, are still a grand adversary and a symbol to the stubborn, stalwart nature of Estalia's kingdoms, baronies and duchies.

Even though the "Test of Manhood" aspect began to die out due to the Reconquista, both the common folk and nobility of Estalia find no greater pleasure than the entertainment provided during a "Corrida". While often times secluded within Plazas, circular pits employed in times past for gladiatorial fights, certain festivals (by Myrmidia's Grace) let the beasts loose on the town's major street for people to take part in, evading or facing the oncoming stampede with the certainty of casualties. It is often in these events when spotters find individuals fit to work in the Plaza and with the bulls, more often than not becoming prime candidates for the dream job. The figure that all come admire and witness with bated breath from the scorching stands as the sun reaches its zenith: The Torero/a, valiantly holding blade and cape close before their bloodthirsty adversary.
(edited)

The Corrida is a ritual of varying elements, with the Torero/a being the central piece in the Machiavellian spectacle. The battle against the bull must always be presented as a triumph of humanity, a grueling fight where the Torero/a attains victory through wit and perseverance over a grander foe, one that takes hours and contains plenty of thrills and close calls. But, should a Torero/a be mortally struck by the bull and lie beyond recovery, the Banderizo/a comes out to exact vengeance, acting as senior Torero/a and representative of the ruling noble's will. As such, spectacle is always guaranteed, and a bull always comes to meet their demise.

Outside of the weekly Corridas and festivals, the Toreros/as and all other workers find themselves performing smaller spectacles and events, with the stars being invited to the houses of damsels/gentlemen to "have their wounds tended" or partake as "Diestros" in duels for the favor of a lover. The Banderizo, however, is a figure of noble stature, quite often having such a grand link with the bull that it allows them to ride on their back. And while some cultures would see this act as ridiculous, many a knight and horsemen have ceased their laughter when charged by such a fearsome duo, bringing the position much renown. They can be seen roaming the countryside, instilling fear on evildoers and truants, or at major feasts, consorting and playing games of wit between the grander nobility. All eyes are on these bloodied performers, warriors who have seen no proper battle, artists risking life for an art both poetic and simple. A play and dance etched into perfection.

Toreador Advance Scheme

Starting Characteristics: Initiative, Agility and Dexterity

Career Rank 2 Characteristic: Strength

Career Rank 3 Characteristic: Willpower

Career Rank 4 Characteristic: Fellowship

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
		✖		✖	✖	✖		☠	☠

Recortador/Recortadora—Silver 1 (Ranger)

Skills: Athletics, Dodge, Cool, Gamble, Haggle, Melee (Polearm), Perform (Jota), Sleight of Hand

Talents: Sixth Sense, Distract, Lightning Reflexes, Strong Legs

Trappings: Dagger, Spear, Plumed Hat, Traje de Luces (Suit of Lights)

Picador/Picadora—Silver 4

Skills: Animal Care, Charm Animal, Consume Alcohol, Intimidate, Intuition, Lore (Beasts)

Talents: Fast Hands, Fleet-Footed, Strike to Injure, Well-Prepared

Trappings: Leather Jack, Rope, Tinderbox

Torero/Torera—Gold 1

Skills: Gossip, Perception, Perform (Bull Fight), Ride (Bull)

Talents: Gregarious, Reaction Strike, Roughriding, Read/Write

Trappings: Torero Hat, Torero Cape, Spear, Legion of Fans

Banderizo/Banderiza—Gold 2

Skills: Animal Training, Leadership

Talents: Fearless (Beasts), Inspiring, Resolute, Relentless

Trappings: Breastplate, Helm, Riding Bull with Tack and Saddle, Banner of Lordship, 50GC



Bullfighter by Corrida

Condottieri

Human Tilean

Condottieri are leaders of bands of mercenaries engaged to fight in numerous wars among the Tilean states. The name was derived from the *condotta*, or “contract,” by which the condottieri put themselves in the service of a city or of a lord. The first mercenary armies in Tilea (often called Dogs of War) were made up of foreigners. The earliest was composed of Estalians and men of the Empire who had fought in the wars of the south. In the mid-15th century IC Araby invaded Estalia and sent additional forces against Tilea, terrorizing the country, devastating Luccini, Trantio, and Pavona prompting an even higher demand for personal mercenary protection. The organization of the companies was perfected in the early 16th century IC by Muzioni Dollo da Fortza, in the service of Verezzo, and his rival Braccio da Monda, in the service of Remas. Muzioni’s son, Francesco da Fortza, who won control of Miragliano in 1550 IC, was one of the most successful of all the condottieri. Due to the divisive political tensions, Tilean states began to raise more advanced mercenary armies, and soon condottieri were conquering principalities for themselves.

In the late 25th Century IC, Borgio the Besieger, the most famous of the Tilean condottieri, was the Merchant Prince of Miragliano and for decades led his mercenary company in the many internal wars of northern Tilea, shocking and inspiring all the nearby city states with their skill in battle. There was not a single city that could defy him, and he fought against every principality and republic in all of Tilea. Many more famous companies and rulers such as Lorenzo Lupo and Lucrezia Belladonna would make names for themselves alongside Borgio, but none can match the reputation of the Besieger.

The soldiers who fight under the condottieri are deeply varied depending on the company they work under: From heavily armored crossbowmen, duelists and pikemen, to heavy and shock cavalry, these diverse companies are noted for their rapacious and disorderly behavior outside of conflict but feared for their unflinching sense of discipline on the frontlines. With no goal beyond personal gain, the armies of the condottieri often change sides, and their battles can often result in high amounts of bloodshed against their former “allies”, so long as the pay to betray their employers was good enough to cover any lost revenue. Despite this, most modern condottieri and their companies are led and run by Tileans with their nationalities tied to the regions or city states they were born in. It is not uncommon for fledgling mercenary leaders to start their roots in their home states, but as their career progresses, they tend to sell their services to new lands within Tilea, Estalia, the Border Princes and especially the Empire.

“As they approached the castle our hearts sank. Braganza’s men never lost or fled and we knew we were doomed. Our captians began to explain how safe we were behind the walls, but a crossbow bolt cut him short. No one wanted to be the next victim.” —The mercenary Gunter Friesheim, in his report on the capture of the “impregnable” fortress of Schloss Adlerberg.

“For the Leopard!” they roared, and charged the Greenskins. The Orc line swayed, then fell apart under their assault and the rest of our army took up the victorious cry. “For the Leopard!” we roared and charged too....We’d all share the glory - and the loot.” —Filimir Tzapinka, mercenary Sergeant, on the battle of the Frozen Lakes

Condottieri Advance Scheme

Starting Characteristics: Weapon Skill, Willpower and Fellowship

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Strength

Career Rank 4 Characteristic: Toughness

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✚	✚	☠	☠					✚	✚

✚ Mercenario/Mercenaria—Silver 1 (Warrior)

Skills: Bribery, Charm, Endurance, Gamble, *Haggle*, Language (Battle), Melee (Any), Ranged (Crossbow)

Talents: Deal Maker, Diceman, Dog of War, Marksman

Trappings: Chain Shirt, Company Uniform, Contract, 1d10 GC

✚ Condottiero/Condottiera—Silver 5

Skills: Cool, Language (Any), Leadership, Lore (Local), Melee (Any), Ride (Horse)

Talents: Drilled, Etiquette (Mercenaries), Furious Assault, Rapid Reload

Trappings: Breastplate and Plumed Helm, Destrier or Light Warhorse with Saddle and Tack, Symbol of Rank, Quality Uniform, 50 GC

☠ Comandante—Gold 1

Skills: Consume Alcohol, Evaluate, Language (Any), Lore (Politics)

Talents: Commanding Presence, Seasoned Traveler, Shieldsman, Warleader

Trappings: Barding, Quality Weapon (Any), 2d100 GC

♥ Generale—Gold 4

Skills: Lore (Warfare), Navigation

Talents: Savant (Politics), Strike Mighty Blow, Vendetta, Wealthy

Trappings: Finest Quality Plate Armor and Uniform, Your Own Company of Mercenaries and Several Condottieri, 500 GC



Condottiero by Dosso Dossi, 1520

Paymaster

Dwarf, Gnome, Halfling, High Elf, Human

The only thing that defines a mercenary company more than its reputation, fighting capability and leaders is this: Money. Without money the whole operations falls apart. The same can be said for most militaries, but whereas a Middenlander soldier is paid a wage it is reasonable to assume in a time of war most would still lay down their lives to defend their homes till their dying breathe for their honor, duty and loved ones. Not so from a mercenary company whose sole purpose is to profit off of conflict and instability. Coin is the lifeblood of any company worth its salt, and only one member has the courage, knowledge and capabilities to keep the books clean and the men paid—the Paymaster.

The Paymaster guards the company's currency with their life—literally so because they always carry the army's pay chest with them. The pay chest is a heavy, iron-bound, secure-looking affair that the paymaster brings to battle on a cart, pulled by animals such as donkeys or draught horses, with the more seasoned paymasters acquiring tougher animals. Paymasters who have proven themselves to their company are often accompanied by the most elite troops as guards that ride alongside and defend the paymaster's chest with their lives. The cart is provided with a suitably impressive flag that also serves as the army's standard so that the troops can see exactly where the Paymaster is at all times, something they find reassuring.

Paymasters come from all over the Old World and beyond but are predominantly and most highly paid within the Southern Realms. Lawyers, politicians, accountants, merchants and nobles with a spine are the predominant careers often associated with paymasters, leaving their old lives and using their expertise to make substantially more coin and quench their thirst for adventure and lusts for power. It is often touted that the most important person on the battlefield, aside from the mercenary generals themselves, are in fact the paymaster. They're capable combatants in their own rights, often paying the elite troops and experienced officers larger sums of coin to teach them how to fight more effectively during battle.

"It is said that 'oney motivates neither the best people nor the best in people'... if that is true, we may not the best people but we are absolutely the best paid..."—Leandro Cerulli, Paymaster of Braganza's Besiegers

"No, they didn't look dangerous, more like a bunch of rich kids out to show off in their new armour. Very flashy they were, all gems and silk. We'll have a bit of fun, we thought. Easy pickings, we thought. Well anyone can make a mistake. Poor old captain Malvino, last mistake he ever made..."—Overheard in the Old Pig and Whistle, Marienburg

Paymaster Advance Scheme

Starting Characteristics: Intelligence, Willpower and Fellowship

Career Rank 2 Characteristic: Initiative

Career Rank 3 Characteristic: Weapon Skill

Career Rank 4 Characteristic: Toughness

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel

✦ Bag Holder—Silver 3 (Courtier)

Skills: Bribery, Drive, Evaluate, Gamble, Haggle, Language (Any), Lore (Taxes), Ride (Horse)

Talents: Briber, Deal Maker, Etiquette (Mercenaries), Sturdy

Trappings: Chain Shirt, Contract, 1d10 GC

✕ Paymaster—Gold 1

Skills: Charm, Cool, Language (Battle), Lore (Local), Melee (Any), Ranged (Any)

Talents: Cardsharp, Embezzle, Nose for Trouble, Suave

Trappings: Bodyguards, Breastplate, Courtly Garb, Paychest and Key, 100 GC

💡 Company Treasurer—Gold 2

Skills: Gossip, Intuition, Language (Any), Lore (Any)

Talents: Savvy, Schemer, Tower of Memories, Warleader

Trappings: Quality Uniform, War Wagon with Horses, 300 GC

♥ Coin King/Queen—Gold 3

Skills: Leadership, Lore (Any)

Talents: Inspiring, Sharp, Wealthy, Well-prepared

Trappings: Elite Bodyguards, Quality Breastplate and Uniform, 1000 GC



Portrait of a Merchant by Jon Gossaert, 1530

Sartosan Pirate

Dwarf, Gnome, Halfling, Human

"The Decadent Pirate Principality of Sartosa, known more politely by its swashbuckling inhabitants as The Free City of Sartosa or simply the City of Pirates, is an anarchic pirate island-stronghold located within the southern reaches of war-torn Tilea, off the coast of the Tilean city-state of Luccini. This island is a notorious haven for criminals, harboring all manner of pirates, brigands, lawless mercenaries and anyone wanting to avoid the various legitimate powers of the Old World. It is a tremendously dangerous place, where drunken pirates press-gang unsuspecting individuals, brawls and duels are an hourly occurrence, and thieves ply the dirty, crowded docks looking for easy marks. Despite the risks, however, it is a place where someone with the toughness and willpower to survive can not only live but thrive, far from the yoke of unfair taxes, overbearing noblemen, and stringent laws. From Sartosa to Araby in the south, the Border Princes to the East, and the mainland past the Great Ocean, exotic lands await. In short, Sartosa is a perfect place for finding fame, plunder and endless adventure."—Warhammer Wiki

The pirates of Sartosa are amongst the most infamous threats on the high seas, standing neck-and-neck with the Dark Elf and Arabyan corsairs of Sartosa's east and south respectively, and the Norscan raiders to the far north. They loot and pillage patrolling merchant ships, seizing cargo and making off with small fortunes on a routine basis. Sartosa itself has suffered many invasions from foreigners over the millennia it has existed and come out on top each time through grit and blood. Ironically, the pirates of Sartosa enforce a strict Pirate's Codes, preventing deserters, cheaters and other scallywags from endangering the crew:

- Everyone shall obey orders from the Captain and their officers.
- A crewman has the right to defend themselves and their honor.
- A crewman can challenge another to a fair duel, but the challenged gets choice of weapons. No other person can interfere in this duel until one crewman is dead or relents.
- Booty will be shared out as follows: 1 share to every ordinary seaman; 3 shares to the captain; 2 shares to the master carpenter, boatswain, and gunner.
- Anyone caught attempting to desert will be marooned. They may take only a weapon and a bottle of water.
- Anyone being lazy or failing to clean their weapons will lose their share of the booty.
- The punishment for hitting a crewman is 40 lashes on the bare back.
- Everyone may vote on every important decision.
- Everyone may have a share of captured drink and fresh food.
- Anyone found stealing from another member of the crew will have their ears and nose slit open and be set ashore.
- The penalty for bringing a lover aboard in disguise is death.
- No one may leave the crew until each crewman has made 500 GC.
- No crewmember may fraternize with Wizards or other dealers of the Dark Arts.

While most pirates work with a crew, it's not uncommon to see many of them strike it rich on their own, as mercenaries or privateers, before fully investing in a crew and ship to avoid the penalties for leaving a crew early—though many do so anyways if the captain is incompetent or the pay is weak.

"As soon as their jolly boat touched the sand they roared ashore, charging the waiting Goblins. It was a short fight. Within moments the Greenskins were running for their lives and the pirates were rewarding themselves with a swift tot of rum!"

—Von Mirrenburg, accounting the tale of the infamous Long Drong and his Slayer pirates.

Sartosan Pirate Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Agility

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Toughness

Career Rank 4 Characteristic: Fellowship

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦	✦	✦	✦		✦				✦

✦ Scurvy Dog—Brass 2 (Riverfolk)

Skills: Consume Alcohol, Gamble, Gossip, Intimidate, Melee (Brawling), Row, *Sail*, Swim

Talents: Break and Enter, Criminal, Flee!, Strider (Coastal)

Trappings: Bucket, Brush, Cutlass (Hand Weapon), Mop

✦ Sartosan Pirate—Brass 5

Skills: Endurance, Entertain (Singing), Language (Estalian or Tilean), Melee (Basic), Play (Accordion or Harmonica), Ranged (Blackpowder)

Talents: Dual Wielder, Orientation, Nose for Trouble, Sea Legs

Trappings: Eyepatch, Leather Jerkin, Pair of Pistols, Tricorn Hat

☉ First Mate—Silver 2

Skills: Entertain (Storytelling), Lore (Sartosa), Melee (Fencing), Pick Lock

Talents: Disarm, Fast Shot, Old Salt, Pilot

Trappings: Personal Quarters, Shipping Charts, Sextant, Spyglass, Treasure Map, 100 GC

♥ Pirate Captain—Gold 1

Skills: Haggle, Navigation

Talents: Accurate Shot, Dead Men Tell No Tales, Luck, Wealthy

Trappings: First Mate, Fleet of Pirate Ships, Jewelry (Worth 500GC), Pirate Lair, Pirate Flagship, Plundered Loot (10d100 GC)



Capture of Blackbeard by Jean Leon Gerome Ferris, 1920

Assassin

Halfing, Human

Politics is a dangerous enough profession on its own, from external to internal threats it seems like everyone is out to wither take your job or your life—or both! No better example of this can be found outside the republics and principalities in Tilea and the Border Princes, where poisonings and power grabs are as common as breathing in the every day lives of their nobility and political representatives. Who carries out these deeds? Well, when you need someone with finesse, you contract someone with equal parts class and quality—the Assassins.

From the port city of Remas to the fortress city of Miragliano, just about any territory was home to these expert killers. From humble beginnings they started out as independent contract killers, no different from the protagonists of the Empire and beyond, offering mercenary officers and lesser nobility for their rivals; however, as the political game evolved, so too did the strategies of the assassins. Private security was getting tougher, guards were more prepared, nobles were leaving themselves far less exposed in public places, and the super wealthy and influential started living in fortress mansions designed to fight off small armies. Something had to be done, and the assassins kept finding a way: smooth talking the relatives and family of the victims for weaknesses and information, bribing guards, disguising as servants and even night time assaults while they slept, sneaking in under the cover of dark became the new methods of murder—and have been quite successful.

Assassins guilds began to surface housing across all of Tilea, and over the course of centuries into the neighboring lands of Estalia, Bretonnia, Sartosa, Araby and the Empire as well. These foreign headquarters are run and operated by members of their respective local population. There is much variety in the different sects from the Hashashiyah of Araby to the Hermandad de Asesinos in Estalia, but they nonetheless follow the same methods of assassination. Their weapons are unique and varied amongst each other, and their connections with foreign sects make it easier when traveling to gather information and equipment when taking contracts that require crossing borders. Not all assassins follow the guilds, as many members found it more profitable to take on independent ventures, some even starting their own assassination enterprises and spreading their teachings and methodology to the highest bidder.

The most famous assassin of them all is none other than Lucrezia Belladonna, a woman of such beauty and power it is said she might be the most beautiful woman in all of the Old World—and is as deadly as she is beautiful. She is rumored to be the one who poisoned the legendary Borgio the Besieger along with over half a dozen of her former husbands, and has on more than one occasion embarrassed no shortage of Bretonnian knights challenging claims towards her beauty, with many a jousting matches running a foul with knights slumping over dead not long after being hit by the opponent's lance.

“... and soon he slumped over his steed, dead. None could decipher how this occurred. A true tragedy had befallen the Bretonnians as their champion lied breathless—the crowd cheering from the stands as the sultry beauty herself, Lucrezia, kissed the tip of the lance of the victor, infuriating the knights. It is said she kissed more than one lance that day.”—Tilean Newsprint

Assassin Advance Scheme

Starting Characteristics: Weapon Skill, Agility and Fellowship

Career Rank 2 Characteristic: Dexterity

Career Rank 3 Characteristic: Initiative

Career Rank 4 Characteristic: Intelligence

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦		✦		✦	✦	✦			✦

✦ Poisoner—Brass 4 (Rogue)

Skills: Bribery, Charm, Gossip, Lore (Poisons), Melee (Brawling), Ranged (Any), *Stealth (Urban)*, Trade (Poisoner)

Talents: Alley Cat, Night Vision, Read/Write, Strike Mighty Blow

Trappings: Assassination Contract, Hood and Mask, 3 Vials of Poison

✦ Assassin—Silver 2

Skills: Climb, Dodge, Entertain (Acting), Melee (Any), Perception, Secret Signs (Assassins)

Talents: Beneath Notice, Cat Tongued, Craftsman (Poisoner), Scale Sheer Surface

Trappings: Courtly Garb, Disguise Kit, Hidden Wrist Blade, Poison Recipes

✦ Master Assassin—Gold 1

Skills: Cool, Language (Any), Pick Lock, Sleight of Hand

Talents: Furious Assault, Mimic, Reversal, Shadow

Trappings: Apprentice Poisoner, Courtly Garb, Political Contacts

✦ Mentor—Gold 2

Skills: Language (Any), Lore (Politics)

Talents: Combat Master, Disarm, Master of Disguise, Secret Identity

Trappings: Personal Information Network, Quality Courtly Garb, Subordinate Assassins



Cesare Borgia leaving the Vatican by Giuseppe Lorenzo Gatteri, 1877

Highlander

Human Albion

“So, it came to be that Albion remained a mysterious island. Many tales tell of raiding ships that have vanished into the mists never to be seen again. Occasionally the gossip in a tavern will turn to the tale of a friend of a friend who was shipwrecked on the isle and returned to tell stories of creatures that were half horse, half man or of terrible one-eyed beasts that stalked the mists. Some even claimed to return with riches beyond a man’s wildest dreams.

No truth to these stories has ever been proven, and the rumors of Albion remain little more than fantastic tales told by drunks to any who would listen. But then a new legend spread across the land. Sailors talked of an island which had suddenly appeared to the far north. Huge white cliffs loomed out from the sea, but the sailors had also spied beaches where a small boat may possibly make a landing. It would seem that the mists had parted, and the land lay open to explore. Every race across the world gathered its armies to seek the treasures of Albion and claim the island as their own.”—Warhammer Wiki

Highlanders are the fittest and toughest of the barbarians of Albion—they must be to contend with the horrors that ravage the sparse human tribes that pepper its tainted and dark lands. Greenskins, Lizardmen, Beastmen and unspeakable monsters are a daily threat to the lives of the people of Albion and only their bravest people muster the strength to face them in combat. They wield stone-age weaponry, forsaking modern convention of armor and firearms due to their people’s lack of technological advancement and reliance on their tribal and druidic ways of living.

These warriors are amongst the bravest of their kind, as they charge into battle against large beasts, mutants and demons wearing nothing but the skin on their back and War Paint enchanted by the druids of Albion said to protect even the deadliest of blows. Lately they’ve been venturing out, seeking new lands for reasons only known to them. Often it’s to acquire food, weapons or allies to bring back to their home, and some are even sent on a mystical quest by the tribe druid.

“I have nothing very certain to say about this island except that the inhabitants are less civilized than the Bretonni peasants, for they eat great quantities of food - and men as well. Moreover, they consider it an honorable thing, when their fathers die, to eat them....”—Curious Gezer, Tilean Mercenary and Explorer

Highlander Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Willpower

Career Rank 2 Characteristic: Toughness

Career Rank 3 Characteristic: Agility

Career Rank 4 Characteristic: Initiative

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦		✦	✦	✦	✦			✦	

✦ Barbarian—Brass 0 (Peasant)

Skills: Consume Alcohol, Cool, Dodge, Endurance, Gamble, Heal, *Melee (Two-handed)*, Ranged (Throwing)

Talents: Frenzy, Sturdy, Strong Back, Tenacious

Trappings: Bone Charms, Stone Axe (Hand Weapon)

✦ Highlander—Brass 0

Skills: Animal Care, Athletics, Lore (Monsters), Melee (Polearm), Outdoor Survival, Secret Signs (Hunters)

Talents: Relentless, Resolute, Robust, War Paint

Trappings: Bone Necklace, Great Weapon (Any), Skull Trophies

☠ Monster Hunter—Brass 0

Skills: Entertain (Tribal Dance), Melee (Basic), Perception, Stealth (Rural)

Talents: Fearless (Monsters), Field Dressing, Rover, Slayer

Trappings: Animal Hide Coat, Bone Headdress, Druid Blessed Great Weapon

♥ Warchief--Brass 0

Skills: Intimidate, Intuition

Talents: Combat Might, Furious Assault, Implacable, Iron Jaw

Trappings: Druidic Magic Item



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New Talents

Art of War

Max: Intelligence Bonus

Tests: Melee Tests when attacking with a sword

You are a true master swordsman and have no equal on the field of battle, so much that his Divine Grace of the Heavens has noticed you. When wielding a sword your attacks are magical; moreover, any Critical Hits to the head of an opponent will have their value doubled on the Critical Wounds Table.

Call to Myrmidia

Max: 1

All Estalians and most Tileans have some sort of connection with the Goddess, found after exemplary courage and honor in battle; however, only her most zealous of followers outside of the priests and war priests of Myrmidia can tap into her divine power. A devout follower of Myrmidia may Invoke the *Spear of Myrmidia* Miracle after a successful Challenging (+0) Pray Test during combat despite not having the Invoke (Myrmidia) Talent. If the Invoke (Myrmidia) Talent is purchased, it automatically replaces Call to Myrmidia and adds *Spear of Myrmidia* to the list of known Miracles.

Combat Might

Max: 3

Your strength of arms is so great you can wield weapons of massive size and weight with but one hand! You may wield any two-handed melee weapon with one hand with a -20 WS penalty. Any Melee Tests made wielding a two-handed weapon in one hand are replaced with Melee (Basic) as its primary Test. For each additional Talent level, the penalty is reduced by 10 until there is no penalty. At Talent level 3 you ignore any Slow or Tiring Weapon Flaws when wielding a melee weapon with both hands.

Dead Men Tell No Tales

Max: Strength Bonus

Tests: Fellowship and Intimidation towards the law

You are a true scourge of the high seas, and as such few would-be bounty hunters, sailors, guards, soldiers, mercenaries, watchmen or nobles would dare consider a confrontation with you. When confronted by the law for your criminal activity use your Strength Bonus as SL for any social Tests; moreover, you have a Fear Rating of 1 (see page 190) against any members of the law or those hired by them. Add +1 to this number per level you have this Talent.

¡¡Despierta, Fierro!!

Max: Fellowship Bonus

Test: Language (Battle) Test concerning this Talent

The Almogavar Battlecry, cemented during the Battle of Magritta when an Almogavar Compañia held the left flank alone against innumerable Arabyans during the Great Crusade! Soldiers new and old fall back to this chant to renew their vigour, perhaps not ensuring victory, but providing a second wind. Once per encounter, as a Free Action, the Almogavar may attempt a Challenging (+0) Language (Battle) Test during combat to earn Advantage per +SL up to their Initiative Bonus. Should they fail, they may repeat this Test again per round until they succeed, but once they succeed, they cannot retake the Test for the rest of the encounter.

Dog of War

Max: None

You are an active mercenary making money from conflicts, and you're recognizable for it. For the purposes of securing money, either when Earning during play or performing an Income Endeavour, refer to the following table:

Career Level	Bonus Money per time the Talent is taken
1	+1d10 Silver Shillings
2	+2d10 Silver Shillings
3	+1 Gold Crown
4	+2 Gold Crowns

Because of your profession, you are bound to make enemies. Opposition to the employers who hire you for your services consider you lower Status than them and might even harbor additional Psychologies such as Prejudice or Hatred as determined by the GM—perhaps you have cost them a chunk of land, destroyed their business, killed a loved one of theirs or see you simply as foreign scum. Because of this, opposing forces such as military and law enforcement run by your contractor's enemies are always suspicious of you and your company and suspect your motivations, which only gets worse the more times you have this Talent, with the exact implications determined by the GM.

The scale of these oppositions might be something small such as villages or towns up to entire provinces or cities depending on the scale of the conflict. These penalties do not apply to mercenary work against widely opposed enemies of mankind, such as Beastmen, Greenskins, Dark Elves, Skaven or various monsters ravaging the countryside, among other known threats.

Lightning Strike

Max: Agility Bonus

Test: Melee Test concerning this Talent

Your blade is as swift as lightning! You strike before your opponent even has time to react. As an Action, you may spend all your Advantage (Minimum 1) to roll a single Unopposed Melee Test against your enemy. This action requires a Fast Quality weapon and sacrifices your Free Action and remaining Movement, if any, for the remainder of the turn if used.

Surgical Precision

Max: Strength Bonus

Tests: Intelligence Test concerning this Talent

This character has mastered the art of bringing down foes non-lethally, and whenever they deal a Critical Hit to an opponent, they may instead make a Challenging (+0) Intelligence Test. If they succeed, they inflict 1 Fatigue Condition upon their target for each +SL they scored on the Intelligence Test. Further, this character gains a +40 bonus to any Heal Skill Tests to treat the wounds of the target once they've been subdued.

War Dance

Max: Agility Bonus

Tests: Perform (Dance) Test concerning this Talent

You are a whirlwind on the battlefield, a deadly beauty in the eyes of your enemies. You have mastered the art of the dance of death perfecting your fighting style with finesse and grace. As an Action during combat you may roll a Perform (Dance) Test and add the SL to your next following attack.

Warpaint

Max: Willpower Bonus

You forsake the use of modern armor, charging into battle wearing nothing more than simple garbs and war paint. Ancient customs and beliefs grant the war paint its own means of protection. With *War Paint*, you gain +1 AP on all body parts for the amount equal to the Talent's level. This AP provides no additional Flaws or Qualities and cannot be Damaged; however, you cannot have any armor equipped in order to receive this Talent's effect.

Vendetta

Max: Willpower Bonus

Tests: Fellowship, Intimidate and combat Tests concerning this Talent

Feuds can get bloody, and for you it's personal. You may select any single individual you hold a deep disdain for—anything from politicians, to mercenaries, or bosses or beastlords, your choice. You gain a +1 SL on all social and combat Tests targeting the specified individual and you are immune to Fear and Intimidate caused by your target. Once the target is dealt with in any way you see fit, assuring you'll never see them again, you may select a new target for your wrath.

Kenjutsu (Style)

Max: 4

An entire martial art was created to learn how to appropriately use the samurai sword dubbed Kenjutsu. The importance of studying Kenjutsu is crucial for samurai, as their proficiency in the ways of the sword is a life or death situation. Those who don't understand the intricacies of each weapon are considered uncultivated. Think of how useless a Handgunner would be if he didn't know how to fire their gun in a war zone. The art of sword combat, as with all martial arts, has both a physical and spiritual level.

Each samurai clan is unique in its swordsmanship, with different schools dedicated to different methods and styles of fighting. Samurai born into these clans spend most of their lives slaving away at mastering these techniques, or "Ways", with those surviving long enough becoming terrifying sword masters capable of slaying dozens of enemies each battle.

Choose one of the Ways listed, but only one. You may only advance this Talent once per career level for the Samurai/Ronin, with a maximum of four. You cannot change your Way or select an additional Way. Any Talents, if provided, by the Way chosen are added to your career, and any career you enter, and may be purchased and advanced as normal. You may roll an Opposed Melee (Basic/Two-handed)/Ballistic Skill Test against arrows or thrown weapons being used against you, except Blackpowder, striking them in mid-air.

Way of the Tortoise

Novice: You reduce the encumbrance of all armor pieces worn by 2 instead of 1.

Apprentice: If struck by a Critical Hit, your results now have a permanent -10 on the Critical Wounds Table.

Journeyman: You gain +1 AP on all body parts.

Master: You gain the Die Hard and Painless Traits.

Way of the Crane

Novice: You may issue a duel against an opponent. See Virtue of Confidence for rules. (page. 11)

Apprentice: You are Immune to Fear or Intimidation affects caused by your opponent when dueling.

Journeyman: Gain +10 to your WS when dueling an opponent when you're not using a shield.

Master: In a duel, gain two Advantage on a successful Opposed WS Test against your opponent instead of one.

Way of the Dragon

Novice: When Dual Wielding, you no longer take the -10 WS penalty to defending after attacking with both weapons.

Apprentice: When you Critically Hit an enemy, raise their result on the Critical Wounds table by +10 if striking with both weapons.

Journeyman: You gain +1 SL when defending with both weapons.

Master: You may use Lightning Strike with any one-handed melee weapon without the need for the Fast quality.

Way of the Tiger

Novice: When defending with a two-handed melee weapon, you no longer suffer the -2 SL penalty against Size (Large) creatures. This does not apply to any creature larger than Size (Large).

Apprentice: You gain +1 Damage when using two-handed melee weapons.

Journeyman: When using a two-handed melee weapon, all rolls landing on tens cause a Critical Hit—10, 20, 30, 40, etc.

Master: You may use Lightning Strike with any two-handed melee weapon without the need for the Fast quality.

Way of the Naga

Novice: You gain the Night Vision Talent.

Apprentice: You gain the Surgical Precision Talent.

Journeyman: You gain the Cunning Trait during an encounter.

Master: As a Free Action, you may spend all your Advantage (Minimum 1) and remaining Movement to add your Intelligence Bonus as extra damage for your next melee or ranged attack.

Way of the Snake

Novice: Poisons coated on your blades now last twice as long.

Apprentice: You gain the Resistance (Poison) Talent.

Journeyman: Whenever you coat your blades in poison, you add your Intelligence Bonus as additional damage to each successful melee attack.

Master: After striking an enemy with a Critical Hit, for each poison Condition the enemy has, increase the roll amount on the Critical Wounds table by +5.

Way of the Stag

Novice: You gain the Fleet Footed and Sprinter Talents.

Apprentice: You gain the Hunter's Eye and Rover Talents.

Journeyman: You are Immune to Fatigue caused by traveling, and the Poison and Stun conditions.

Master: If you are knocked Prone at 0 Wounds, enemies no longer gain a +20 to their WS Tests against you and instead you gain the +20 to your WS Tests against them.

Way of the Nio

Novice: You deal +1 Damage against all Chaos Corrupted beings and Daemons.

Apprentice: You gain the Bless (Orange Simca) Talent and the Pray Skill is added to your Samurai/Ronin career.

Journeyman: You may spend 1 Resolve to give yourself all Blessings (Orange Simca) for 6 Rounds.

Master: Your Melee Attacks gain the Impact Weapon Quality against servants of Chaos—Mutants, Beastmen, Daemons, Cultists, Warriors of Chaos and Corrupted Beasts.

Mark of the Gods

Max: 4

Norscans worship many gods, but the dominant powers lay in the hands of Chaos. You may only advance this Talent once per career level for the Norscan Mercenary, with a maximum of four. You cannot remove this Talent, change your God or select an additional God. Any Talents, if provided, by the God chosen are added to your career, and any career you enter, and may be purchased and advanced as normal. Once purchased, the player must roll 1d10+2 Corruption points minus their Willpower Bonus with a minimum of 1 point. This increases by +1 Corruption each subsequent Talent advancement. If a mutation manifests, the GM rolls based off the selected god on the Physical and Mental Mutation tables found in the *Enemy in Shadows Companion* (Physical pg. 68-72, Mental pg. 74-76).

Note: For players or GM's who don't want a campaign involving Norsca players turning to chaos or causing complications for the group, we have added the option to instead pick the **Slayer** talent instead of the Mark of the Gods. Mark of the Gods is intended for use by the Norscan player after having given full discretion to the GM and the other players that it could cause problems for a non-Chaos focused party or campaign.

The Hound (Khorne)

Worshipper of the Hound:

-While Frenzy is activated, you can now score a Critical Hit on a tens result when using axes—10, 20, 30, 40, etc.

Warrior of the Hound:

-You gain +1 Movement while Frenzied.
-While Frenzy is activated, you ignore all your current Conditions (except for Ablaze and Poison) until Frenzy has ended, then all prior Conditions return as normal.

Champion of the Hound:

-When wielding an axe while Frenzied, the user now gains the Damaging Weapon Qualities on all one-handed axes.
-If using a two-handed axe while Frenzied, it now gains the Impact Quality or loses the Tiring or Slow Quality for the duration.



Chosen of the Hound:

-When Frenzied, you do not gain the Prone Condition at 0 Wounds. All other rules still apply once you reach 0 Wounds.

-Warp Fury: Whilst Frenzied, you have the option to temporarily gain another random physical mutation for 1d10 minutes. Roll 1d10 on the table below to see your mutation. You gain 1 Corruption point if used.

Roll	Physical Mutations
1	Iron Skin: +2 Armor Points to all locations, -10 Agility
2	Multiple Arms: Gain one Free Attack
3	Multiple Legs: Gain +1 Movement
4	Skull Face: Gain the <i>Fear 2</i> Creature Trait
5	Spiked Skin/Armor: +1 Armor Points on all locations; gain a Free Attack (SB+4) when Charging
6	Thorny Scales: +1 Armor Points to all locations
7	Three Eyes: Gain the <i>Acute Sense (Vision)</i> Talent
8	Transparent Skin: Gain the <i>Fear 2</i> Creature Trait
9	Uneven Horns: +1 Armor Points to the Head and adds Horns; counts as a Creature Weapon of Damage equal to your SB+4
10	Wings: Gain the <i>Flight 60</i> Creature Trait

The Serpent (Slaanesh)

Worshipper of the Serpent:

-You gain the Attractive Talent.
-You gain the Inhuman Beauty mutation (+10 Fellowship; you do not scar).

Warrior of the Serpent:

-Injuries recover in half the time they normally take, and maimed body parts regenerate after 1d10 days, unless decapitated.
-You gain an improved Thrill Seeker Mental Mutation (+10 Willpower, +10 Initiative).
-You cannot age past your prime, and if you are of older age, your body regresses back to the height of your physical attractiveness.

Champion of the Serpent:

-Every Critical Hit you deal against an enemy gives you a Fellowship bonus of +10 for 1d10 hours.
-Every Critical Hit you take grants you a Fellowship bonus of +10 for 1d10 hours.
-Every Enemy you kill gives you a Fellowship bonus of +10 for 1d10 hours.
-Wargasm: As a Main Action, you can transfer all modified Fellowship bonuses gained during combat into Advantage. Convert all modified Fellowship gained in 10's into a single Advantage each: +20 Fellowship gained equals +2 Advantage, for instance. Advantage gained caps out at your Initiative Bonus.

Chosen of the Serpent:

-Princely Beauty: All allies within view of your glorious beauty gain +1 advantage at the start of combat.
-You gain Immunity to Psychology.
-Graceful Strikes: You channel the power of the serpent and as a Free Action may add your modified Fellowship

Bonus to your Damage for all successful melee attacks during the encounter. You gain 1 Corruption point if used.

The Crow (Nurgle)

Worshipper of the Crow:

- You gain the Painless Trait.
- You gain the Infected Trait during combat and may inflict a Festering Wound (pg. 186) upon successfully wounding an enemy. The Festering Wound is instantaneous and does not require an incubation period.

Warrior of the Crow:

- You gain the Infestation Trait during combat.
- You gain the Immunity (Disease) Trait.

Champion of the Crow:

- You gain the Corrosive Blood Trait.
- You gain the Immunity (Poison) Trait.

Chosen of the Crow:

- You gain the Die Hard Trait.
- You gain the Immunity (Bleeding) Trait.
- Vomit:** The creature can spew a stream of corrosive bile, dowsing its opponents in foul, semi-digested filth. On its turn, by spending 3 Advantage, the Chosen can activate its Vomit as a Free Attack. The Chosen chooses 1 target it can see within Toughness Bonus yards and let loose; all targets within two yards are also hit. The creature performs an Opposed Ballistic Skill/Dodge Test against all affected targets (its single roll opposed by each individual target). Test is typically Easy (+40) for the vomiting creature, due to the close range, and Challenging (+0) for opponents. All losing targets suffer a hit with a Weapon Damage of the creature's Toughness Bonus +4 and receive a Stunned condition. All Armor and Weapons carried by affected targets suffer 1 Damage as the acidic vomit corrodes it away. You gain 1 Corruption point if used.

The Eagle (Tzeentch)

Worshipper of the Eagle:

- You gain both the +1 Second Sight and +1 Magical Sense Talents.
- You gain the Ward (10+) Trait.

Warrior of the Eagle:

- All attacks now count as Magical.
- You gain Dark Vision.
- You gain the Ward (9+) Trait.

Champion of the Eagle:

- You gain the Language (All) Skill.
- You gain the Clever Trait.
- You gain the Ward (8+) Trait.

Chosen of the Eagle:

- You gain the Cunning Trait.
- You gain the Ward (7+) Trait.
- Eagle's Eye:** The Chosen's gaze can turn flesh to flame. For its Action, it can spend all its Advantage to unleash its gaze (Minimum 3). The Chosen performs an Opposed

Intelligence/Initiative test, adding 1 SL per Advantage spent. Its opponent gains 1 Stunned and 1 Ablaze Condition per 1 SL by which the Chosen wins. If it wins by at least 6 SL, its Target's head bursts into pink and blue flame, killing it instantly. You gain 1 Corruption point if used.

The Eight-Pointed Star (Undivided)

Worshiper of the Dark Gods:

- You gain access to purchase the Inspiring and War Leader Talents for your Norscan Career.
- You gain the Leader Trait.

Warrior Undivided:

- You gain access to purchase the Commanding Presence Talent for your Norscan Career and gain +20 to your Tests for influencing the Servants of Chaos--Mutants, Beastmen, Demons, Cultists, Warriors of Chaos and Corrupted Beasts.
- You may re-roll any failed Fear or Terror Test, or any failed Test to resist Intimidation. If the re-roll succeeds, ignore the first failure.

Champion Undivided:

- You gain the Hatred (Order) Talent—Bretonnia, Elves, Empire and lesser Human Civilizations, Dwarfs, Lizardmen, Tomb Kings and Wood Elves.
- Might Makes Right:** Amongst Chaos, power and authority are synonymous, with strong Chaos Warriors naturally viewed as leaders by those beneath them. The servants of Chaos understand that respect only comes to those with the might to claim it. When dealing with other Servants of Chaos, a Champion may use their status to rally other Chaos forces into conceiving they're the leader and may replace any Fellowship Tests with Intimidation Tests.

Chosen Undivided:

- You gain the Hatred (Destruction) Talent—Dark Elves, Undead, Greenskins, Skaven and Ogres.
- You gain the Champion Trait when fighting your most hated foes.
- You now get a +40 instead of a +20 for influencing the Servants of Chaos. (All Fellowship and Intimidation Tests)
- You gain the Elite Trait when in combat against the forces of Order or Destruction.
- You gain any two permanent Physical Mutations you want. *Enemy in Shadows Companion* (Physical pg. 68-72).



Martial Artist (Path)

Max: 4

After many harsh years of training, you are ready to place yourself on one of the 8 paths towards becoming a master martial artist. Your Unarmed attacks no longer have the Undamaging Weapon Flaw; moreover, your Unarmed attacks +2 additional Damage, changing the Damage dealt to SB+2. Your Damage increases by an additional +1 per advance for this Talent, up to a maximum of SB+5. This effect does not stack with Brawling weapons. Choose one of the 8 paths listed, but only one. You may only advance this Talent once per career level for the Monk, with a maximum of four. You cannot change your Path or select an additional Path. Any Talents, if provided, by the Path chosen are added to your career, and any career you enter, and may be purchased and advanced as normal. You may roll an Opposed Melee (Brawling)/Ballistic Skill Test against arrows or thrown weapons being used against you, except Blackpowder, grabbing them in mid-air.

Path of the Flame

Novice: Your fists burn like fire to your enemies, as your strikes following the Path of Flame cause massive internal bleeding. If you score a Body hit with your Unarmed attacks, attempt an Opposed Strength/ Endurance test against the struck opponent. If you win the test, your opponent gains a Bleed Condition.

Apprentice: If you succeed your Strength/Endurance Test with +6 SL or more, your opponent gains your SB in Bleed Conditions.

Journeyman: You gain the Implacable Talent.

Master: As an action, you may spend all your Advantage (minimum 1) to attempt an Opposed Brawling/ Endurance test against your opponent. If successful you deal a deadly blow against your opponent that deals their (Number of Bleed Conditions + SL) x2 in Damage that cannot be resisted by Armor or their Toughness Bonus.

Path of Iron

Novice: Followers of this path are considered immortal. Your fists feel as hard as iron, breaking through stone and armor with ease. Your Unarmed attacks gain the Pummeling Weapon Quality.

Apprentice: Add an additional +1 Damage to your Unarmed Attacks raising the maximum Damage to SB+6.

Journeyman: You gain +1 AP on all body parts.

Master: On a successful Unarmed attack with +6 SL or more you inflict a Broken Bone (Minor) injury and you may roll an Opposed Melee (Brawling)/Ballistic Skill Test against Blackpowder weapons, grabbing them in mid-air.

Path of Shadows

Novice: Your methods lie in the darkness when following the Path of Shadows, striking when unseen to end your enemies without notice. You gain the Night Vision Talent.

Apprentice: You gain an additional +10 to your WS Tests when striking an enemy from behind or at the sides (with a total of +30 without Advantage).

Journeyman: You gain the Alley Cat and Rover Talents.

Master: You gain the Fast Trait during an encounter.

Path of the Beast

Novice: Like the Jade Tigers of Cathay, you wrestle your prey with the fury of an apex predator. You gain a +10 to all Brawling and Strength Tests for Grappling.

Apprentice: You may now force enemies into the Prone condition after a successful Opposed Grapple Test instead of an Entangled Condition.

Journeyman: You now deal twice your SB in Damage against opponents you have successfully grappled or forced prone.

Master: You no longer need a Critical Success in an Opposed Strength Grapple test against Size (Large) creatures and simply compare SL as normal.

Path of the Heavens

Novice: Your mind and body are one with the heavens. Legend says those who follow this Path are blessed with great fortune and the ability to strike with the speed of lightning. Your Unarmed attacks now have the Fast Weapon Quality.

Apprentice: If you score a Head hit with your Unarmed attacks, attempt an Opposed Strength/ Initiative test against the struck opponent. If you win the test, your opponent gains a Blind Condition.

Journeyman: You gain the Riposte Talent.

Master: You now regain one Fortune point after you successfully defeat a Size (Medium) or larger enemy that has full Wounds in one hit.

Path of Light

Novice: Monks who follow the Path of Light are among the purest and incorruptible beings in the realms of man, with strikes that leave the damned frightened by their presence. Your Unarmed attacks gain the Damaging Weapon Quality against servants of Chaos—Mutants, Beastmen, Demons, Cultists, Warriors of Chaos and Corrupted Beasts.

Apprentice: You can spend all your Fortune points (Minimum 1) to strike and instantly banish a single Daemon with your fists back to the Warp. (GM's discretion on what can be banished)

Journeyman: You gain the Fearless (Daemons) Talent.

Master: Your Unarmed attacks gain the Impact Weapon Quality against servants of Chaos—Mutants, Beastmen, Demons, Cultists, Warriors of Chaos and Corrupted Beasts.

Path of Life

Novice: The monks that follow the Path of Life are renowned for their kindness and compassion towards the people of Cathay, aiding any incapable of combating the dangers of the world with unshakeable courage. You may spend one Fortune Point to add a +40 modifier towards your next Heal Test for one of your allies outside of combat.

Apprentice: You may spend one Fortune Point to reduce the recovery time of any broken bones or torn muscles in one of your ally's body parts by 1d10+Willpower Bonus Days. This ability may be performed once within 1 hour the injury was inflicted.

Journeyman: You gain the Resistance (Disease) Talent.

Master: Outside of combat, once a day you can roll an Average (+20) Perform (Meditation) Test and regain 1d10+WPB+SL in Wounds for yourself. This ability does not affect any other conditions. This process takes 10 – Willpower Bonus hours and leaves you exposed until the meditation is complete.

Path of Death

Novice: Cathay is home to many horrors that stalk the lands, including the undead. These monks are said to be among the leading experts in their annihilation. Your Unarmed attacks gain the Damaging Weapon Quality against the Undead—Zombies, Skeletons, Ghosts, Banshees, Necromancers, Vampires and any Raised Beasts.

Apprentice: Your Unarmed attacks are now Magical.

Journeyman: You gain the Fearless (Undead) Talent.

Master: Your Unarmed attacks gain the Impact Weapon Quality against the Undead—Zombies, Skeletons, Ghosts, Banshees, Necromancers, Vampires and any Raised Beasts.

Divine Lore of Kislev

Dazh, God of Fire and Hospitality

Dazh's Blessings and Strictures:

Battle	Conscience	Courage	Fortune	Protection	Wit
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- Never let a fire go out during the night. Many interpret this stricture as never leaving a fire unattended.
- Never light a fire on a dirty hearth.
- Always give hospitality to those who ask for it, even enemies. Leave none out in the cold.
- Offer sacrifices to Dazh on the first day of the winter snows, so he returns with all speed.

Miracles of Dazh

Dazh is the God of fire, the sun, and hospitality. He has been worshipped in the lands of Kislev for uncounted centuries and is believed to have taught early Ungol tribesmen the secrets of fire. Dazh is often comparable to Shallya in terms of benevolence and caring for his followers, and this attitude reflects strongly on the priests who worship him. Priests of Dazh are warm-hearted individuals who take deep pride in their hearts and homes, and many bedeck themselves in sacred gold. Those who call upon Dazh often prefer heat to cold and may feel uncomfortable when the sun sets.

Blessing of Dazh

Range: Touch

Target: 1

Duration: Fellowship Bonus Rounds

Description: The target you touch becomes blessed with Dazh's favor. For the duration of the spell, the target has all Ablaze conditions removed and cannot gain any more and is immune to fire damage from any non-magical source of fire, including Breathe Attacks.

Brilliance

Range: AoE Fellowship Yards

Target: You

Duration: Willpower Bonus Rounds

Description: Your prayers summon a blinding wave of holy fire. All creatures within range must pass an Agility Test or be dazzled by the fire. Affected creatures take a -20 penalty on Weapon Skill, Ballistic Skill, Agility, and Perception Tests. Targets without eyes, or who have shielded their eyes, are immune to *brilliance*.

Dazh Szheg!

Range: Fellowship Bonus Yards

Target: AoE

Duration: Instant

Description: You call upon Dazh to burn his enemies, and a beam of holy light engulfs your opponents. All creatures in the area must succeed on a Difficult (-10) Agility Test or take +4 damage that ignores armor. A target that loses 1 or more Wounds also catches your Fellowship Bonus in Ablaze conditions.

Dance of the Alari

Range: Fellowship Bonus Miles

Target: Special

Duration: 1 hour

Description: You ask Dazh to illuminate the night, and he

answers with his warrior-consorts – the Alari. The northern sky lights up with eerie fires as the Alari dance. This illumination is enough light to see by.

Gift of Fire

Range: Special

Target: Special

Duration: Fellowship Bonus Hours

Description: Your prayers summon a welcoming campfire that appears anywhere within range. It does not consume any fuel, does not ignite flammable material, but does emit heat that warms living flesh (and living flesh only), can be used to cook food and negate the effects of cold weather.

Rouse the Coals

Range: Willpower Bonus Yards

Target: 1

Duration: Instant

Description: You utter a prayer celebrating Dazh awakening from his bed of coals in the east. Your target, if flammable (as determined by the GM), immediately bursts into flames taking 1d10+WPB Ablaze Conditions.

Sacred Guest

Range: Touch

Target: 1

Duration: Special

Description: You invoke Dazh to bless your time as a guest in another's home. If your host abuses his position or is a poor host, Dazh curses him. The curse, which is decided by the GM, could include: fires failing to light, fires giving no heat, or fuel burning at quadruple rate. The curse lasts until the host apologizes to you or prays for forgiveness at a Temple of Dazh.

Wreath of Flame

Range: You

Target: You

Duration: Fellowship Bonus Rounds

Description: Your chants wreath your body in holy flame. Anyone attempting to strike you with a handheld weapon must succeed on a Challenging (+0) Will Power Test or take a -30 penalty to their WS or BS Skill Test as the heat drives them back from the attack. Even a successful test imposes a -10 penalty. Whilst *wreath of flame* is in effect, you are immune to all damage from fire-based attacks.

Tor, God of War and Thunder

Tor's Blessings and Strictures:

Battle	Courage	Hardiness	Might	Savagery	Tenacity
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- Never stand under a tree during a thunderstorm.

Miracles of Tor

Tor is the God of thunder, lightning, and war. He is popular amongst the war-like Kislevites and was worshipped in the area long before the Gospodars arrived. The Axe of Tor is a sacred symbol among the people of Kislev, as his influence is so powerful that even towns sacked by marauders are said to have their temples dedicated to Tor perfectly intact. It is theorized that even the foul servants of Chaos dare not tempt his wrath, for his reputation as a butcher of daemons and undead is so legendary and his followers so full of vengeful fury that it's a guaranteed death sentence to anger the ancient war god. Priests of Tor are often taciturn and belligerent, and many wield war axes detailed in sacred silver.

Those who call upon Tor can be quick to anger, and many are drawn to high locations, such as mountains or tall towers. At the GM's whim, any use of Torinyi prayers involving thunder, lightning, or rain may bring on a full storm.

Call of Tor

Range: AoE Willpower Bonus Miles

Target: Fellowship Bonus Allies

Duration: Willpower Bonus Rounds

Description: You bellow prayers skywards, and Tor responds with a great deal of thunder. All Kislevites and allies in range may attack twice on a single charge attack action.

Cleave the Sky

Range: Willpower Bonus Miles

Target: Special

Duration: Willpower Bonus Days

Description: You invoke Tor to cleave the sky with his mighty war axe. Clouds roil high above, and after 1d10 rounds, a heavy downpour of rain, sleet, snow, or hail (as appropriate) begins. Each round, all affected targets must pass a Challenging (+0) Agility Test, or their movement is halved. *Cleave the sky* may only be attempted if the sky is already overcast.

Do Tor!

Range: Willpower Yards

Target: 1

Duration: Instant

Description: You entreat Tor to unleash his fury, and a bolt of lightning streaks towards your target. *Do Tor!* is a *magic missile* that deals +6 damage that ignores armor. If a target is killed, the lightning arcs to another enemy (if any remain) within 4 yards of the target and continues to do so until a target survives. With a +6 SL or higher or on a Critical Success your *missile* inflicts a Stun Condition on the target, then your targets must attempt a Hard (-20) Endurance Test. If a Failure is scored, also inflict a Prone Condition.

Incoming Storm

Range: Fellowship Yards

Target: Fellowship Bonus Allies

Duration: Willpower Minutes

Description: Your prayers increase the tension in the air, preparing those around you for an incoming conflict. Whenever any character within range of the spell when it was cast is Surprised, they may immediately attempt an Average (+20) Will Power Test to overcome surprise and act normally.

Thunder of War

Range: AoE Fellowship Yards

Target: You

Duration: Instant

Description: Your prayers amplify the sounds of all nearby Conflicts, as the sound of thunder blasts around you, piercing the eardrums of all nearby enemies. All enemies within range must succeed on a Hard (-20) Fear Test. If they fail with a -SL of 6 or more, they gain a number of Broken Conditions equal to your Fellowship Bonus.

Tor's Fury

Range: You

Target: You

Duration: Fellowship Bonus Rounds

Description: You entreat Tor to bless your axe with his divine might. When using an axe, every time you succeed in attacking an

enemy with your melee weapon you automatically inflict one Critical Wound. If you roll a Critical Hit with this effect active, you double the result on the Critical Wounds Table with any result on a 50+ being an automatic 100 regardless of the target's Wounds.

Wrath of Tor

Range: You

Target: You

Duration: Fellowship Bonus Rounds

Description: Energy crackles over the weapon, imbuing it with the favor of Tor. The weapon adds +Fellowship Bonus Damage, counts as magical and gains *Lightning* damage: Any Wounds caused ignore armor and the target must roll a Challenging (+0) Endurance test or gain a Stunned Condition. In addition, your prayers change the quality of the air, fooling sensitive animals into believing a storm is coming. Small creatures and herd beasts automatically flee from the priest. Other animals, or those controlled by another, must pass an Average (+20) Will Power Test or flee.

Ursun, God of Bears and Strength

Ursun's Blessings and Strictures:

Battle	Courage	Hardiness	The Hunt	Might	Righteousness
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- Never hunt a bear in winter—let him sleep as he lets you sleep.
- Wake the bear in the spring, and feed him well before his winter rests.
- Bears must only be killed by the strength of your hand or the flight of an arrow.
- Only display the hide, claw, tooth, or skull of a bear you have killed yourself.
- Shun the comforts of indoor life whenever possible. In particular, all ablutions and bathing must be done outdoors.
- Eat fish at least once a week, as the bear does. Never eat fish and another meat on the same day, as this is wasteful.

Miracles of Ursun

Ursun is the God of bears and patron of Kislev. His cult was introduced by the Gospodars almost a thousand years ago and is now the most powerful in the land. Priests of Ursun tend to be wild individuals, and many wear sacred skins and holy bear bones. The trails to becoming a priest of Ursun are brutal, with the most famous requiring an acolyte to wrestle a bear in the woods bare handed. Those calling upon Ursun are often uncomfortable around the trappings of civilization and frequently grow lethargic in winter. It is very common for Ursun priests, especially war priests, to travel into the same forests in which they first underwent the test to becoming a priest, reacquainting with the bear they wrestled with, and through various means, bond with them making the bear a valued ally, mount and friend.

Blessing of the Licked Paw

Range: You

Target: You

Duration: Instant

Description: You growl a plea to Ursun to lessen a wound's pain. The priest counts as if medical attention has been received. Cure yourself of one Injury (broken bone or torn muscle) that has occurred within the past hour; moreover, each additional +SL cures 1 Bleed Condition and heals your Wounds by 1.

Blessing of Ursun

Range: Fellowship Bonus Yards

Target: 1

Duration: Willpower Bonus Hours

Description: Your prayers grant the target a +20 bonus to all Navigation and Outdoor Survival Tests taken in forests, mountains, plains or caves.

Father Bear

Range: You

Target: AoE

Duration: Special

Description: Your prayer stirs one of Ursun's servants. One bear within range will not attack unless attacked and will answer any questions you pose it, drawing from its own knowledge (not Ursun's). Its voice is sonorous and noble, and it speaks in the mother tongue of the priest. The priest may roll an Average (+20) Fellowship Test to recruit the bear into your party temporarily until it wishes to go home (GM's discretion).

Growling Fury

Range: You

Target: You

Duration: Willpower Bonus Rounds

Description: Your chants fill you with implacable, ferocious rage. You gain the +1 Battle Rage and Frenzy Talents, a +10 bonus to Weapon Skill Tests and the Fast Trait.

Skin of the Ice Bear

Range: You

Target: You

Duration: Fellowship Bonus Rounds

Description: Your prayers draw an Ice Bear's spirit within you. For the duration, all of your attacks deal +1 Damage, you gain +2 AP on all body parts, and you gain the Acute Senses (All) and the +1 Fearless (Everything) Talents.

Ursine Strength

Range: You

Target: You

Duration: Strength Bonus Rounds

Description: Your chant grants you some of Ursun's strength. You gain a +20 bonus on all Strength and Brawling Tests, another +10 towards Strength when grappling Size (Medium) or smaller creatures (for a total of +30), and all your Melee Attacks deal +1 Damage. So great is your strength that grappling tests with Size (Large) creatures no longer require a Critical Success for Opposing Strength Tests.

Unyielding Ursun

Range: AoE Fellowship Yards

Target: Fellowship Bonus Allies

Duration: Willpower Bonus Rounds

Description: Your rousing prayers tap deep into Kislevite national pride. All Kislevites and party members within range may gain the +1 Fearless (Everything) and +1 Unshakeable Talents.

Winter's Sleep

Range: AoE Fellowship Yards

Target: You

Duration: Willpower Bonus Rounds

Description: Your prayers bring the deep sleep of winter upon your enemies. All living creatures (including allies), aside from the caster, in the area must succeed on an Average (+20) Will Power Test or fall into a deep sleep. Sleeping characters are helpless.

Lore of Ice

Ice Magic, also known as the Lore of Ice, is Kislev's oldest magical tradition, dating back many centuries before the Empire founded the Colleges of Magic under Magnus the Pious, and exclusively wielded by women of Kislev sensitive to the Winds of Magic. Before invading Kislev in 1497 IC under the Khan-Queen Miska, the first Ice Witches practiced their magic on the Endless Steppe. Unlike their former brethren, the Hung and Kurgan—who worshipped the Great Eye after falling to Chaos—the Gospodars learned to tap the cold power coursing through the land itself, establishing a relationship not too dissimilar with the Jade Order and their ties to nature. The ice witches of Kislev are more than just women with the ability to channel the Ancient Widow's cold flows; they are an organized sisterhood who works together to achieve shared goals under the orders of the Tzar/Tzarina of Kislev. Although this magic does not carry the same risks of mutation as magics of Chaos, it is very difficult to control and often kills unwary and inexperienced Witches. Many centuries later, things are little different. As should be expected for a magic with its roots in wars on the Endless Steppe, Ice Magic is deadly and extremely so, not just for the Witches' enemies but for the Witches themselves. Many apprentice Witches do not survive their training; indeed, some can be found to this day in isolated corners of the Oblast, frozen eternally as sparkling statues of ice by the magic they failed to control. Ice witches can often be found wearing heavy winters clothes with fur coats, capes and boots (even in hotter climates) with older and more experienced ice witches wearing crowns of ice on their heads.

Lore Attribute: The flows of Ice Magic vary in strength. By Kislev's sites of power, along her leylines, in freezing climates and in the depths of winter, Ice Magic is very strong, granting you a +10 to all Channeling and Language Magick Tests when casting the Lore of Ice. But in warmer climes, it is far weaker and wanes the closer to the equator and the further from Kislev one travels. When casting in warmer climates, such as in most of the Empire, it counts as if casting next to a *Corrupting Influence*, causing a Minor Miscalculation on a unit's roll of an 8. If you already have a Minor Miscalculation, the Miscalculation becomes a Major Miscalculation. In hotter climates, such as in a desert or jungle, you receive a permanent Fatigue Condition until you relocate to a cooler climate. You may spend a Resolve point to mitigate this Fatigue Condition for one round.

Ingredients: Ice of all types, from snowflakes, hailstones, icicles and carved ice sculptures, comprise the majority of the Lore of Ice's ingredients. While plentiful in the cold lands of Kislev, due to their frozen nature, it is potentially much more difficult to acquire or preserve these ingredients needed depending on the region, climate and time of year. However, many spells also use trappings associated with the body parts of certain wildlife within Kislev, including the claws of a frostfiend, a ball of bear fat, fangs of a white dragon or the tongue of a hawk.

Biting Wind

CN: 10

Range: Willpower Yards

Target: 1

Duration: Instant

Description: You channel mighty flows of magic into a howling gale of cold. This is a *magic missile*. Anyone between you and your target within 2 yards of the *missile* is slashed by wind-whipped ice shards dealing +6 damage. In addition, creatures that lost 5 Wounds or more from this spell gain a Stun Condition and

must pass a Challenging (+0) Endurance Test or be forced prone from the harsh winds and shards of ice blasting against them.

Blizzard

CN: 12

Range: Willpower Yards

Target: AoE Willpower Yards

Duration: Toughness Bonus Rounds

Description: A swirling flurry of snow and ice rises from the land, freezing and blinding all in its path. Distant targets may require a Perception Test to see clearly, as dictated by the GM. Those within the radius of the spell (including allies) take Willpower Bonus + Toughness Bonus Damage every round, ignoring armor, and reduce their line of sight to only 6 yards. Targets also take a -20 penalty to their Ballistic Skill and Agility Tests and have their Movement reduced by half.

Chill

CN: 4

Range: Touch

Target: AoE Willpower Bonus Yards

Duration: 1 Day

Description: Your touch leaves a gleaming frost behind. The air in the area drops to freezing temperatures for the duration, such as making breathe visible and turning water to ice instantly.

Chill Voice

CN: 4

Range: You

Target: You

Duration: Fellowship Minutes

Description: You speak with the pitiless chill of the Khan-Queens of old. Gain a +20 bonus on all Haggle, Intimidate, and Leadership Tests, but take a -20 penalty to all Charm, Entertain and Gossip Tests.

Crystal Cloak

CN: 7

Range: You

Target: You

Duration: Willpower Bonus Rounds

Description: You call forth a swirling, shimmering, ice-laden mist and wrap it around you. Anyone within Toughness Bonus yards of you takes a -10 penalty to all Weapon Skill, Ballistic Skill and Agility Tests as the cloak's cold seeps into them. Further, anything living trying to attack you in melee combat must pass an Average (+20) Endurance Test or lose their action for next round due to the cloaks intense cold chilling them to the bone. This Test does not apply to creatures with the Undead or Daemonic Traits. For each +2 SL, you may increase the difficulty of the Endurance Test by an additional -10 up to a maximum penalty of -50.

Death Frost

CN: 13

Range: Touch

Target: 1

Duration: Instant

Description: You call up lethal cold from the land. A target that you touch must succeed a Hard (-20) Endurance Test or take 1d10 + Willpower Bonus Damage an amount of times per your Toughness Bonus, ignoring armor. On a successful test, the target only takes half damage instead. If the target's Wounds are reduced to 0 its body freezes and turns into a solid statue made of ice, a grizzly representation of its former self.

Frost Blade

CN: 5

Range: You

Target: You

Duration: Willpower Bonus Rounds

Description: A sparkling blade of ice forms in your hand, taking any shape you wish. It counts as a magic weapon that deals SB + WPB Damage and stuns targets that lose 5 Wounds or more from each strike. It immediately melts away if you let go of it. For every +3 SL you may also add 1 Quality to the *Frost Blade* while the spell is in effect.

Form of the Frostfiend

CN: 16

Range: You

Target: You

Duration: Special

Description: You invite the cold spirits of old within you to transform yourself, along with your trappings, into a shrieking, taloned Frostfiend. You retain your Intelligence and Willpower, but your other Characteristics and Traits are that of a Frostfiend—a large bat-winged creature with white fur native to Kislev. Your melee claw attacks count as having the Hack and Impact Qualities. However, you may not communicate in anything other than howls, cannot cast spells, and cannot wield weapons. *Form of the Frostfiend* ends when you take a Critical Wound, go to sleep, or when you end the spell voluntarily. For every +3 SL you may add an additional creature Trait to your Frostfiend form.

Frostfiend:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	60	0	55	45	30	65	35	30	85	15	42

Traits: Armor 3, Bite +8, Dark Vision, Fear 2, Immunity (Cold), Size (Large), Flight 60, Strider (Snow), Weapon +9

Optional: Big, Distracting, Elite, Frenzy, Fury, Hardy, Tough

Hailstorm

CN: 7

Range: Toughness Yards

Target: AoE Willpower Bonus

Duration: Toughness Bonus Rounds

Description: You channel Ice Magic upwards, forming large chunks of ice that fall to the ground with horrifying speed. All creatures within its radius take Willpower Bonus + Toughness Bonus Damage each round they remain in the area. Also, they take a -20 penalty to all Ballistic Skill and Agility Tests and halve their movement. While the spell is in effect, the ice witch may roll a Language (Magick) Test and if successful can move the Hailstorm 2 yards per +1 SL.

Hawks of Miska

CN: 9

Range: Willpower Yards

Target: Willpower Bonus Yards

Duration: Willpower Bonus Rounds

Description: By calling upon pacts sealed by the first Khan-Queens, you summon the *Hawks of Miska*, frozen spirits of fear, hatred, and dread. The icy birds crystallize from the air and swoop around the target, loosing fearful cries. All creatures in the area must pass a Fear 1 Tests every round the spell is active or until they fail. If the creature Fumbles it receives an amount of Broken Conditions equal to its -SL. For every +3 SL, the *Hawks of Miska* may gain +1 to Fear.

Ice Maiden's Kiss

CN: 6

Range: Toughness Bonus Yards

Target: Special

Duration: Instant

Description: You breathe forth purest cold, freezing foes into glittering statues of ice. You immediately make a Cold Breath attack, as if you had spent 2 Advantage to activate the Breath Creature Trait (see page 338). Ice Maiden's Kiss is a *magic missile* with a Damage equal to your Toughness Bonus, ignoring armor. If the target's Wounds are reduced to 0 its body freezes and turns into a solid statue made of ice, a grizzly representation of its former self.

Ice Sheet

CN: 6

Range: Willpower Yards

Target: AoE Willpower Bonus Yards

Duration: Special

Description: You glaze an area of the ground in front of you with a thin layer of slippery ice. Those in the area must succeed on a Difficult (-10) Agility Test every time they attempt a Movement Action, or they slip and fall, going prone, and lose the rest of their turn. A success means the character can act normally but at half Movement.

Permafrost

CN: 10

Range: You

Target: AoE Toughness Yards

Duration: Toughness Bonus Days

Description: You channel mighty flows of cold into the land. A heavy frost immediately crusts over every affected surface turning it into snowy terrain and making movement past Walking speed impossible. After casting, on this round only, anyone affected (including allies) also takes 1d10 + Willpower Bonus Damage that ignores armor and must succeed on a Challenging (+0) Endurance Test or lose their next Action. After one minute, all water in the area freezes.

Shardstorm

CN: 8

Range: Willpower Yards

Target: 1

Duration: Instant

Description: You unleash diamond-hard shards of ice at a target, in an amount equal to your Willpower Bonus. Each shard is a *magic missile* dealing +2 Damage. For every +2 SL you may fire an additional *magic missile* at the target.

Shoika's Call

CN: 16

Range: Toughness Yards

Target: AoE Toughness Yards

Duration: Intelligence Bonus Rounds

Description: You call out to the Ancient Widow, reminding her of her promises to Khan-Queen Shoika, first Tzarina of Kislev, and cause 20-foot tendrils of ice to erupt from the ground. Any Size (Large) or smaller creature in the area has their Movement halved and must succeed a Challenging (+0) Agility Test each round or the tendrils wrap around it and deal SB+4 Damage that ignores armor. Any creature that is larger is merely attacked by the tendrils. In addition, the character is considered entangled—to break free, they must win an opposed Strength Test. The tendril counts as

having a Weapon Skill equal to your Willpower Characteristic and Strength equal to your Intelligence Characteristic.

Walk the Endless Steppe

CN: 7

Range: You

Target: You

Duration: Toughness Bonus Hours

Description: You lower the temperature of your body. You are completely immune to exposure caused by freezing conditions and are immune to damage from cold-based attacks.

Wall of Ice

CN: 6

Range: Willpower Yards

Target: AoE (Special)

Duration: Willpower Bonus Rounds

Description: You form a wall of snowy ice from the ground. The ice wall is Willpower Bonus yards wide, Intelligence Bonus yards tall and 2 yards deep. For every +2 SL you may extend the length of the ice wall by +Willpower Bonus yards. You may not pass through an area emanating any warmth (living bodies, fire, and similar, as dictated by the GM). The wall blocks line of sight and has TB 5, and 10 Wounds times your Toughness Bonus. Fire deals double damage to the ice wall.

Winter Walk

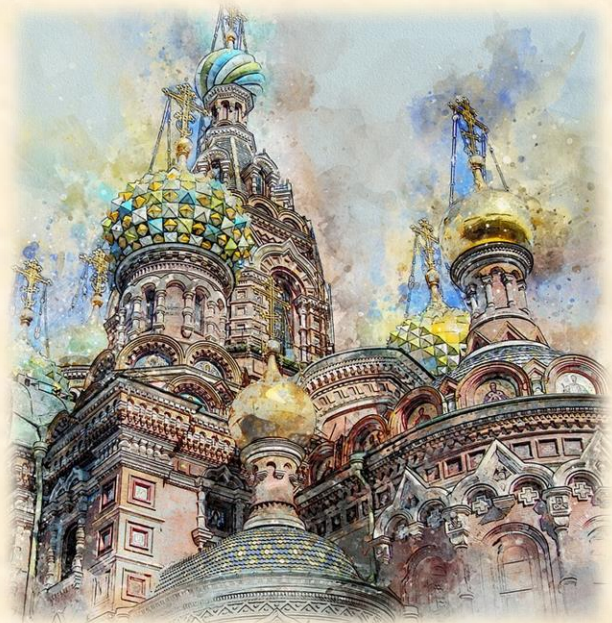
CN: 3

Range: You

Target: You

Duration: 1 Day

Description: You demand the winter spirits grant you passage. You take no Movement penalty in the snow or on ice and are immune to the negative effects and penalties from cold weather including blizzards during travel.



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Divine Lore of Araby

This section is dedicated to players who wish to roleplay a Priest or War Priest of the Arabyan religion. All information is taken from unofficial fan sources. (page, 1)

Miracles of Ormazd

Although its roots go back further, scholars typically date the creation of the Cult of the Great Prophet to the 11th century IC, making it among the youngest of the major human religions. The Cult of the Great Prophet started in his home city of Martek, the birthplace of modern Arabyan Civilization, during the time of the prophet Mulhaed al-Quyat's life. He began receiving what Arabyans regard as divine revelations delivered through the god Ormazd. Afterwards he was said to have spawned the oasis' across Araby, granting fertile land and precious water to the people. Since the "War of the Death" and the destruction of Bel-Aliad at the hands of Arkhan the Black more than a thousand years prior, Araby had been a broken nation, but Mulhaed al-Quyat reunited the peoples of Araby, and through faith became the first Great Sultan. Today, despite Araby's decline after the Crusades in the 15th Century IC, the faith is held strongly. However, it is theorized by imperial scholars that the entity the Great Prophet received visions from was an even older god, perhaps one that was worshipped by another now long-lost civilization.

His holy symbol is that of a crescent moon, and it can be seen on many Arabyan standards, and even the shape of their shield; something that his worshippers believe will bless them in battle.

Blessings and Strictures of Ormazd:

Battle	Courage	Grace	Protection	Tenacity	Wisdom
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- There are no gods equal to Ormazd.
- Pray facing Martek three times each day to Ormazd: at dawn, two hours past midday, and two hours past sunset.
- Donate a fixed portion of your income to believers in need. Many rulers and wealthy Arabyans build temples, drinking fountains, hospitals, schools, and other institutions both as a religious duty and to secure the blessings associated with charity.
- During the daylight hours of the ninth month of the Imperial Calendar, all healthy adult Arabyan believers are required to abstain from food and drink. Through this temporary deprivation, they renew their awareness of and gratitude for everything the Great Prophet has provided in their lives.
- Every Arabyan believer whose health and finances permit it must make at least one visit to the holy city of Martek per year.
- Vanquish all undead—in memory of Bel-Aliad.

Burning Sands

Range: You

Target: AoE Fellowship Bonus Yards

Duration: Fellowship Bonus Rounds

Description: You call on Ormazd to scour the battlefield of heretics, and a rapidly swirling wind of flaming sand bursts forth around you. Every non-believer of Ormazd within your radius receives 1 Ablaze and Blinded Condition and takes 1 Damage at the end of each turn so long as they remain in the sand swarm. For every +2 SL, they receive +1 additional Damage at the end of each turn.

Bury the Soul

Range: Fellowship yards

Target: 1

Duration: Willpower Bonus Rounds

Description: You implore Ormazd to bury your foes. Your targets' lungs continuously fill with sand while the Miracle is active, pouring out of their mouth, nose and ears. Your target is Deafened and cannot speak; moreover, the target gains a Fatigued Condition and is subject to the rules for Suffocation (page 181) while the Miracle is in effect.

Forgiveness of Al-Alnon

Range: You

Target: You

Duration: Instant

Description: Prostrating on the ground, you chant one of the Great Prophet's prayers to Ormazd and beg him to forgive your sins and purge you of chaotic influence. Lose 1 Corruption point and 1 Sin point you have received within Fellowship minutes. For every +2 SL you may remove an extra 1 Corruption or Sin point gained. You may not invoke this Miracle if you have committed acts deserving of condemnation from your deity (GM's discretion) outside of miscasts or corrupting influences.

Healing Sands

Range: Fellowship Yards

Target: 1

Duration: Fellowship Bonus Rounds

Description: You appeal to Ormazd to grant the target the strength to endure as warm sands surround their cuts and bruises, slowly healing their ravaged flesh. The target removes any Bleeding Conditions and regenerates their Willpower Bonus in Wounds at the end of each round while this Miracle is in effect. This effect lasts until they've recovered all of their Wounds.

Sword of Ormazd

Range: You

Target: You

Duration: Fellowship Bonus Rounds

Description: You chant a prayer of the Ormazd's might as your blade shimmers and golden flakes of glowing light float around it. If wielding a sword, it counts as Magical, deals +Fellowship Bonus Damage, and any target struck receive the Ablaze and Blind Conditions. Any Undead struck while this Miracle is in effect take additional +Willpower Bonus Damage.

Waters of Life

Range: Touch

Target: You

Duration: 1 Round

Description: You chant the Great Prophet's prayers, and water springs forth forming a glowing pool at the point where you touch. For each round in which the Miracle is in effect, you cause enough water to quench 1 person. Whomever drinks from the pool recovers Wounds equal to your Fellowship Bonus and recovers from any negative effects caused by thirst. This Miracle requires a suitable geographical location for the water to form in, such as a hole in sand or soil, or a circular rock formation in the mountains. The water must be consumed within a short amount of time after its formation or else it dissipates, even if contained in bottles or waterskins.

Lore of the Desert

The Lore of the Desert is the dominant form of magic within Araby, with its Magicians held in high regard within its social class. The Lore of the Desert is considered a difficult Wind to perceive and manipulate, appearing scattered even to those skilled with the Sight, resembling a chaotic sandstorm as it swirls around them. This makes it tricky to manipulate but dangerous in the hands of a skilled Magician. The wind is associated with power, intelligence, and prestige. The Magicians of Araby are acclaimed for their skill, knowledge, and their sheer determination, even able to bend the wills of the Djinn, magical being of the elements, to their service. Spells from the Lore of the desert are some of the most bizarre, including summoning desert sands even in areas of the world where it is impossible, and those that summon Djinn to the mortal plane. There are also more manipulative applications used to fool enemies by summoning mirror images of their deepest desires, such as piles of gold, or even copies of yourself making it impossible for them to confront you. Magicians of the Lore of the Desert tend to wear fine silk robes known as "thawbs" in Araby accompanied by a traditional headwrap known as a "keffiyeh". Due to their higher status within the Arabian hierarchy, Magicians rarely dress the same--dyeing their robes in exotic colors and having them designed with eccentric and unique patterns that reflect their personality, favoring fashion over practicality. Those with the money to do so flaunt their wealth with glittering jewelry hanging from their necks, and fine bangles and rings across their arms and fingers.

Lore Attribute: Arcane Spells summoned from the Lore of the Desert tend to summon or shift large amounts of dust and sands upon their targets or shroud the caster in whirling sands like a desert storm. Whenever a spell from the Lore of the Desert is cast upon a target, that target has their Movement reduced by -1 and cannot Charge for the duration of the round.

Ingredients: Magicians of the Lore of the Desert use many artefacts associated with the harsh arid lands of Araby, supplemented by crystals, glass, jars, gemstones, lamps and small statues depicting the mystical beings known as Djinn. White candles, silver carvings, and bleached paper are also common.

Curse of the Djinn

CN: 8

Range: Willpower Yards

Target: 1

Duration: Intelligence Bonus Days

Description: The magician channels the immense power of the Djinn through their own body and lays a terrible curse upon their foe as their energy is sapped and their armor fails to protect them. The target suffers a penalty of -10 to all Tests, in addition to any other modifiers, and may not spend Fortune points. The target's armor and weapons also fail them as they break and turn to dust on impact from the next time they're struck, assuming they aren't magical.

Dancing Scimitar

CN: 6

Range: Willpower Yards

Target: 1

Duration: Willpower Bonus Rounds

Description: The magician summons a swirling, flaming scimitar that attacks their enemies. This spell is a *magic missile* that deals +8 Damage. Any enemy struck gains +1 Ablaze Condition and any

Undead struck take additional +Intelligence Bonus Damage and are knocked prone. For each +2 SL, the *missile* may inflict an additional +1 Ablaze Condition on the target.

Flying Servant

CN: 6

Range: Willpower Bonus Yards

Target: 1

Duration: Fellowship Bonus Hours

Description: With a rug, rope, broom or carpet, you animate an object capable of taking you to great heights. For the duration of the spell, you gain the *Flight 60* Creature Trait as you ride across the skies on your newly animated servant. The animated object has Wounds and Encumbrance equal to your Willpower + Intelligence Bonus. Once the object's Wounds reach 0, it becomes inanimate again. For each +2 SL you may increase the Wounds and Encumbrance of the animated object by +1.

Mirage

CN: 5

Range: Willpower Yards

Target: Special

Duration: Intelligence Bonus Rounds

Description: You summon an illusory image of your choosing to fool your enemies, using their deepest desires and luring them into a trap with false riches of gold or confusing them with illusory clones of you or your allies. You will automatically fool anyone without the Second Sight Talent. Those with that Talent must pass a Difficult (-10) Perception Test to notice the illusion. This does not let them see through the spell. They must dispel it to do so. During combat, illusory clones may attack or defend as if they are real but cannot deal or receive Damage; however, they can help grant an outnumbering bonus against their enemies. Those engaged with the illusion must attempt a Hard (-20) Willpower test to resist its effects or else treat it as if it is real and act accordingly.

Sand Blast

CN: 9

Range: Willpower Yards

Target: AoE Willpower Bonus Yards

Duration: Instant

Description: A blasting sandstorm erupts from the magician's mouth, throwing those who stand before them onto the ground and covering them in sand. This spell is a *magic missile* that deals +6 Damage ignoring armor. Any target struck gains a Blind Condition and must attempt a Challenging (+0) Endurance Test or be knocked prone.

Sandstorm

CN: 8

Range: Willpower Yards

Target: AoE Willpower Yards

Duration: Intelligence Bonus Rounds

Description: You command the desert spirits to engulf your enemies in a swirling cloud of choking sand and dust. Anyone trapped within *Sandstorm's* radius, besides the caster, receives a -30 penalty to all Perception Tests, cannot see past 4 yards in front of them and cannot use missile weapons as the whirling sands make it impossible to aim and fire properly. For each +2 SL, the caster may make one ally immune to the effects of Sandstorm for the duration the spell is active.

Summon Djinn

CN: 12

Range: Willpower Bonus Yards

Target: Special

Duration: Willpower Bonus Minutes

Description: You channel through the winds briefly forcing into your service a mighty ally. A Djinn immediately manifests. Perform an Opposed Channel/Willpower Test with the Djinn. If successful, the Djinn will respond to any commands issued by the caster, then vanish once the duration ends. If failed, the Djinn immediately turns on its master and must be destroyed. For every +2 SL you may add an additional Optional Trait for the Djinn; however, the Djinn will maintain these Traits even if it turns against you. The element the Djinn is manifested from is determined randomly and gains attributes based on the results. Roll a d10 and refer to the table below for the type of Djinn summoned:

Roll	Djinn Element: All Lore Effects apply when casting.
1	Light: Gains the Damaging and Impact Quality for all physical attacks against Daemons.
2	Metal: Gains +5 Armor Points.
3	Life: Gains the Regenerate Trait.
4	Heavens: Gains the Breath +5 Lightning Trait.
5	Shadow: Gains the Breath +5 Smoke Trait.
6	Death: Gains the Damaging and Impact Quality for all physical attacks against Undead.
7	Fire: Gains the Breath +5 Fire Trait.
8	Beast: Gains the Frenzy Trait.
9	Ice: Gains the Breath +5 Frost Trait.
10	Dhar: Gains the Terror (3) Trait.

Sun Spear

CN: 8

Range: Willpower Yards

Target: Special

Duration: Instant

Description: Bright beams of burning energy leap from the magician's eyes and scythe through all before them. This is a magic missile with a Damage of +12. It strikes the first creature in its path. If the target suffers any Wounds, also inflict +1 Ablaze Condition, after which the spear continues its path, striking each target in the same manner, but at -1 Damage each time. If the spear fails to inflict any Wounds, its progress is stopped, and the spell comes to an end. The *Sun Spear* only inflicts the minimum 1 Wound (see page 236) on the first target it strikes.

Quicksand

CN: 10

Range: Willpower Yards

Target: AoE Willpower Bonus Yards

Duration: Willpower Bonus Rounds

Description: The magician causes the ground to sink beneath the targets as a pit of quicksand appears, slowly bringing them to their doom. Anyone hit by *Quicksand* must roll a -30 Agility Test or be knocked prone so long as they remain within its radius. Those affected may retake the test at the end of each subsequent Round. After the duration ends, the targets must then roll an additional -20 Agility Test or be sucked in by the quicksand to their deaths. For every +2 SL, the caster may reduce the duration of the spell by -1 Round. The target must be a Size (Large) creature or smaller. This spell requires sufficient terrain in order to function, such as sand or soil.

Djinn

Djinn is the name given by Arabyan Magicians to many kinds of elemental spirits, which can be imprisoned within magical jars and bound to do a sorcerer's bidding or summoned to the battlefield through powerful sorcery. Such spirits will often obey only a single command before dissipating into the ether, free to go about its business or seek revenge as it sees fit. However, whilst it remains bound to the Magician's service, the spirit will fight with every ounce of its strength against its master's enemies. These spirits exist in many different forms and shapes based on the Winds of Magic. As such, they are considered neither good nor evil, but cross one's path and you're sure to regret it.

Djinn:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	60	30	40	55	60	40	30	65	70	30	25

Traits: Breathe (Element), Clever, Cunning, Dark Vision, Flight (60), Magical, Painless, Spellcaster (Element), Weapon +8

Optional: Big, Champion, Elite, Ethereal, Fast, Fury, Hardy, Ranged +8 (150), Size (Large)



Djinni from The Arabian Nights, 1900

Divine Lore of Ind

Miracles of the Devas

Ind is a land of many mysteries, but little is more mysterious and unique as its religion. The Kingdoms of Ind is also widely known as the Land of a Thousand Gods, and for good reason. The piety on display—from the temples of marble that reach the sky to the innumerable symbols found in every household, piece of clothing and jewelry—is enough to raise an eyebrow from all but the most dogmatic of the Sigmarite, Myrmidian and Ulrician faiths. The Indan religion is one of polytheism, worshipping not one but numerous gods (or ‘Devas’ as the people of Ind call them) at once, each representing a different aspect of the religion’s teachings. While the idea of practicing the faith of multiple gods isn’t new, it’s the equal worship of the Divine Trinity (Brahmir, Vaishna and Shaivi) and their children that makes them unique. Unlike the Empire that squabbles between its own faiths—such as the Cult of Sigmar and Ulric—the people of Ind worship under a unified pantheon. Some gods fall into greater favor than others, but it is extremely rare to find sects dedicated to only one or a few gods and excluding the rest of the pantheon. Priests the Divine Trinity can be found wearing long, colorful robes with markings on their foreheads. They are known to be kind and understanding individuals, wise men and women highly educated and sought after for advice. Their war priests are a different beast altogether: War Priests of Ind are said to be giants of men and women, avatars of their gods sent to punish the wicked and purge Ind of corruption. They are clad in armor and wear massive turbans called *dastaar* which are covered in religious symbols of the various gods and are said to grow larger as the war priest gains experience. Some *dastaar* can weight up to 50 kg from the sheer amount of charms and trophies of war placed in them.

Blessings and Strictures of the Devas:

Battle	Fortune	Healing	Protection	Recuperation	Wit
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•**Brahmir, the Deva of Creation:** Do not harm cows as they represent life given from the Devas. They are a source of goodness and its milk nourishes all creatures.

•**Vaishna, the Deva of Preservation:** Protect your lands, people and family at all cost. Do not allow the corruption of the Dark Ones to poison the minds of the innocent.

•**Shaivi, the Deva of Destruction:** Seek out and destroy the chaos of the world: the Greenskin, the Heathens, the Ratmen and Dark Ones—all must burn so creation may flow.

Avatar of Vaishna

Range: You

Target: You

Duration: Fellowship Bonus Rounds

Description: You channel the heavenly wrath of Vaishna into your very soul and become the embodiment of The Preserver itself. Your eyes glow and your skin changes blue. You gain the Elite Trait and you’re Immune to Psychology so long as you’re protecting something of great importance. When the Miracle’s duration end you return to normal and are unconscious until next sunrise, as the strain of wielding such godly power is great.

Banish the Wicked

Range: Touch

Target: 1

Duration: Instant

Description: You chant a prayer to Shaivi and strike your foe with your palm punishing them for their wicked deeds with the energy of the Deva of Destruction itself. You deal 1d10+SL Damage

ignoring Toughness Bonus and Armor Points. If the target has the Corruption Trait, it takes an additional 1d10 Damage per the strength of the Corruption.

Brahmir’s Gift

Range: Willpower Yards

Target: Fellowship Bonus Allies

Duration: Willpower Bonus Rounds

Description: You call for the Creation Deva to heal the land and allow life to flow. For the duration of the Miracle, any allies in direct contact with the earth within range heal Wounds equal to your Willpower Bonus at the start of every Round. However, this act of altruism comes at a cost. For each round this Miracle is in effect you lose 1 Wound.

Dance of Flame

Range: Willpower Yards

Target: Willpower Bonus Allies

Duration: Fellowship Bonus Rounds

Description: You dance in the name of the Deva of Fire, Agni, as flames circle around you and your companions, inspiring your allies and heating their blood in the process. You and your allies gain the Corrosive Blood Trait. You and your allies are immune to each other’s Corrosive Blood Damage.

Gilgadresh’s Fortune

Range: You

Target: You

Duration: Special

Description: You bow your head and pray to the elephant-headed Deva, Gilgadresh, for good fortune and new beginnings. Gain +1 Fortune point. For every +2 SL you may gain an extra +1 Fortune point, which may take you beyond your normal maximum. You may not invoke this Miracle again until you reach 0 Fortune points.

Idran’s Will

Range: Willpower Bonus Miles

Target: Special

Duration: Willpower Bonus Minutes

Description: You invoke Idran, King of Heaven, rain and lightning to shower the land in his name. Roiling clouds are summoned high above, and after 10-Fellowship Bonus rounds, a heavy downpour of rain begins. During the downpour, you may roll additional Pray Tests to summon a bolt of lightning down on one foe dealing 1d10+Fellowship Bonus Damage ignoring armor.

Sweat of Creation

Range: You

Target: You

Duration: Willpower Bonus Rounds

Description: You reach out to Brahmir praying for the Deva’s protection. In return your body begins to sweat profusely, closing your wounds and invigorating you. You gain the Regenerate Creature Trait. When the Miracle ends, gain 1 Fatigue.

Trident of Shaivi

Range: You

Target: You

Duration: Fellowship Bonus Rounds

Description: You call out to the Deva of Destruction conjuring their trident made of pure light, which can be wielded in combat, using the Melee (Polearm) Skill. It acts like a normal polearm with a with a very long range, Damage equal to your Willpower Bonus and counts as magical. For every +2 SL you may add an additional +1 to the Damage or a Weapon Quality to the trident.

Divine Lore of Nippon



日本語: 春齋年昌筆「岩戸神樂之起顯」、大判三枚続錦絵
By Shunsai Toshimasa, 1887

Miracles of the Orange Simca

The Orange Simca is the Goddess of the Rising Sun, Honor and War. Her followers consist primarily of the warrior clans that dominate Nippon (although many commoners worship her for protection and strength), with the warrior monks being the most fanatical of her worshippers. She is often paid tribute in silver, blooming flowers, snake bones and silks. It is said her worshippers feel a greater sense pride and vigor when basking in the sun but are somewhat melancholy and composed during the night. The monks are said to be so blessed or inspired by her holy light that they don't need to sleep, defending the innocent as their goddess rests in the heavens until the next morning.

The Orange Simca's Blessings and Strictures:

Battle	Courage	Fortune	Hardiness	Might	Righteousness
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- Do not watch the sun as it sets but be prepared to see as it rises. Guard the innocent as she sleeps.
- Always ask three times for permission before accepting any gifts from the innocent, as it is a warrior's duty to protect the helpless, not to take from them.
- Always offer aid to warriors against Skaven who ask for it, regardless of political affiliation or race.
- Offer sacrifices on the first morning of every month, as tribute for a new month of light.

Gift of the Rising Sun

Range: You

Target: Area of Effect

Duration: Instant

You call on the Orange Simca to scour the battlefield of dishonorable foes, and a blinding flash of golden light bursts forth. All non-Simcans looking in your direction receive 1 Blinded Condition. For every +2 SL, they receive +1 Blinded Conditions.

Serpent's Eye

Range: Fellowship yards

Target: You

Duration: Fellowship Bonus Rounds

You call on Simca to send a Divine Servant to grant you knowledge of your enemies. A spectral serpent manifests, slithering across the ground. The serpent looks like and has the capabilities of a normal snake, but cannot physically affect the world, or be harmed in any way. While the Miracle is in effect, you can see through the serpent's eyes and control its movement, surveying the battlefield and spying upon your enemies. Your Vision is acute, but you do not have access to any of your own sense-enhancing Talents such as Night Vision. While looking

through the serpent's eyes, you cannot see through your own eyes, leaving you potentially vulnerable.

Bushido's Call

Range: Fellowship yards

Target: Strength Bonus allies

Duration: Fellowship Bonus Rounds

Your prayers of honor instill your allies with an unbreakable courage against their foes. All allies affected receive the +1 Drilled and Fearless Talents towards any enemies engaging them in combat.

Banzai Charge

Range: Fellowship yards

Target: Strength Bonus allies

Duration: Fellowship Bonus Rounds

Your prayer ignites the fires of war within your comrades. Affected targets gain the +1 Berserk Charge Talent. For Every +2 SL, you may increase Berserk Charge by an additional +1.

Shield of the Sun

Range: Fellowship yards

Target: Strength Bonus allies

Duration: Fellowship Bonus Rounds

Your stalwart prayers channel the glow of the Orange Simca to shield your allies in glittering, gossamer strands of light, warding enemy blows. All those affected gain +1 AP on all locations.

Red Sun's Smite

Range: You

Target: You

Duration: Fellowship Bonus Rounds

If wielding a Naginata, it gains the Impact Quality, and counts as Magical.

Beacon of Sacred Might

Range: You

Target: Area of Effect

Duration: Fellowship Bonus Rounds

As you bellow prayers in Simca's name, you become infused with the holy fires of the Rising Sun. All allies with Line of Sight to you instantaneously remove all Broken Conditions, and gain the Fearless Talent while the Miracle is in effect and they remain in your Line of Sight. Any servants of Chaos or Skaven within Line of Sight to you are subject to Fear 1.

Sunfire

Range: You

Target: Area of Effect

Duration: Instant

You call the power of the Orange Simca to smite servants of the dark gods, children of the Horned One and those tempted by black magics. The holy fire of the Rising Sun explodes from your body blasting outwards for Fellowship Bonus yards. All targets within range take 1d10 Wounds ignoring Toughness Bonus and APs. Targets with the Skaven, Undead and Daemon Creature Traits also gain the Ablaze Condition. For every +2 SL, you may increase the area of effect by +Fellowship Bonus yards, or cause an extra +2 Damage to any Skaven, Undead, or servants of the Ruinous Powers affected.

New Weapons, Armor and Qualities

Weapon	Price	Enc	Availability	Reach	Damage	Qualities & Flaws
BASIC						
Battle Axe	2 GC	1	Common	Average	SB+4	Hack
Baton	4/-	1	Common	Short	SB+2	Pummel, Undamaging
Morningstar	1 GC	1	Scarce	Average	SB+4	Crushing
Flanged Mace	3 GC 12/-	1	Scarce	Average	SB+4	Impact, Tiring
Short Spear	10/-	1	Common	Long	SB+3	Impale
Warhammer	1 GC 10/-	1	Common	Average	SB+4	Pummel
Katana	3 GC	1	Exotic	Average	SB+4	Fast
Dao	2 GC	1	Exotic	Average	SB+4	Precise
Scimitar	2 GC	1	Exotic	Average	SB+4	Defensive
CAVALRY						
Cavalry Sabre	2 GC	1	Scarce	Average	SB+5	Damaging
(2H) Horseman's Pick	3 GC	3	Rare	Long	SB+5	Impale, Penetrating
FENCING						
Saber	5 GC	1	Scarce	Long	SB+4	Defensive, Fast
Epee	5 GC	1	Scarce	Long	SB+3	Defensive, Fast, Impale, Undamaging
BRAWLING						
Tiger Claws	3 GC 8/-	0	Exotic	Very Short	SB+2	Fast
Hidden Wrist Blade	10 GC	0	Exotic	Personal	SB+2	Concealed, Impale
Katar	2 GC	1	Exotic	Short	SB+3	Impale
Gauntlets	4 GC	1	Rare	Personal	SB+3	Pummel
Pata	3 GC	1	Exotic	Average	SB+4	Defensive
Cestus	8/10	0	Common	Personal	SB+2	Pummel
Push Dagger	12/-	0	Common	Personal	SB+1	Concealed
FLAIL						
Morningstar Flail	3 GC	2	Rare	Average	SB+5	Crushing, Distract, Wrap
Chain and Sickle	2 GC 10/-	1	Exotic	Very Long	SB+4	Distract, Entangle, Wrap
Urumi Sword Whip	3 GC	2	Exotic	Long	SB+5	Fast, Distract, Wrap
(2H) Hydra Flail	4 GC	3	Rare	Long	SB+6	Damaging, Distract, Pummel, Slow, Wrap
POLEARM						
(2H) Poleaxe	4 GC	3	Scarce	Long	SB+5	Defensive, Hack, Impact, Tiring
(2H) War Scythe	2 GC	2	Rare	Very Long	SB+5	Damaging
(2H) Lucerne	6 GC	3	Rare	Very Long	SB+4	Crushing, Impale, Pummel
(2H) Bees de Corbin	6 GC	3	Rare	Very Long	SB+4	Impale, Penetrating
(2H) Maul	12/-	2	Common	Long	SB+4	Pummel
(2H) Bill	1 GC 8/-	3	Common	Very Long	SB+4	Hooked
(2H) Glaive	4 GC	3	Scarce	Very Long	SB+5	Hack, Hooked
(2H) Corseque	3 GC	2	Rare	Very Long	SB+4	Defensive, Impale, Trap Blade
(2H) Naginata	4 GC	3	Exotic	Long	SB+5	Damaging, Defensive
(2H) Dragon Staff	100 GC	2	Exotic	Long	SB+4	Defensive, Impact, Pummel
TWO-HANDED						
(2H) Estoc	8 GC	3	Scarce	Long	SB+5	Damaging, Impale
(2H) Maximilian	15 GC	3	Rare	Long	SB+5	Defensive, Hack, Penetrating
(2H) Carroburg Greatsword	20 GC	3	Exotic	Long	SB+6	Damaging, Defensive, Hack
(2H) Boarding Axe	2 GC	2	Common	Long	SB+5	Hack, Precise
(2H) Norseman's Axe	4 GC	3	Rare	Long	SB+6	Hack, Impact, Slow
(2H) Morningstar	4 GC	3	Scarce	Average	SB+6	Crushing, Pummel, Slow
(2H) Flanged Mace	7 GC	3	Scarce	Average	SB+6	Impact, Pummel, Tiring
(2H) Jade Longsword	300 GC	2	Exotic	Long	SB+6	Damaging, Fast, Fine, Penetrating, Unbreakable
(2H) Nodachi	15 GC	3	Exotic	Long	SB+5	Damaging, Fast, Precise
(2H) Nagamaki	15 GC	3	Exotic	Long	SB+5	Fast, Hack, Precise

Concealed

Concealed weapons are designed not to be seen, often strapped around various areas of the wielder's body under their clothing to avoid detection. If you are wielding such a weapon, no one can easily detect it on your person with their passive perception and would have to conduct a thorough investigation in order to discover it. If used on a surprised target, the weapon temporarily gains the Damaging and Impact Qualities.

Crushing

Crushing weapons are designed with spikes or patterns to smash up, crush and tear into the armor of the wielder's enemies. If you successfully attack and deal a Critical Hit on an opponent, you Damage a struck piece of armor or shield by 2 points as well as wounding the target. Furthermore, you ignore the Impenetrable Armor Quality for all Critical Hits.

Hooked

Hooked weapons are strategically designed with small hooks on their ends to pull down infantry or rip cavalry off their mounts. If you are wielding such a weapon, after a successful Melee Attack, instead of dealing Damage, you may attempt to pull down your enemy. If you choose to do this, enact an Opposed Strength Test. If you succeed, you force the opponent to go prone. If the opponent is mounted, they are forced off their mount but aren't prone.

Weapon	Price	Enc	Availability	Range	Damage	Qualities & Flaws
Blackpowder						
Duck Foot	14 GC	1	Rare	10	+8	Blast3, Pistol, Reload 3
Dueling Pistol	20 GC	0	Rare	30	+8	Accurate, Pistol, Reload 1
Double-Barrel Pistol	12 GC	1	Rare	20	+8	Dangerous, Multi-Shot, Pistol, Reload 2, Repeater 2
Hand Cannon	20 GC	1	Rare	10	+9	Dangerous, Impact, Pistol, Reload 3
Bow						
(2H) Recurve Bow	4 GC	2	Scarce	40	SB+3	Precise
(2H) Death Jack Bow	15 GC	2	Exotic	100	SB+4	Accurate, Damaging, Precise
Crossbow						
(2H) Repeater Crossbow	10 GC	3	Rare	50	+9	Reload 3, Repeater 3
Engineering						
(2H) Air Rifle	100 GC	3	Exotic	50	+8	Reload 3, Suppressed
(2H) Grenade Launcher	100 GC	3	Exotic	30	--	Dangerous, Reload 3
Revolver	25 GC	1	Exotic	20	+8	Dangerous, Pistol, Reload 6, Repeater 6
Triple-Barrel Repeater Pistol	20 GC	1	Exotic	10	+7	Dangerous, Multi-shot, Pistol, Reload 3, Repeater 3
Explosives						
Cinderbomb	6 GC	0	Exotic	SB	+15	Blast 5, Dangerous, Impact, Incendiary
Torinoko Grenades	4 GC	0	Exotic	SBx2	Special	Blast 5, Dangerous, Ninjutsu
Throwing						
Chakram	2 GC	1	Exotic	SBx3	SB+3	Hack
Throwing Hammer	1 GC	1	Common	SBx2	SB+3	Pummel
Shuriken	5/-	0	Exotic	SBx4	SB+1	Undamaging
Kunai	1 GC	0	Exotic	SBx3	SB+2	Impale
Ammunition						
Arrow (Armor Piercing)	2/-	0	Scarce	As Weapon	--	Impale, Penetrating
Arrow (Incendiary)	2/-	0	Scarce	As Weapon	--	Incendiary
**Arrow (Screamer)	2/-	0	Scarce	As Weapon	--	
Grenade Round	3 GC	0	Exotic	As Weapon	+10	Blast 3, Impact
Pellets (12)	1/-	0	Common	As Weapon	--	Impale
Revolver Shot (6)	10/-	0	Exotic	As Weapon	+2	Impale, Penetrating

****When fired, air passes through the head, creating a screeching noise that can be used to signal allies or distract enemies or game.**

Multi-shot

This weapon is designed to fire multiple missiles at once in a single action, assuming the weapon is fully loaded and capable of holding more than one missile at a time based on the Repeater Quality's value. If firing multiple projectiles, all missiles fired share the same BS Test result with the Damage increased per additional missile; however, if scoring a Critical Hit you only deal one Critical Wound. If you Fumble, you must roll for two results on the Fumble Table and pick the higher result.

Ninjutsu

This bomb is a product created from years of martial arts mastery and experimentation. A bomb with this Quality may have one of the effects selected below. Whichever effect is selected replaces the Ninjutsu Quality for the number of bombs crafted or purchased and cannot be replaced:

- Distraction:** Made up of firecrackers and noise makers, these grenades are used to lure and distract enemies. Any targets within 50 yards of this bomb are immediately alerted to its presence and will investigate.
- Smoke:** Used to blind and surprise unaware foes, anyone caught in the radius of this grenade is Surprised and gains 1+SL Blind Conditions.
- Stun:** Used to incapacitate foes, anyone caught in the radius of this grenade must roll a Challenging (+0) Endurance Test or gain 1+SL Stun conditions.
- Poison:** Used to weaken and kill targets, anyone caught in the radius of this grenade must roll a Challenging (+0) Endurance Test or gain 1+SL Poison conditions.

Suppressed

This weapon is designed to drastically reduce the noise made from firing it. This weapon can be fired without immediately alerting enemies; however, it loses the Blackpowder and Damaging Qualities.

Attachments	Price	Enc	Availability	Ranged	Qualities & Flaws
Weapon Attachments and Modifications					
Barrel Extension	3 GC	0	Rare	Any Gun	+20 Range
Bayonet	12/-	0	Common	Rifles	May function the same as a Spear with a Long Reach and Impale Quality, requiring the Melee (Polearm) Skill
Telescopic Sight	7 GC	0	Rare	Guns and Crossbows	Accuracy, Precise

Armor	Price	Enc	Availability	Penalty	Locations	APs	Qualities & Flaws
Stechzeug Plate Jousting Armor							
Stechzeug Breastplate	20 GC	3	Rare	--	Body	4	Bulky, Durable, Impenetrable
Stechzeug Helm	4 GC	2	Rare	-30 Perception	Head	4	Bulky, Durable, Impenetrable
Stechzeug Bracers	16 GC	3	Rare	-10 Dexterity	Arms	4	Bulky, Durable, Impenetrable
Norscan Iron Plate							
Norse Breastplate	5 GC	3	Exotic	--	Body	3	Impenetrable, Spiked, Ugly, Weakpoints
Horned Helm	1 GC	2	Exotic	-10 Perception	Head	2	Partial, Ugly
Norse Bracers	4 GC	3	Exotic	--	Arms	3	Impenetrable, Ugly, Weakpoints
Norse Leggings	5 GC	3	Exotic	-20 Stealth	Legs	3	Impenetrable, Ugly, Weakpoints
Horned Great Helm	2 GC	2	Exotic	-20 Perception	Head	3	Impenetrable, Ugly, Weakpoints
Chaos Plate							
Chaos Breastplate	--	3	Exotic	--	Body	3	Corrupted, Impenetrable, Spiked
Chaos Horned Helm	--	2	Exotic	-20 Perception	Head	3	Corrupted, Impenetrable
Chaos Bracers	--	3	Exotic	--	Arms	3	Corrupted, Impenetrable, Spiked
Chaos Leggings	--	3	Exotic	-30 Stealth	Legs	3	Corrupted, Impenetrable, Spiked
Dwarf Forged Reiksplate							
Reiksplate Cuirass	80 GC	3	Exotic	--	Body	3	Durable, Fine, Impenetrable
Reiksplate Armet	10 GC	2	Exotic	-10 Perception	Head	3	Durable, Fine, Impenetrable
Reiksplate Bracers	60 GC	3	Exotic	--	Arms	3	Durable, Fine, Impenetrable
Reiksplate Leggings	80 GC	3	Exotic	-10 Stealth	Legs	3	Durable, Fine, Impenetrable
Samurai Armor							
Dou	10 GC	3	Exotic	--	Body	2	Durable, Practical, Weakpoints
Kabuto	2 GC	1	Exotic	--	Head	2	Partial
Kote	8 GC	3	Exotic	--	Arms	2	Durable, Practical, Weakpoints
Haidate	10 GC	3	Exotic	--	Legs	2	Durable, Practical, Weakpoints
Kabuto with Mengu	3 GC	2	Exotic	-10 Perception	Head	2	Durable, Practical, Weakpoints
Lamellar							
Lamellar Chausses	8 GC	2	Exotic	-10 Stealth	Legs	2	Missile Resistant
Lamellar Coat	10 GC	3	Exotic	--	Arms, Body	2	Missile Resistant
Lamellar Helm	3 GC	2	Exotic	-10 Perception	Head	2	Missile Resistant, Partial
Auxiliary Armor and Accessories							
Gambeson (Wool Coat)	1 GC	1	Common	--	Arms, Body	1	Flexible
Jack of Plate	8 GC	3	Rare	--	Body	2	Flexible, Impenetrable
Horo Cloak	15 GC	0	Exotic	--	Arms, Body	0	Missile Resistance
Mirror Armor	10 GC	3	Exotic	--	Body	3	Durable, Partial
Skull Trophies	--	0	--	--	Any	--	Fear 1, Ugly

Corrupted

Armor that has been forged and corrupted to this magnitude can only have been forged by the vile smiths of the Chaos Dwarfs in Zharr-Naggrund, far off in the Dark Lands. If worn, the corrupted armor slowly twists the wearer, fusing to their skin and being impossible to remove and dealing 1d10+8 Corruption Points per piece equipped. The pain of such a process is unimaginable; however, it comes with its benefits. Those who defy the Dark God's will take a Wound for each Corruption Point received and die instantly at 0 Wounds. Those who embrace the will of the gods and equip a full set may never need to eat, sleep or drink to survive and are immune to the Fatigue Condition; moreover, their armor repairs itself overtime if damaged, slowly regenerating itself with unholy speed, up to +1 AP per day up to its original value.

Missile Resistant

This armor is designed in such a way to protect the wearer from ranged attacks. While wearing a piece of armor with this quality, all ranged weapon missile attacks have their Damage reduced by 2. Furthermore, all ranged weapons lose their Damaging Quality when striking this armor with missile attacks, including blackpowder and engineering.

Spiked

Armor grafted with Spikes grant the wearer an extra layer of dangerous protection. When Spiked armor is struck in melee with a weapon of Short length or less, the opponent takes 1D10 Wounds minus their TB. This effect is rendered unusable if the armor is Damaged by 1 AP or more as the Spikes are destroyed. This effect also works for melee attacks if Spikes are attached to gauntleted fists, or if the wearer succeeds against an opponent in a grapple test.

New Mounts

Animal	Cost GC	Carrying Capacity	Availability
Bretonnian Destrier	460	20	Exotic
Kislev Light Warhorse	210	18	Exotic
Kislev Trained Bear	40	16	Exotic
Kislev Warbear	360	22	Exotic
Riding Camel	15	20	Exotic
War Camel	80	24	Exotic
War Elephant	880	40	Exotic
Norscan Mammoth	--	44	Exotic

Bretonnian Destrier:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	45	0	50	50	20	20	0	10	10	30	28

Traits: Big, Size (Large), Skittish, Stride, Trained (Broken, Magic, Mount, War), Weapon +8

Optional: Champion, Clever, Elite, Hardy, Magical, Rear, Tough

Kislev Light Warhorse:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
8	35	0	45	45	20	40	0	10	20	30	28

Traits: Fast, Size (Large), Skittish, Stride, Strider (Snow), Tough, Trained (Broken, Drive, Mount, War), Weapon +7

Optional: Champion, Clever, Elite, Hardy, Rear

Trained Bear:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	0	55	45	20	20	15	10	15	10	28

Traits: Armor 1, Bite +9, Night Vision, Size (Large), Skittish, Stride, Strider (Snow), Trained (Broken, Entertain) Weapon +8

Optional: Frenzy, Hardy, Tough

Kislev Warbear:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	0	65	55	20	20	15	10	15	20	34

Traits: Armor 1, Big, Bite +10, Night Vision, Size (Large), Skittish, Stride, Strider (Snow), Trained (Broken, Entertain, Mount, War), Weapon +9

Optional: Champion, Clever, Elite, Frenzy, Hardy, Rear, Tough

Norscan Mammoth:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	45	0	50	75	30	25	0	15	40	0	92

Traits: Armor 3, Horns (Tusks) +8, Night Vision, Size (Enormous), Skittish, Stride, Tough, Weapon +9

Optional: Champion, Elite, Frenzy, Hardy, Rear, Trained (Magic, Mount, War)

Riding Camel:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	25	0	35	35	30	25	0	20	20	25	28

Traits: Size (Large), Skittish, Stride, Strider (Deserts), Sturdy, Trained (Broken, Drive, Mount), Weapon +6

Optional: Clever, Cunning

War Camel:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	0	45	45	30	15	0	20	25	30	28

Traits: Size (Large), Skittish, Stride, Strider (Deserts), Sturdy, Trained (Broken, Drive, Mount, War), Weapon +7

Optional: Champion, Clever, Cunning, Elite, Hardy, Rear, Tough

War Elephant:

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	45	0	50	65	30	25	0	20	30	30	80

Traits: Armor 2, Horns (Tusks), Night Vision, Size (Enormous), Skittish, Stride, Trained (Broken, Mount, War), Weapon +9

Optional: Champion, Clever, Elite, Frenzy, Hardy, Rear, Tough

Riding Bull

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	40	0	55	55	20	25	0	10	30	10	36

Traits: Horns +10, Size (Large), Skittish, Strider, Trained (Broken, Mount), Weapon +10

Optional: Belligerent, Frenzy, Hardy, Rear

Estalian War Bull

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	50	0	55	65	20	25	0	10	40	10	42

Traits: Horns +10, Size (Large), Strider, Tough, Trained (Broken, Mount, War), Weapon +10

Optional: Belligerent, Champion, Elite, Frenzy, Hardy, Rear