

# ✠ VARIANT HUMANS FOR WFRP 4E ✠

## Humans (Parravonese)

**Skills:** Animal Care, Climb, Cool, Gossip, Leadership, Intuition, Language (Bretonnian), Lore (Heraldry), Lore (Parravon), Melee (Basic), Ride, Ranged (Bow)

**Talents:** Doomed, Noble Blood or Beneath Notice, Seasoned Traveller, 2 Random Talents

## Humans (Strigany)

**Skills:** Animal Care, Charm, Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Language (Strigany), Lore (Reikland), Melee (Basic), Row, Swim

**Talents:** Doomed, Seasoned Traveller, Rover, 2 Random Talents

In addition, you must take the following talent:

### Blood of Strygos

Because of the dark reputation of the Strigany, others consider you lower Status than them unless they also have the Blood of Strygos Talent, where Status is compared as normal. Because of this, local law enforcers are always suspicious of you and question your motivations, with the exact implications determined by the GM.

| Class     | Career/Species | Parravonese | Strigany |
|-----------|----------------|-------------|----------|
| Academics | Apothecary     | 1           | 1-2      |
|           | Engineer       | -           | -        |
|           | Lawyer         | 2           | 4        |
|           | Nun            | 3           | 5        |
|           | Physician      | 4           | 6        |
|           | Priest         | 5           | 7        |
|           | Scholar        | 6           | 8        |
|           | Wizard         | 7           | 9        |
| Burghers  | Agitator       | 8-10        | 10-11    |
|           | Artisan        | 11-13       | 12-13    |
|           | Beggar         | 14-15       | 14-15    |
|           | Investigator   | 16          | 16       |
|           | Merchant       | 17-18       | 17-18    |
|           | Rat Catcher    | 19          | 19       |
|           | Townsmen       | 20          | 20       |
|           | Watchman       | 21          | 21       |
| Courtiers | Advisor        | 22          | 22       |
|           | Artist         | 23          | 23-24    |
|           | Duellist       | 24          | 25       |
|           | Envoy          | 25-28       | 26       |
|           | Noble          | 29-31       | -        |
|           | Servant        | 32-34       | 27       |

| Class     | Career/Species | Parravonese | Strigany |
|-----------|----------------|-------------|----------|
|           | Spy            | 35-37       | 28       |
|           | Warden         | 38-39       | 29       |
| Peasants  | Bailiff        | 40-42       | 30       |
|           | Hedge Witch    | 43          | 31-32    |
|           | Herbalist      | 44          | 33-36    |
|           | Hunter         | 45-46       | 37-38    |
|           | Miner          | 47-48       | 39       |
|           | Mystic         | 49          | 40-44    |
|           | Scout          | 50          | 45-47    |
|           | Villager       | 51-56       | 48-49    |
| Rangers   | Bounty Hunter  | 57          | 50       |
|           | Coachman       | 58          | 51       |
|           | Entertainer    | 59-60       | 52-55    |
|           | Flagellant     | -           | 56       |
|           | Messenger      | 61          | 57       |
|           | Pedlar         | 62-63       | 58-60    |
|           | Road Warden    | 64          | 61       |
|           | Witch Hunter   | -           | -        |
| Riverfolk | Boatman        | 65-66       | 62-63    |
|           | Huffer         | 67-68       | 64-65    |
|           | Riverwarden    | 69          | 66       |
|           | Riverwoman     | 70-71       | 67-69    |
|           | Seaman         | -           | -        |
|           | Smuggler       | 72          | 70-72    |
|           | Stevedore      | 73          | 73-75    |
|           | Wrecker        | 74          | 76-77    |
| Rogues    | Bawd           | 75-76       | 78-79    |
|           | Charlatan      | 77          | 80-82    |
|           | Fence          | 78          | 83-84    |
|           | Grave Robber   | 79          | 85       |
|           | Outlaw         | 80-84       | 86-87    |
|           | Racketeer      | 85          | 88-89    |
|           | Thief          | 86-87       | 90-91    |
|           | Witch          | 88          | 92       |
| Warriors  | Cavalryman     | 89          | 93-94    |
|           | Guard          | 90          | 95       |
|           | Knight         | 91-97       | -        |
|           | Pit Fighter    | 98          | 96-97    |
|           | Protagonist    | 99          | 98-99    |
|           | Soldier        | 100         | 100      |
|           | Slayer         | -           | -        |
|           | Warrior Priest | -           | -        |

# SIGNALLER

DWARF, HALFLING, HUMAN

WS BS S T I Agi Dex Int WP Fel



## CAREER PATH (RANGER)

### ✚ Spotter — Brass 4

**Skills:** Climb, Consume Alcohol, Cool, Endurance, Gamble, Perception, Secret Signs (Semaphore Cipher), *Trade (Signaller)*

**Talents:** Acute Sense (Sight), Catfall, Speedreader, Read/Write

**Trappings:** Telescope, Rope, Uniform

### ⚔ Operator — Silver 1

**Skills:** Animal Care, Animal Training (Pigeon), Entertain (Storytelling), Lore (Local), Ranged (Crossbow), Language (Battle)

**Talents:** Ambidextrous, Night Vision, Nimble-Fingered, Tower of Memories

**Trappings:** Crossbow and 10 bolts, Deck of Cards or Dice, Writing Kit

### 👤 Chief Signalling Officer — Silver 4

**Skills:** Language (Any), Lore (Engineer), Ranged (Gunpowder), Trade (Engineer)

**Talents:** Diceman, Etiquette (Soldiers), Super Numerate, Tinker

**Trappings:** Book (Cryptography), Signal Tower, Symbol of Rank, Trade Tools (Engineer)

### 🛡 Branch Captain — Gold 1

**Skills:** Leadership, Research

**Talents:** Linguistics, Public Speaking, Schemer, Master Tradesman (Engineering)

**Trappings:** Quality Uniform, Signal Tower Line, Symbol of Rank, Map

# SIGNALLER

The Imperial Signal Corps are responsible for the construction, maintenance and use of the signal towers that are beginning to appear across the Reikland landscape and beyond. This is part of a far-reaching and ambitious plan to create an extensive network of towers that will criss-cross the Empire, allowing speedy communication between all corners of the land. Initially a military endeavour, there are hopes that, in time, civilians will be able to make use of the network.

For a price, naturally. The towers are built and maintained by Dwarf engineers in the employ of the Imperial Signal Corps — much to the irritation of the Imperial Engineers School in Altdorf — whose bid was rejected.

The towers — identified according to some arcane and incomprehensible system of letters and numbers — vary significantly. Where possible, the builders seek to make use of existing structures — watch towers, keeps, stable ruins, but when no such structure is available, they construct a sturdy stone tower from scratch. The service men and women staffing the towers vary just as much as the towers. The more vital the route, and the more imminent the hostilities, the more martial the operators.

