

station. If you are a Skaven from Clan Eshin, you may swap this career for Night Runner. Likewise, if you are a member of Clan Pestilens, you can swap Clanrat for Plague Monk.

— Clanrat Advance Scheme —

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|---|---|-----|-----|-----|-----|
| +5% | +5% | — | — | +5% | — | +5% | — |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| — | +2 | — | — | — | — | — | — |

Skills: Common Knowledge (Skaven), Concealment, Outdoor Survival, Scale Sheer Surface, Silent Move

Talents: Specialist Weapon Group (Sling), Tunnel Rat

Trappings: Light Armour (Leather Jack and Leather Skullcap), Hand Weapon, Dagger or Sling, Shield

Career Entries: Agitator, Boatman, Jailer, Messenger, Miner, Slave, Thief, Thug, Tradesman, Vagabond, Watchman

Career Exits: Barber-Surgeon, Bodyguard, Bone Picker, Bounty Hunter, Censer Bearer, Clawleader, Grave Robber, Jailer, Mercenary, Night Runner, Outlaw, Packmaster, Plague Monk, Skirmisher, Slave, Thief, Thug, Tomb Robber, Tradesman, Vagabond, Zealot

NIGHT RUNNER

Description: The mainstay warriors of Clan Eshin are the Night Runners. What differentiates these expendable foot soldiers from other Clanrats is that they receive rudimentary training in the fighting styles learned from distant Cathay. Faster than the ordinary Clanrat, they kill quickly so they can move on to eliminate their next foes. Those Night Runners who prove their mettle sometimes rise to become Gutter Runners.

Only members of Clan Eshin may become Night Runners.



— Night Runner Advance Scheme —

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|------|------|---|-----|------|-----|-----|-----|
| +10% | +10% | — | +5% | +10% | — | +5% | — |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| — | +2 | — | — | — | — | — | — |

Skills: Common Knowledge (Skaven), Concealment, Dodge Blow, Navigation, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move

Talents: Fleet-Footed, Orientation, Rover, Specialist Weapon Group (Sling) or Specialist Weapon Group (Throwing), Tunnel Rat

Trappings: Light Armour (Leather Jerkin), 2 Hand Weapons, Sling or 4 Throwing Stars

Career Entries: Clanrat, Mercenary, Thief, Thug

Career Exits: Bodyguard, Bounty Hunter, Clawleader, Gutter Runner, Mercenary, Outlaw, Slave, Smuggler, Sorcerer, Thief, Vagabond

PACKMASTER

Description:

Packmasters are Skaven overseers responsible for corralling and controlling the monsters created by the Master Moulders. Most Packmasters prod and control Rat Swarms and Giant Rats, driving them into the teeth of their enemies. Others are charged with controlling the dreaded Rat Ogres. Eventually, most Packmasters wind up as meals for their charges.

Only members of Clan Moulder may become Packmasters.



— Packmaster Advance Scheme —

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|----|-----|-----|-----|-----|------|-----|
| +5% | — | +5% | +5% | +5% | +5% | +10% | +5% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| — | +3 | — | — | — | — | — | — |

Skills: Animal Training, Command, Common Knowledge (Skaven), Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move

Talents: Master of the Lash*, Specialist Weapon Group (Entangling), Tunnel Rat

Trappings: Light Armour (Leather Jack and Leather Skullcap), Hand Weapon, Whip, Thing-Catcher, 1 Giant Rat

Career Entries: Bounty Hunter, Clanrat, Hunter

Career Exits: Bounty Hunter, Clawleader, Master Moulder, Mercenary, Slave, Thug, Vagabond

PLAGUE MONK

Description: Plague Monks are the grunt troops of Clan Pestilens. Fully in the thrall of the perverse teachings of the Plague Priests, these wretched Skaven are filthy decrepit things, often crawling with vermin and infected with some awful rotting disease. Most Plague Monks succumb to their afflictions before ever facing their enemies in battle. They



are easy to identify, as they wrap themselves in filthy bandages and are surrounded by clouds of flies that feast on their leprous hides.

Only members of Clan Pestilens may become Plague Monks.

— Plague Monk Advance Scheme —

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|------|----|-----|------|-----|-----|------|-----|
| +10% | — | +5% | +10% | +5% | — | +10% | +5% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| — | +2 | — | — | — | — | — | — |

Skills: Academic Knowledge (Theology), Common Knowledge (Skaven), Concealment, Dodge Blow, Outdoor Survival, Scale Sheer Surface, Silent Move

Talents: Fearless, Frenzy, Resistance to Disease, Tunnel Rat

Trappings: 2 Hand Weapons, Disease (GM's choice), Maggots, 3d10 Flies

Career Entries: Clanrat

Career Exits: Censer Bearer, Clawleader, Interrogator, Plague Deacon, Slave, Zealot

SKIRMISHER

Description:

Among the Clanrats of Clan Skryre, a few are entrusted with devices of import such as Poison Wind Globes and Warplock firearms. When formed into units, these Skaven can be devastating on the battlefield—both to themselves and their enemies. The best of these are ushered into the higher secrets of the Warlock Engineers, though such promotions are rare.



Only members of Clan Skryre may become Skirmishers.

— Skirmisher Advance Scheme —

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|------|---|---|------|------|-----|-----|
| +5% | +10% | — | — | +10% | +10% | +5% | — |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| — | +2 | — | — | — | — | — | — |

Skills: Academic Knowledge (Engineering), Common Knowledge (Skaven), Concealment, Outdoor Survival, Scale Sheer Surface, Silent Move

Talents: Master Gunner, Rapid Reload, Specialist Weapon Group (Gunpowder), Tunnel Rat

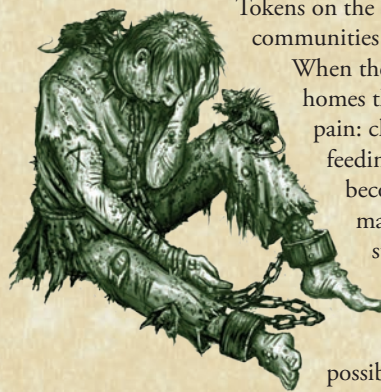
Trappings: Light Armour (Leather Jerkin), Hand Weapon, Warplock Jezzail or 2 Warplock Pistols or 2 Poison Wind Globes

Career Entries: Clanrat, Tradesman, Watchman

Career Exits: Bodyguard, Clawleader, Engineer, Mercenary, Pistolier, Tradesman

SLAVE

Description: Without Slaves, Skaven society would collapse. These miserable wretches are bought and sold for Warpstone Tokens on the slave blocks in the major communities of the Under-Empire.



When they arrive at their new homes they find endless toil and pain: clearing new tunnels, feeding the Rat Ogres, becoming food for their masters, and serving as test subjects for some new Clan Skryre or Clan Moulder enterprise are only a few of the many possible fates that await Skaven Slaves.

— Slave Advance Scheme —

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|----|-----|-----|------|-----|-----|-----|
| +5% | — | +5% | +5% | +10% | — | +5% | — |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| — | +4 | — | — | — | — | — | — |

Skills: Blather, Common Knowledge (Skaven), Concealment, Perception, Search, Speak Language (Queekish)

Talents: Acute Hearing or Excellent Vision, Flee! or Hardy, Natural Weapons

Trappings: None

Career Entries: All

Career Exits: Clanrat, Clawleader, or Any (see special rules).

Special Rules: Unlike all the other new careers described in this chapter, any race can automatically enter this career. It costs no experience points to enter, merely the circumstances of enslavement. Any character enslaved by the Skaven must succeed on a Will Power Test each week of enslavement, or immediately exit their current career and assume this one. Non-Skaven Slaves must stay in this career until they somehow find a way to escape captivity. Assuming they do, they can attempt a Will Power Test each week thereafter. A successful Test allows them to resume their previous careers.

ADVANCED CAREERS

Skaven are cunning, but few are lucky enough to survive the tempestuous political manoeuvrings of the Skaven underworld. Even those who do manage to creep up the chains of power to carve a spot of their own must always watch out for those who would supplant them. Skaven with any of the following careers are therefore exceedingly rare.

