

advantage is that other people do not generally come and try to drive you out.

BADLANDER

Badlanders, as the name suggests, live in the badlands of the Border Princes. These areas are often mazes of broken rock, containing little water and less life, and what life is present is unpalatable at best and hostile at worst. They have to travel constantly around the area to find food and water, which also makes it relatively easy for them to hide. A surprisingly high proportion of Badlanders have previous careers from which they are hiding; those who don't tend to dream of doing something worth hiding from.

— Badlander Advance Scheme —

Main Profile

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

Secondary Profile

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

Skills: Concealment, Follow Trail, Outdoor Survival, Navigation, Perception, Scale Sheer Surface, Search, Silent Move

Talents: Orientation, Sixth Sense

Trappings: Climbing Equipment

Career Entries: Anchorite, Peasant, Vagabond

Career Exits: Cat Burglar, Vagabond

SWAMP SKIMMER

Of all the terrain found in the Borderlands, few are as nasty and inhospitable as its swamps and fens. Polluted stretches of land, filled with bloodsucking mosquitoes and ravenous leeches, they are breeding grounds for disease. Since these places are generally left alone, there are all sorts of treasures and oddities lurking beneath the vines and brackish water, and those with the mettle and

constitution to resist the disease and vermin that infest these places find they can make a good living. Collectively known as Swamp Skimmers, these men and women brave the hostile environment in the hopes of bettering themselves and perhaps buying passage out of this dangerous land.

— Swamp Skimmer Advance Scheme —

Main Profile

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

Secondary Profile

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

Skills: Concealment, Follow Trail, Outdoor Survival, Navigation, Perception, Search, Silent Move, Swim

Talents: Resistance to Disease, Sixth Sense

Trappings: Large Sack, Thigh-high Waterproof Boots

Career Entries: Anchorite, Peasant, Vagabond

Career Exits: Mercenary, Peasant, Vagabond

MYSTICISM

Most people in the Old World seek out as much comfort as they can find, finding little enough. Some, though, find even that to be too much and determine to make their lives even more miserable. Some do this to purge themselves of sins, and they are prominent among the flagellants. Others do it to serve a God, and these individuals are found in the monasteries of the established deities. Some, however, follow their own vision of the truth. These people are condemned as lunatics, heretics, or Cultists by most governments. Thus, they have made their way to the Borderlands, where there is no government large enough to cause them problems. The fact that, in the Borderlands, it is very easy to deprive oneself of the luxuries of life only makes the region more appealing to them.



BADLANDER



SWAMP SKIMMER



ANCHORITE

ANCHORITES

Some people feel that they can only follow their own mystical leanings alone, away from the distractions of civilisation, conversation, and soap. These individuals become Anchorites, staking claim to a cave, or the top of a pillar of rock, somewhere in the Borderlands. They have few or no possessions, so bandits rarely bother them. Greenskins and other monsters are still likely to kill them if they can catch them, so Anchorites learn how to hide and run away.

— Anchorite Advance Scheme —

Main Profile

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

Secondary Profile

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

Skills: Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move

Talents: Flee!, Hardy, Resistance to Poison, Rover, Stout-hearted

Trappings: None

Career Entries: None

Career Exits: Badlander, Mystic, Outlaw, Swamp Skimmer, Vagabond

CENOBITES

Cenobites live in communities, generally called monasteries, and follow the advice of a leader. The leader is often charismatic but often equally insane. At the very least, they are fanatical followers of a very personal vision of the truth (the con-artists do not set up in the Borderlands).

Every monastery has a different philosophy and a different focus. Some claim to teach meditation techniques that grant complete immunity to the powers of Chaos, others claim to unlock the completely safe magical power hidden inside every Human being, and

others claim to impart ancient secrets of combat that go far beyond those known today. Evidence suggests that all of the monasteries are wrong, and the vast majority of Cenobites believe that the Cenobites at other monasteries are deluded fools. Almost all monasteries inflict great pain and deprivation on their inhabitants, ostensibly as part of the path to enlightenment. It could be argued that, as many Cenobites flee their monasteries, this process actually works.

The buildings of a monastery are always simple, austere, and well-fortified. They have a single gate, representing the single-mindedness required to learn their secrets (and making it easy to defend), and at least one tall tower, representing the heights to which they can lead a person (and providing advance warning of any attacks). Beyond that, they are suited to the location, the resources of the Cenobites, and the residents' individual preferences.

The members of a community are almost invariably of a single gender, though both male and female monasteries are known. Most Cenobites are Human; members of other races rarely show much interest, though most monasteries would admit them if they asked. Unwanted children are sometimes left on the doorsteps of monasteries. These children are taken in; those who do not run away are accepted as Cenobites. Most run away.

— Cenobite Advance Scheme —

Main Profile

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

Secondary Profile

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

Skills: Academic Knowledge (Theology), Blather, Common Knowledge (Border Princes), Heal, Perception, Torture

Talents: Hardy, Resistance to Poison, Stout-hearted, Strong-minded

Trappings: Filthy Loincloth and Tunic

Career Entries: None

Career Exits: Mystic, Outlaw, Servant, Vagabond



CENOBITE



MYSTIC



BORDER RANGER