

— PEASANT —

DESCRIPTION

The peasantry makes up the preponderance of the Empire's population. While the Nobles rule and the Burghers trade, the Peasants toil. They are farmers, labourers, and herdsman. In times of war, they fight and die for the Empire. Many Peasants seek a better life in the city, only to join the legion of beggars on the verge of starvation. The majority spends their whole lives in the village they were born in, surrounded by hostile country and only occasionally getting news of the outside world. While they are provincial and superstitious, the Peasants are the heart of the Empire.



— Peasant Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+10%	+5%	—	+5%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care or Charm, Animal Training or Swim, Charm Animal or Trade (Cook), Concealment, Drive or Trade (Bowyer), Gamble or Performer (Dancer or Singer), Outdoor Survival or Trade (Farmer), Row or Set Trap, Scale Sheer Surface or Silent Move

Talents: Hardy or Rover, Flee! or Specialist Weapon Group (Sling)

Trappings: Sling or Quarter Staff, Leather Flask

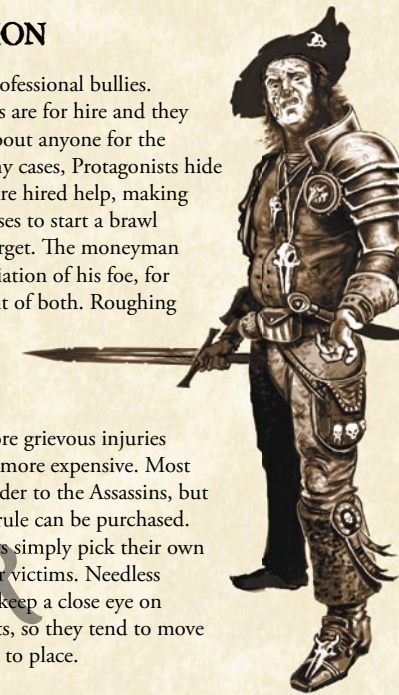
Career Entries: None

Career Exits: Bone Picker, Charcoal-Burner, Fisherman, Militiaman, Outlaw, Politician, Servant, Tradesman, Zealot

— PROTAGONIST —

DESCRIPTION

Protagonists are professional bullies. Their fighting skills are for hire and they will beat up just about anyone for the right price. In many cases, Protagonists hide the fact that they are hired help, making up ridiculous excuses to start a brawl with the chosen target. The moneyman watches the humiliation of his foe, for enjoyment or profit of both. Roughing up a few locals is comparatively cheap, while more formidable opponents and more grievous injuries are proportionally more expensive. Most leave outright murder to the Assassins, but exceptions to this rule can be purchased. Jobless Protagonists simply pick their own fights and rob their victims. Needless to say, Watchmen keep a close eye on known Protagonists, so they tend to move quickly from place to place.



— Protagonist Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	+10%	—	+10%	—	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Dodge Blow, Gossip or Haggle, Intimidate, Ride

Talents: Disarm or Quick Draw, Menacing or Suave, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Trappings: Medium Armour (Mail Shirt and Leather Jack), Shield, Riding Horse with Saddle and Harness

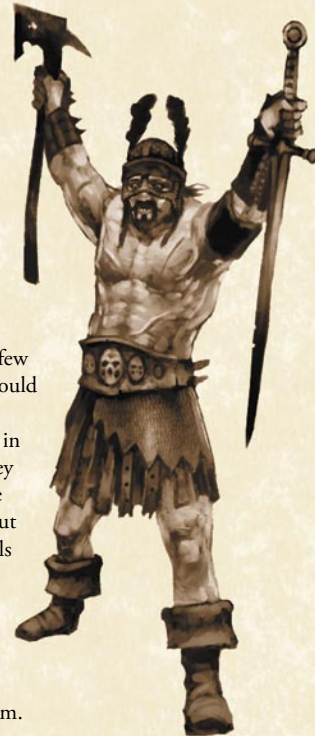
Career Entries: Bailiff, Bodyguard, Bounty Hunter, Estalian Diestro, Pit Fighter

Career Exits: Duellist, Pit Fighter, Racketeer, Thief, Thug

— PIT FIGHTER —

DESCRIPTION

It is said that the sport of pit fighting has its origins amongst the Ogres. It is easy enough to believe that a race as dim-witted as the Ogres would contribute fights to the death to the culture of the Old World. In years past most Pit Fighters were criminals or prisoners of war. They'd be thrown in a ring or a pit with a few weapons and only the winner would leave alive. These days there is a class of professional Pit Fighters in addition to the condemned. They seek excitement and glory in the pit, though most fight naught but a brutal death as the crowd howls for their blood. Successful Pit Fighters can become wealthy (from prize money and the rampant gambling that surrounds the sport), allowing slave fighters to buy their freedom.



— Pit Fighter Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	—	—	+10%	+10%	—	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Dodge Blow, Intimidate

Talents: Disarm or Wrestling, Quick Draw or Strike to Injure, Specialist Weapon Group (Flail), Specialist Weapon Group (Parrying), Specialist Weapon Group (Two-handed), Strike Mighty Blow, Very Strong or Strong-minded

Trappings: Flail or Great Weapon, Knuckle-duster, Shield or Buckler, Medium Armour (Mail Shirt and Leather Jack)

Career Entries: Norse Berserker, Protagonist, Shieldbreaker, Thug

Career Exits: Bounty Hunter, Mercenary, Protagonist, Troll Slayer, Veteran

— RAT CATCHER —

DESCRIPTION

The Rat Catcher is a common sight throughout the Empire. They can be found in villages, towns, and cities, making a living by disposing of the vermin that infest all dwellings in this unsanitary age. Rat Catchers are often travelling folk, although larger towns and cities have permanent contingents of "vermin soldiers." Rats are their chief enemy, but they can also dispose of moles, mice, and even fouler pests. City-dwelling Rat Catchers spend a great deal of time in the sewers, wading through rivers of filth in search of their prey. It's a dirty job but it helps keep the plague away.



— Rat Catcher Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+10%	—	+5%	+10%	—	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Animal Trainer, Concealment, Perception, Search, Set Trap, Silent Move

Talents: Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Sling), Tunnel Rat

Trappings: Sling with Ammunition, 4 Animal Traps, Pole with rdro dead rats, Small but Vicious Dog

Career Entries: Grave Robber, Jailer, Runebearer, Tomb Robber

Career Exits: Bone Picker, Cat Burglar, Grave Robber, Jailer, Shieldbreaker, Thief