

Fan material for Warhammer Fantasy Roleplay 2nd edition

THE UNOFFICIAL CAREER BOOK

v.1.0

A compilation of careers posted on the Black Industries Forum

COMPILED AND EDITED BY ROLPH SEGERS

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ROLPH SEGERS (WOLPH42)

The following authors have contributed careers to this book (BI Nickname – Full Name), **thank you all!**

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It's fairly well possible that I accidentally:

- Forgot to mention your name
- Wrote your name wrong
- Thought that you agreed with me using your careers to publish in this book, but was wrong
- Forgot to put your input in entirely while you told me I could
- Dropped an anvil on your tiny toe
- Pulled you a combination of the above or something entirely different

If this is the case, then first of all my apologies and secondly: drop me a note (and not an anvil) @ rsegers@gmail.com

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INTRODUCTION

I'm terribly bad at writing introductions so I actually shouldn't do this. Moreover, nobody (except you obviously) is every going to read this.

Anyway, this book contains a compilation or consolidation of 'all' careers that can be found on the Black Industries forum. 'All' is quoted because after a short discussion on the forum the conclusion was made that BI and I need explicit permission from the independent authors that put their Careers and other material on the BI forum. This means that not all careers that can be found there will be within this book. If you happen know or be in touch with one of the following authors, please ask him/her if he/she would like to send me an e-mail or reply to the topic where I've asked this permission:
http://forum.blackindustries.com/topic.asp?TOPIC_ID=10959

Here are the authors whom haven't reacted to my plea yet:

Colin Chapman
Dwimmerlaik
Gyldenstern

Hamir
Morgoth
Pendley

Philip Sibbering
Pushkin

And here's a list of careers which as a result of that aren't in this book. The more permissions I get, the bigger this book will grow.

Gamekeeper
Sexton
Dragon Slayer
Snotballer
Inventor
Pardoner
Summoner

Maiden
Lady
Dowager Lady
The Purser
Nomad
Ranger
Hussar

Inspector
Playwright
Entertainer-Acrobat
Entertainer-Actor
Entertainer-Knife Thrower
Blackmailer
Tuberdour

The purpose of this book will be to maintain it and add careers as they appear on the BI Forum website. Also changes to careers already in this book will be made if appropriate. As for the appendices, here you will only find material that is directly related to the careers in this book (that is new talents, skills, spells, descriptions, etc.).

If you would like to submit a career or you are the author of one of the careers inside this book and would like to submit a change in the current entry. Please contact me at rsegers@gmail.com.

Happy reading!

Rolph

— ALCHEMIST —

DESCRIPTION

Alchemists study the science of matter. They are experts at preparing chemical compounds and recognising mineral ores. Alchemists can be of great assistance to any metalworker, and are able to prepare explosives for gunpowder weapons, though most consider this work beneath them.

The Alchemists art skirts the borders of the Yellow Wind of Magic, and nearly all Alchemists (whether knowingly or unknowingly) gain a little magical ability. In fact, the Gold College, practitioners of the Yellow Wind, provide a great deal of sponsorship to Alchemical institutions, often using them as recruiting grounds for new apprentices.

— ALCHEMIST ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+10%	+10%	—	+20%	+20%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	+1	—	—

Skills: Academic Knowledge (Science or Magic), Haggle, Evaluate, Prepare Poison, Perception, Read/Write, Magical Sense, Secret Language (Guild Tongue), Trade (Apothecary), Trade (Herbalist, Brewer, or Gunsmith).

Talents: Resistant to Poison, Savvy or Very Resilient, Suave or Hardy, Specialist Weapon Group (Explosive).

Trappings: Good Quality Alchemical Laboratory, Trade Tools (Apothecary), 2 Potion Recipes (see Realm Of Sorcery).

Career Entries: Apothecary (see Sigmar's Heirs), Apprentice Wizard, Charlatan, Student, Scholar.

Career Exits: Apprentice Wizard, Journeyman Wizard (Gold only), Artisan, Physician, Scholar, Merchant, Engineer

Note: An Alchemist with access to a Lab and tools can use Trade (Gunsmith) to create ten shots of gunpowder at a quarter of the list price, or one bomb at half the list price in Dro hours.

— CANAL DIPPER —

DESCRIPTION

The Bone Pickers of Marienburg go by a different name – Canal Dippers. Their livelihood consists of dredging the numerous canals of the great port of Marienburg for rubbish and lost items. The bravest among them dive into the foul murky waters to fumble in the deep mud at the bottom of the canals. All too often a brave Dipper goes in only never to be seen again. Perhaps they drowned because they stayed overlong... or perhaps a hungry shark came in from the sea.

If you are rolling randomly for your Starting Career, you can substitute Canal Dipper for Bone Picker with your GM's permission.

— CANAL DIPPER ADVANCE SCHEME —

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

Skills: Charm or Gossip, Common Knowledge (the Wasteland), Evaluate, Haggle, Perception, Row, Search, Swim

Talents: Coolheaded or Streetwise, Resistance to Disease or Very Strong

Trappings: Coracle and Paddle, 3 Sacks, Net, Pole with Hook

Career Entries: Peasant, Rat Catcher, Vagabond

Career Exits: Boatman, Cat Burglar, Fence, Grave Robber, Smuggler

Runefang

— CHANTY WIZARD —

Advance Career

DESCRIPTION

A certain type of wizard is often attracted by the call of the sea. Fascinated by the waves and the weather their magic is inextricably tied to these elements. The wizard generally wants little more than to travel the oceans and entwine their powers with that of the sea.

Chanty Wizards are often mistaken for priests of Manann or even Celestial Wizards. This can suit them as ships' crews will often consider it good luck to have a priest of Manann aboard. However, many salty tales tell of the danger of untrained magic. At the first sign of strangeness and danger, an untried mage will be the first thing thrown overboard to appease Manann.

**Chanties are described in Appendix V: Chanties on page 39*

— CHANTY WIZARD ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+5%	+5%	+15%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+2	-	-

Skills: Navigation, Perception, Swim, Academic Knowledge (Meteorology), Common Knowledge (the sea), Common Knowledge (any one), Dodge Blow, Heal, Speak Language (any two), Sail, Channeling, Consume Alcohol, Performer (singer [any one])

Talents: Arcane Lore (Chanties*) or Dark Lore (any one), Seasoned Traveler, Very Resilient, Lesser Magic (any two), Fast Hands, Aethyric Attunement or Dark Magic, Orientation, Lesser Magic (any two)

Trappings: Musical Instrument, Bandana, Acute Earring

Career Entries: Hedge Wizard, Apprentice Wizard

Career Exits: Master Chanty Wizard, Seaman, Mate, Explorer, Navigator

Legion

— CHIMNEY SWEEP —

Basic Career

DESCRIPTION

Winter hits hard and nothing keeps the fingers of cold Jack Frost at bay like a good, warm, roaring fire. All winter long they burn, hurling smoke toward the sky through hard stone chimneys. Cooks burn fires year round, especially in the more well-to-do areas of the city – the masters venison has to be cooked just-so after all, don't yer know. And all that smoke and soot builds up: thick and heavy. Occasionally it'll catch a spark and before you know it, that fire's creeping all the way up the chimney and a catastrophe looms its ugly head. That's how the chimney sweep plies his trade. He can take care of that nasty flue for you and you don't even have to leave the comfort of your own home. Chimney Sweeps lead a dangerous life, but there is a great deal of job security in it, if you can stand the heights, the heat and the customers.

Note: If you roll Charcoal Burner on your starting Career you can opt for Chimney Sweep instead.

— CHIMNEY SWEEP ADVANCE SCHEME —

Main Profile

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

Secondary Profile

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

Skills: Common Knowledge (the Empire), Gossip, Haggle, Perception, Performer (storyteller), Scale Sheer Surface, Silent Move, Search

Talents: Alley Cat or Luck, Contortionist or Sturdy, Hardy, Stout-hearted

Trappings: Rope, Bucket, Various scrappers, Small pick, Ladder

Career Entries: Charcoal-Burner, Miner, Peasant, Rat Catcher, Servant

Career Exits: Cat Burglar, Charcoal-Burner, Militiaman, Miner, Rat-Catcher, Rogue, Smuggler, Soldier, Spy, Storyteller, Thief, Vagabond

GENERAL DESCRIPTION

The Druid is a practicing member of the Old Faith, following a belief who's origins are lost in the mists of prehistory. The Old Faith is apart from the main religions of the Old World, yet co-exists peacefully with most of them. The Old Faith has all but died out in the Old World, its practitioners hunted down or converted by the followers of Taal, but the faith is still strong on the isle of Albion, and it is believed that the Wood Elves of Athel Loren still practice its ancient Magicks.

Druids in most part pursue a strict code of Life (though some, such as the sect that follows Ahalt the Drinker, have become vicious and bloodthirsty), and have little interest or patience for modern life. Many choose to live fully apart from civilisation, preferring a solitary existence in the wild places of the world.

Note: For Druidic Magic see http://forum.blackindustries.com/topic.asp?TOPIC_ID=7928

Glorthindel

— DRUID —

Basic Career

— DRUID ADVANCE SCHEME —

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

Skills: Academic Knowledge (History, Theology), Animal Care, Common Knowledge (Empire or Albion), Follow Trail, Outdoor Survival, Perception, Secret Signs (Ranger), Speak Language (Reikspiel or Albion).

Note: During character creation, if you take Common Knowledge (Albion) and Speak Language (Albion), you may be a native of that Isle.

Talents: Lightening Reflexes or Very Strong,, Warrior Born or Very Resilient,

Trappings: Quarterstaff, Sling

Career Entries: Hedge Wizard, Hunter (Human only)

Career Exits: Agitator, Charlatan, Hedge Wizard, Hunter, Outlaw, Scout, Vagabond

Glorthindel

— DRUIDIC PRIEST —

Advanced Career

— DRUIDIC PRIEST ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+10%	+10%	+20%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+1	-	-

Skills: Academic Knowledge (Theology), Animal Care, Channelling, Charm, Common Knowledge (Any Two), Magical Sense, Navigation, Outdoor Survival, Perception, Ride or Swim, Speak Arcane Language (Magick), Speak Language (Any Two), Trade (Herbalist) or Heal.

Talents: Petty Magic (Hedge), Strike to Stun or Strike to Injure.

Trappings: Quarterstaff

Career Entries: Druid

Career Exits: Arch Druid, Demagogue, Outlaw, Scout, Hedge Wizard

Glorthindel

— ARCH DRUID —

Advanced Career

— ARCH DRUID ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+15%	+15%	+20%	+25%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+2	-	-

Skills: Academic Knowledge (Theology), Animal Care, Animal Training, Channelling, Charm, Charm Animal, Common Knowledge (Any Two), Magical Sense, Navigation, Outdoor Survival, Ride or Swim, Speak Arcane Language (Magick), Speak Language (Any Two), Secret Language (Ranger Tongue), Trade (Herbalist) or Heal.

Talents: Aethyric Attunement or Meditation, Divine Lore (The Old Faith), Fast Hands or Dark Magic, Lesser Magic (Any Two), Strike Mighty Blow

Trappings: Bound Familiar

Career Entries: Druidic Priest

Career Exits: Demagogue, Grand Druid, Outlaw Chief, Scout, Witch

Glorthindel

— GRAND DRUID —

Advanced Career

— GRAND DRUID ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+20%	+20%	+20%	+30%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	+3	-	-

Skills: Academic Knowledge (Theology and Runes or History), Animal Care, Animal Training, Channelling, Charm or Intimidate, Charm Animal, Common Knowledge (Any Two), Magical Sense, Navigation, Ride or Swim, Speak Arcane Language (Magick), Speak Language (Any Two), Trade (Herbalist) or Heal.

Talents: Aethyric Attunement or Meditation, Fast Hands or Dark Magic, Fleet Footed or Lightning Reflexes, Lesser Magic (Any Two), Night Vision, Orintation or Seasoned Traveller, Stout Hearted

Trappings: Bound Familiar

Career Entries: Arch Druid

Career Exits: Explorer, Outlaw Chief, Warlock

GENERAL DESCRIPTION DWARF NOBILITY

Of all the Dwarf clans, the Nobles can claim the most direct descent from the Ancestor Gods. In fact, their bloodline makes the Noble clans among the most long-lived of Dwarfs and some of the most determined in temperament.

These ancient clans are unlike any other. From their number come the rulers of the Dwarf-holds, their emissaries and ambassadors, and most of the Kings' and Queens' advisors. Members of the noble clans may even apprentice themselves to the elders of other clans to learn a specific craft (with the sole exception of rune-smithing). Due to their role in society, no noble can have emigrated to the human realms.

Unlike nobles in human lands, dwarven nobles must learn to guide their people through peace and also wartimes. That why they have good military training unless they pursue some craft. Also they are very well taught the ancestor lines which they come from.

Note: Most text taken from Dwarfs—Stone and Steel (WFRP1 sourcebook).

Jackdays

— DWARF NOBLE —

Advanced Career

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

Skills: Academic Knowledge (History), Academic Knowledge (Genealogy/Heraldry), Charm, Command, Common Knowledge (Dwarfs),

Read/Write, Speak Language (Khazalid), Speak Language (Any one)

Talents: Etiquette, Public Speaking, Savvy or Suave, Specialist Weapon (Two-handed)

Trappings: Good craftsmanship weapon of choice, Noble's Garp, *sdio gc*, Jewelry worth *sdio gc*

Career Entries: None

Career Exits: Dwarf Thane (NEW), Explorer, Herald, Sergeant, Student, Tradesman

Note: Only Dwarfs can enter this career.

Jackdays

— DWARF THANE —

Advanced Career

— DWARF THANE ADVANCE SCHEME —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+10%	+15%	+10%	+10%	+15%	+15%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	—	—	—

Skills: Academic Knowledge (History), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (Any two), Dodge Blow, Evaluate, Gossip, Perception, Read/Write, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any two)

Talents: Disarm, Master Orator, Schemer, Specialist Weapon (Flail or Parrying), Strike Mighty Blow

Trappings: Best craftsmanship weapon of choice, Best craftsmanship Noble's Garp, *soo gc*, Jewelry worth *1000 gc*

Career Entries: Dwarven Thane(NEW)

Career Exits: Captain, Dwarf Lord (NEW), Explorer, Scholar

— DWARF LORD ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+10%	+25%	+20%	+15%	+25%	+25%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+7	-	-	-	-	-	-

Skills: Academic Knowledge (History), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (Any three), Dodge Blow, Evaluate, Gossip, Perception, Read/Write, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any three)

Talents: Quick Draw, Menacing, Strike to Stun
Trappings: Two best craftsmanship weapons of choice, Best craftsmanship Noble's Garp, 1000 gc, Jewelry worth 2000 gc

Career Entries: Dwarf Thane (NEW)

Career Exits: Captain, Explorer, Engineer, Scholar

Note: Only Dwarfs can enter this career.

GENERAL DESCRIPTION — DWARF PRIESTHOOD

The dwarfs venerate their Ancestors instead of worshipping otherworldly gods. They believe that the spirits of Ancestors watch over them, guide their actions, judge their achievements and determine if they have led worthy lives.

Members of the priesthood are held in high esteem, both for their wisdom and because they represent the Ancestor Gods. Many disputes between clans and holds have been settled through the mediating effort of priests.

Dwarven priests take care of the temples and shires. They perform rituals and prayers for the gods, marriage ceremonies and conduct burial rites. But most important task they have is to act as healers and physicians to their kind. Also Dwarven priests may take roles of judges, advisors to Dwarven rulers and even become ambassadors.

Most widely revered Ancestor gods are *Grungni* (God of mining, metalwork and stonework), *Grimnir* (God of warriors) and *Valaya* (Goddess of home, healing, heart and brewing).

Most is Taken from Dwarfs –Stone and Steel (WFRP1 sourcebook):

Choose of your fate (Dwarven Ancestor God) that gives you another skill or Talent as detailed in entry of your God below:

Grungni: Initiates of Grugni start with one of the Trade (Armourer, Gem Cutter, Gunsmithing, Miner, Smith, Stoneworker or Weaponsmith) skills. Priests of Grugni can, at their option, learn the following skills and talents as part of their careers: Evaluate, Secret Language (Guild Tongue), Very Resilient

Grimnir: Initiates of Grimnir start with Warrior Born talent. Priests of Grimnir can, at their option, learn the following skills and talents as part of their careers: Specialist Weapon Group (Any one), Street Fighting, Very Strong

Valaya: Initiates of Valaya start with Trade (Herbalism) skill. Priests of Valaya can, at their option, learn the following skills and talents as part of their careers: Academic Knowledge (Any one), Hypnotism, Intimidate, Trade (Brewer)

Jackdays

— DWARF INITIATE —

Basic Career

— DWARF INITIATE ADVANCE SCHEME —

Main Profile

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

Secondary Profile

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

Skills: Academic Knowledge (History), Academic Knowledge (Theology), Charm, Common Knowledge (Dwarfs), Heal, Read/Write, Speak Language (Khazalid), Speak Language (Any one)

Talents: Public Speaking, Surgery

Trappings: Religious Symbol, Robes

Career Entries: Dwarf Runemaster, Knight, Miner, Scribe, Shieldbreaker, Student, Tradesman

Career Exits: Apprentice Runemaster, Dwarf Priest (NEW), Miner, Scribe, Tradesman

Note: Only Dwarfs can enter this career.

Jackdays

— DWARF PRIEST —

Advanced Career

— DWARF PRIEST ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+5%	+10%	+10%	+5%	+15%	+20%	+15%

Secondary Profile

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

Skills: Academic Knowledge (History), Academic Knowledge (Law) or Academic Knowledge (Runes), Academic Knowledge (Theology), Charm, Command, Common Knowledge (Any two), Gossip, Heal, Perception, Read/Write, Search, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any two), Trade (Apothecary)

Talents: Master Orator, Resistance to Disease, Savvy or Suave, Specialist Weapon Group (Two-handed), Strike to Injure

Trappings: Prayer Book, Writing Kit, Good craftsmanship weapon

Career Entries: Dwarf Initiate (NEW)

Career Exits: Apprentice Runemaster, Dwarf High Priest (NEW), Explorer, Scholar, Tradesman

Note: Only Dwarfs can enter this career.

Jackdays

— DWARF HIGH PRIEST —

Advanced Career

— DWARF HIGH PRIEST ADVANCE SCHEME —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25%	+10%	+20%	+20%	+10%	+25%	+30%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Academic Knowledge (Any three), Academic Knowledge (Theology), Charm, Command, Common Knowledge (Any three), Gossip, Heal, Read/Write, Search, Speak Arcane Language (Arcane Dwarf), Speak Language (Khazalid), Speak Language (Any three), Trade (Apothecary)

Talents: Disarm, Etiquette, Fearless, Quick Draw

Trappings: Prayer Book, Writing Kit, Good craftsmanship weapon

Career Entries: Dwarf Priest (NEW)

Career Exits: Apprentice Runemaster, Artisan, Dwarf Loremaster, Explorer, Dwarf Noble

Note: Only Dwarfs can enter this career.

DagobahDave

— ESTALIAN SWORDMASTER —

Advanced Career

True Swordmasters devote a part of their lives to studying at the great fencing academies in Estalia. There, students are exposed to the most sophisticated sword fighting techniques known in the Old World. Many of these fencers go on to study at several different schools, learning the strengths and weaknesses of various disciplines. Through this comprehensive regime, Estalian Swordmasters develop astonishing speed and precision. They employ every trick imaginable -- and some that often take enemies by surprise!

Always impeccably dressed and groomed, these cunning warriors flaunt their skills by refusing to wear armour and by spouting outrageous insults at their opponents. Swordmasters tend to think of themselves as legends in their own time. This sometimes moves them to choose a noble (or simply lucrative) cause in the hopes of making a greater name for themselves. Inevitably they move on to command positions with professional armies, or become captains of whatever industry they choose to pursue.

**New talents can be found in Appendix III: New Talents on page 36*

— ESTALIAN SWORDMASTER ADVANCE SCHEME —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	+10%	+10%	+10%	+35%	+20%	+15%	+25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+4	-	-	-	-	-	-

Skills: Charm, Common Knowledge (Estalia), Dodge Blow, Intimidate, Perception, Read/Write, Scale Sheer Surface, Speak Language (Estalian)

Talents: Ambidextrous, Disarm, Etiquette, Lightning Parry, Masterful Feint*, Masterful Manoeuvre*, Quick Draw, Savvy Or Suave, Specialist Weapon Group (Fencing), Specialist Weapon Group (Parrying), Swashbuckler

Trappings: Best Craftsmanship Clothes, Fencing Weapon Or Sword, Main Gauche

Career Entries And Exits: Assassin, Captain, Champion, Duellist, Explorer, Highwayman, Judicial Champion, Knight, Outlaw Chief, Sea Captain, Sergeant, Veteran, Witch Hunter

Taken from WFRP v1:

SPFS

— FOOTPAD —

Basic Career

— FOOTPAD ADVANCE SCHEME —

Main Profile

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

Secondary Profile

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

Skills: Concealment, Consume Alcohol or Perception, Shadowing, Silent Move, Intimidate, Secret Language (Thieves' Tongue)

Talents: Alley Cat or Menacing, Lightning Reflexes or Quick Draw, Street Fighting, Strike to Stun

Trappings: Cosh, Hooded Cloak, Leather Jerkin, idro Fresh gc

Career Entries: Bodyguard, Thief, Thug

Career Exits: Bailiff, Outlaw, Protagonist, Racketeer, Thief, Thug

Note: If you are rolling randomly for your Starting Career, you can substitute Footpad for Thug with your GM's permission.

Based on a request for another career a Hunter can enter without leaving the forest:

JodyMac

— FOREST JAGER —

Advanced Career

DESCRIPTION

The defence of the Empire's dark and haunted forests falls to militia called Forestjagers or Forest Rangers. These men are at home in the wilderness; many started as hunters, gamekeepers, or even poachers. Some Forestjagers have been known to band together outside of the militia to sell their services as mercenaries, these "Free Forester Companies" may be hired to clear land of Beastman or goblin infestation or join armies in times of war when their skill with the bow is vital.

— FOREST JAGER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+25%	+10%	+15%	+20%	+10%	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Animal Care, Command, Concealment, Dodge Blow, Follow Trail, Intimidate, Outdoor Survival, Perception, Search, Secret Signs (Scout), Set Trap, Silent Move

Talents: Orientation, Mighty Shot, Rover, Specialist Weapon Group (longbow)

Trappings: Light Armour (Leather Jack), Longbow with 10 Arrows

Career Entries: Kithband Warrior, Militiaman, Hunter, Roadwarden, Scout, Woodsman

Career Exits: Ghost Strider, Mercenary, Veteran, Targeteer

Note: If you're not familiar with the concept of Wreckers, check out this brief Wiki entry:
http://en.wikipedia.org/wiki/Wrecking_%28shipwreck%29

GENERAL DESCRIPTION

Faced with a need to put together a Grail Damsel NPC for my next adventure, I found 'Knights of the Grail' to be particularly unhelpful. Although the solution offered (to use standard Wizard careers, and grant access to multiple Winds) would have been sufficient, I realised that the resultant NPC would be considerably more powerful than an equivalent Wizard due to its greater access to spells. Therefore I put together these careers which grant the Damsel the wider spell access, but at greater risk. Although initially not intended as a PC career, it should be suitably balanced for that use.

Glorthindel

— CHILD OF THE FOREST —

Basic Career

— CHILD OF THE FOREST ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	+1	-	-

Skills: Academic Knowledge (Magic, Geneology/Heraldry), Channelling, Magical Sense, Common Knowledge (Bretonnia or Elves), Perception, Read/Write, Speak Arcane Language (Arcane Elf), Speak Language (Classical or Eltharin).

Talents: Aethyric Attunement or Fast Hands, Etiquette, Petty Magic (Arcane)

Trappings: Quarterstaff, Robes, Holy Symbol of the Lady of the Lake

Entries: None

Career Exits: Grail Maiden, Noble, Apprentice Wizard

Glorthindel

— GRAIL MAIDEN —

Advanced Career

— GRAIL MAIDEN ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	+5%	+10%	+20%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (Theology or Geneology/Heraldry), Channelling, Charm, Magical Sense, Common Knowledge (Bretonnia, Elves), Read/Write, Ride, Heal, Speak Arcane Language (Arcane Elf), Speak Language (Classical or Bretonnian), Speak Language (Eltharin).

Talents: Arcane Lore (Beasts or Life), Aethyric Attunement or Fast Hands, Lesser Magic (Any Two), Savvy or Suave, Meditation or Seasoned Traveller

Trappings: Best Craftmanship Robes, Holy Symbol of the Lady of the Lake, Riding Horse

Career Entries: Child of the Forest

Career Exits: Grail Damsel, Courtier, Herrimault, Scholar

Glorthindel

— GRAIL DAMSEL —

Advanced Career

— GRAIL DAMSEL ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+10%	+15%	+30%	+30%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+3	-	-

Skills: Academic Knowledge (Magic, Genealogy/Heraldry), Academic Knowledge (Theology or Strategy/Tactics), Animal Care, Charm, Command or Intimidate, Channelling, Magical Sense, Common Knowledge (any two), Heal or Charm Animal, Read/Write, Ride, Speak Arcane Language (Magick), Speak Arcane Language (Arcane Elf), Speak Language (Classical or Eltharin), Speak Language (Any Two).

Talents: Aethyric Attunement or Meditation, Secondary Arcane Lorel (Beasts, Life or Celestial), Fast Hands or Strong Minded, Lesser Magic (Any Two)

Trappings: Silver Holy Symbol of the Lady of the Lake, Two Magic Items, Golden Chalice

Career Entries: Grail Maiden

Career Exits: Prophetess of the Lady, Faceless, Explorer, Politician

Glorthindel

— PROPHETESS OF THE LADY —

Advanced Career

— PROPHETESS OF THE LADY ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+10%	+20%	+35%	+35%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+4	-	-

Skills: Academic Knowledge (Magic, Genealogy/Heraldry), Academic Knowledge (Theology or Strategy/Tactics), Animal Care or Charm Animal, Channelling, Charm or Intimidate, Command, Magical Sense, Common Knowledge (Any Three), Read/Write Speak Arcane Language (Magick, Arcane Elf), Speak Language (Any Three).

Talents: Aethyric Attunement or Meditation, Tertiary Arcane Lorel (Beasts, Life or Celestial), Public Speaking or Schemer, Lesser Magic (Any Two)

Trappings: Best Craftmanship Nobles Garb, Holy Symbol of the Lady of the Lake, 3 Magic Items, Jeweled Chalice

Career Entries: Grail Damsel

Career Exits: Explorer, Noble Lord, Witch Hunter

GENERAL DESCRIPTION

Here's a quick effort at the WFB style knights. Comments welcome, coz I expect they'll need a bit of changing. I also include Le Squire which had a few changes from the traditional Imperial Squire. I may have gone a bit 'high' with some of the stuff, but I was trying to do it from the point of view that The Lady of the Lake is real and does grant boons and the knights are her chosen paladins.

Runefang

— LE SQUIRE —

Basic Career

— LE SQUIRE ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry) or Common Knowledge (Bretonnia), Animal Care, Animal Training, Charm or Gossip, Dodge Blow, Ride, Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical)

Talents: Etiquette, SWG (Cavalry), Strike Mighty Blow

Trappings: Demi Lance (Boar Spear), Medium Armour, Shield, Horse

Career Entries: Herald, Noble, Valet

Career Exits: Knight Errant

Advanced Career

— KNIGHT ERRANT —

Runefang

— KNIGHT ERRANT ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	—	+10%	+10%	+10%	—	+5%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry or The Lady) or Common Knowledge (Bretonnia), Animal Care, Animal Training, Charm or Gossip, Dodge Blow, Ride, Secret Language (Battle), Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical)

Talents: Etiquette, SWG (Cavalry), Strike Mighty Blow, Virtue (any one), Strike to Injure

Trappings: Lance, Heavy Armour, Shield, Horse and Barding

Career Entries: Le Squire, Noble

Career Exits: Knight of the Realm

— KNIGHT OF THE REALM —

— KNIGHT OF THE REALM ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	—	+15%	+15%	+15%	+5%	+15%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry or The Lady) or Common Knowledge (Bretonnia or The Lays), Animal Care, Animal Training, Command, Dodge Blow, Perception, Read/Write, Ride, Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical)

Talents: Etiquette, Quick Draw, SWG (Cavalry), SWG (Flail or Two-handed), Strike Mighty Blow, Virtue (any one)

Trappings: Lance, Heavy Armour, Shield, Horse and Barding, Coat of Arms, Estate

Career Entries: Knight Errant

— KNIGHT OF THE QUEST —

— KNIGHT OF THE QUEST ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+35%	—	+20%	+20%	+20%	+15%	+25%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	—	—	—	—	—	—

Skills: Academic Knowledge (The Lady), Common Knowledge (The Lays), Animal Care, Animal Training, Command, Charm or Gossip, Dodge Blow, Follow Trail, Heal, Navigation, Outdoor Survival, Perception, Read/Write, Ride, Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical), Swim

Talents: Etiquette, Orientation, Rover, Quick Draw, Seasoned Traveller, SWG (Cavalry), SWG (Flail or Two-handed), Strike Mighty Blow, Strike to Stun, Virtue (any one)

Trappings: Lance, Heavy Armour, Shield, Horse and Barding, Coat of Arms, (The knight must give up his Estate to take the Quest)

Career Entries: Knight of the Realm

Career Exits: Knight of the Grail

Runefang

— KNIGHT OF THE GRAIL —

Advanced Career

— KNIGHT OF THE GRAIL ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+40%	—	+25%	+25%	+25%	+25%	+25%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+10	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry, Law, The Lady, Strategy/Tactics) or Common Knowledge (Bretonnia, The Lays), Blather, Command, Heal, Intimidate, Magical Sense, Perception, Read/Write, Ride, Speak Language (Breton, Reikspiel, Tilean, Estalian, Classical)

Talents: Etiquette, Public Speaking, SWG (Cavalry), SWG (Flail or Two-handed), Strike Mighty Blow, Strike to Stun, Virtue (any one)

Trappings: Lance, Heavy Armour, Shield, Horse and Barding, Coat of Arms, Estate (again), Retainers

Career Entries: Knight of the Quest

Career Exits: Noble Lord, Champion, Politician

Templars of Sigmar, Ulric and Morr

Glorthindel

— KNIGHT OF THE FIERY HEART —

Advanced Career

DESCRIPTION

This order of Knights, based in Altdorf, are the foremost of Sigmar's Templar orders. It is the Order of the Fiery Heart who guard the Great Cathedral to Sigmar, and the Grand Theogonist himself. The Knights have a long tradition of sending members to aid the Dwarves in times of trouble, and many a Knight has found honourable death in the depths of the Dwarf Holds. Ferocious and zealous, the Order possesses a hatred for Greenskins akin to that of the Dwarves. The commander of the Fiery Hearts is Cleric Captain Adrian Hoven.

— KNIGHT OF THE FIERY HEART ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	—	+15%	+20%	+15%	+5%	+15%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	—	—	—

Skills: Academic Knowledge (History), Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire or Dwarves), Dodge Blow, Perception, Ride, Read/Write, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Language (Reikspiel or Khazalid).

Talents: Disarm, Grudge—Born Fury, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Stout Hearted, Strike to Injure or Warrior Born, Sturdy.

Trappings: Full Plate Armour, Destrier with Saddle and Harness, Lance, Claymore or Two Handed Sword, Holy Symbol of Sigmar.

Career Entries: Anointed Priest, Knight, Noble Lord, Priest, Sergeant, Squire, Witch Hunter.

Career Exits: Captain, Initiate, Knight of the Inner Circle, Shieldbreaker, Witch Hunter, Zealot.

— KNIGHT OF THE WHITE WOLF —

DESCRIPTION

One of the largest and most powerful knightly orders, formed by the Templars of Ulric. They are all sworn servants of Ulric and their duties in peace time include the provision of the Temple Guard, escorting the high priest on his rare visits to temples outside the City, and the mounting of honour guards for ceremonial occasions. The Templars have a reputation for ruthlessness and are generally feared and avoided. The members of this order are amongst the fiercest and most aggressive of the Empire's warriors. Unfortunately their tendency to attack in a frenzy, irrespective of tactical or strategic considerations, does have its drawbacks. The White Wolves were founded in the city of Middenheim during one of the many Chaos incursions which threatened to sweep the whole Empire away. The Knights are a fearsome sight, riding out on their fiery war horses, bareheaded and brandishing huge warhammers, distaining the traditional Knightly weapon, the lance. The order has a secondary chapter house, located in the northern city of Kislev.

— KNIGHT OF THE WHITE WOLF ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	—	+20%	+15%	+15%	+5%	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire or Kislev), Dodge Blow, Intimidate, Perception, Ride, Read/Write, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Language (Reikspiel or Kislev).

Talents: Disarm, Fearless, Frenzy, Menacing, Specialist Weapon (Two Handed or White Wolf Hammer), Strike Mighty Blow, Strike to Injure.

Trappings: Full Mail Armour, Breastplate, Plate Bracers, Plate Greaves, Destrier with Saddle and Harness, Two Handed Hammer or White Wolf Hammer, Holy Symbol of Ulric, Pelt from Wolf killed by self.

Career Entries: Anointed Priest, Knight, Priest, Sergeant, Squire, Zealot (Wolf Kin).

Career Exits: Captain, Champion, Initiate, Knight of the Inner Circle, Zealot (Wolf Kin).

— RAVEN KNIGHT —

DESCRIPTION

Deathly silent, they are the dark guardians of the Empire. Held in mixture of fear and respect by the imperial military and the other knightly orders no one can doubt their martial prowess as they despatch enemies with silent efficiency. There are many dark whispers about the secret rites involved in becoming a knight of Morr.

An unofficial sect of the Cult of Morr, and which is excommunicated by the 'official' cult. Despite the opposition of the Cult of Morr, the Emperor has refused to ban the Order due to its exemplary work in combatting evil. The Order are commanded by the Tilean former priest of Morr, Bassiano Dutra. Their two bases of operations are in Monte Negro near Remas in Tilea and in the Abbey of St Aethelbert the Vigilant in Stegfriedhof on the border of Sylvania.

— RAVEN KNIGHT ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	+10%	+15%	+15%	+20%	+5%	+20%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	—	—	—

Skills: Academic Knowledge (Theology), Academic Knowledge (Necromancy), Common Knowledge (Empire or Tilea), Dodge Blow, Intimidate, Perception, Ride, Secret Signs (Templar), Scale Sheer Surfaces, Shadowing, Silent Move, Speak Language (Reikspiel or Tilean).

Talents: Fleet Footed, Specialist Weapon (Cavalry), Specialist Weapon (Crossbow), Stout Hearted, Strong Minded, Strike to Injure or Mighty Shot, Unsettling.

Trappings: Full Plate Armour, Destrier with Saddle and Harness, Lance, Crossbow Pistol or Repeater Crossbow and 10 bolts, Holy Symbol of Morr, 3 Wooden Stakes.

Career Entries: Anointed Priest, Knight, Priest, Squire, Vampire Hunter,

Career Exits: Captain, Initiate, Knight of the Inner Circle, Vampire Hunter.

DESCRIPTION

In the Old World, most influential and powerful nobles and merchants keep a host of employees and servants. Some of these servants attend the daily business of their master, be it errands to be run or letters to be written, while other attends the more personal matters. Then there are the Kohortes, the well paid professionals who deal with the most important problems of their master, the predicaments that keep their master awake then the sun has set.

In the Empire, the Kohorte is not only a cohort or personal aide to a powerful lord, it is the most trusted and loyal companion there is, and might range from being a noble's right hand to a merchant's advisor and agent, to being a cult leader's love-slave or a crime lord's trusted messenger. The Kohorte is therefore a most capable and unique individual; often entrusted with secrets no one else would ever see or hear of and tasks few would dare to carry out. In many cases, the loyalty of a Kohorte extends far beyond death – sometimes even torture, and is therefore something very valuable to the keeper, thus rewarded accordingly.

Note: Due to the many faces and versatility of the Kohorte, many "or" options are available in the skill's and talent's section. The Kohorte is created this way to further enhance the feeling of it being an unpolished diamond, someone that can become an advisor to a noble living in a wealthy country manor, as well as melding with the gangs in the gutters of Altdorf. They do stay true to their nature, however. The Kohorte is called Cohort in Tilea and in the Border Princes, Cohorte in Bretonnia, Corbotto in Estalia and Kohorta in Kislev.

— KOHORTE ADVANCE SCHEME —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+10%	–	–	+20%	+20%	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	–	–	–	–	–	–

Skills: Academic Knowledge (any two) or Disguise and Pick Lock, Blather or Charm, Concealment or Prepare Poison, Gamble or Gossip, Intimidation or Dodge Blow, Lip Reading, Perception, Ride or Silent Move, Read/Write or Torture, Scale Sheer Surface, Shadowing

Talents: Coolheaded or Stout-Hearted, Flee! or Menacing, Etiquette or Streetwise, Master Orator or Super Numerate, Resistance to Poison or Schemer, Sixth Sense or Very Resilient

Trappings: Clothes of best quality that corresponds to the Kohorte's master's career, good quality medium armor (mail jerkin) or a riding horse, three doses of poison, three blackmailed watchmen or five paid stevedores in service, a small chest containing a scribe's tools or a crime organization tattoo, a safe haven in a distant city with iDroo GCs or a gang of thugs waiting for an order, a sigil of the Kohorte's master

Career Entries: Bailiff, Captain, Courtier, Messenger, Politician, Protagonist, Sergeant, Valet

Career Exits: Diplomat, Charlatan, Interrogator, Messenger, Outlaw, Racketeer, Spy, Steward

Career path taught at the Tower of Hoeth (Mage):

GENERAL DESCRIPTION

This is the result of part of my work looking at the different forms of Elven magic, this is the first part and shows the career path taught at the Tower of Hoeth.

— APPRENTICE MAGE ADVANCE SCHEME —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–	–	–	–	+5%	+10%	+15%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	+1	–	–

Skills: Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magic), Speak Language (Any one).

Talents: Aethyric Attunement or Fast Hands, Petty Magic (Arcane), Savvy or Very Resilient.

Trappings: Quarter Staff, Printed Book.

Career Entries: Scholar, Scribe, Student.

Career Exits: Mage, Scholar, Scribe, Journeyman Wizard.

Thor

— MAGE —

Advanced Career

— MAGE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	—	+5%	+10%	+20%	+25%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	+2	—	—

Skills: Academic Knowledge (Magic), Academic Knowledge (Any one), Channelling, Charm, Common Knowledge (Any one), Magical Sense, Read/Write, Ride or Swim, Speak Language (Any two), Speak Arcane Language (Magic).

Talents: Arcane Lore (Any one), Aethyric Attunement, Fast Hands or Very Resilient, Lesser Magic (Any two), Meditation, Etiquette.

Trappings: Grimoire and Writing Equipment.

Career Entries: Apprentice Mage, Apprentice Wizard

Career Exits: High Mage, Scholar, Master Wizard.

Thor

— HIGH MAGE —

Advanced Career

— HIGH MAGE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	+10%	+15%	+30%	+35%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	+3	—	—

Skills: Academic Knowledge (High Magic), Academic Knowledge (Magic), Channelling, Charm, Common Knowledge (Any two), Magical Sense, Gossip or Ride, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Magic), Speak Language (Any Three), Trade (Apothecary).

Talents: Lesser Magic (Any Three), Fast Hands or Mighty Missile, Strong-minded or Coolheaded, Spellcraft, Force Multiplier.

Trapping: 2 Magic Items, Trade Tools (Apothecary).

Career Entries: Mage, Wizard Lord.

Career Exits: Archmage, Scholar, Envoy

Thor

— ARCHMAGE —

Advanced Career

— ARCHMAGE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+15%	+20%	+35%	+40%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+5	—	—	—	+4	—	—

Skills: Academic Knowledge (High Magic), Academic Knowledge (Any Three), Intimidate, Command, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Daemonic), Speak Language (Any Four), Common Knowledge (Any Three), Navigation.

Talents: Battle Magic, Fast Hands or Mighty Missile, Strong-Minded or Coolheaded, High Magic, Linguistics or Public Speaking.

Trappings: 3 Magic Items (One must be a Wizard's Staff), 2Dro Grimoires

Career Entries: High Mage (must have at least one spell from each Lore in their Spell List).

Career Exits: Loremaster, Scholar, Envoy, Noble

Thor

— LOREMASTER —

Advanced Career

— LOREMASTER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+10%	+15%	+25%	+40%	+40%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+5	—	—	—	+5	—	—

Skills: Academic Knowledge (High Magic), Academic Knowledge (Any Three), Intimidate or Charm, Command, Speak Arcane Language (Daemonic), Speak Arcane Language (Arcane Elf), Speak Language (Any Three), Common Knowledge (Any Three), Navigation.

Talents: Armoured Casting, Fearless, Linguistics or Public Speaking, Schemer, Spell-Mastery.

Trappings: 4 Magic Items

Career Entries: Archmage (must have at least three spells created by using Qhaysh).

Career Exits: Envoy, Noble, High Loremaster as NPC.

Glorthindel

— LOREMASTER OF HOETH —

Advanced Career

DESCRIPTION

In the High Elf kingdom of Ulthuan, on the Eastern shores of the Sea of Dreams, lies the realm of Saphery. At the heart of this land lies the White Tower Of Hoeth, the shrine to the Elven God of Wisdom bearing the same name. This is the greatest depository of arcane knowledge in the whole world, compiled down the millenia by its Loremasters. Built under the orders of the Phoenix King Bel-Korhadris, more than twenty centuries ago, the ivory white structure rises more than a mile into the air above the surrounding forests, a feat made possible only through the sheer power of Saphery's archmages. Here the High Elves learn and study High Magic – Qhaysh – or True Magic as it is called by the Elves. High Magic is beyond the ken of Human minds and ability, and in fact the spells taught to the Colleges of Magic are merely the simplest cantrips of True Magic.

— LOREMASTER OF HOETH ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+20%	+20%	+20%	+30%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	–	–	–	+3	–	–

Skills: Academic Knowledge (Magic), Academic Knowledge (High Magic), Academic Knowledge (Any Four), Channelling, Command, Common Knowledge (Any Four), Heal, Hypnotism, Magic Sense, Read/Write, Speak Arcane Language (Magick, Arcane Elf, and Daemonic), Speak Language (Any Six).

Talents: Aethyric Attunement, Arcane Lore or Dark Lore (Any combination of at least five), Coolheaded, Etiquette, Fast Hands or Mighty Missile, High Lore*, Intuitive Casting*, Keen Senses or Hardy, Lesser Magic (Any Four), Meditation, Resistance to Magic, Sixth Sense or Luck, Strong Minded.

Trappings: Five Magic Items, Four Ritual Grimoires (at least one a spell of your own devising), Best Craftmanship Robes, Best Craftmanship Hand Weapon, Ithilmar Chain Shirt.

Career Entries: Loremaster

Career Exits: Explorer, Guild Master, Noble Lord, Sea Captain, Ambassador

**New talents can be found in appendix Appendix III: New Talents on page 36*

Runefang

— MAGISTRATE —

Advance Career

DESCRIPTION

Magistrates dispense the Emperor's justice. They either roam the regions making a circuit over large expanses of rural areas or they are charged with overseeing a town, or perhaps a single borough of a city. The magistrate only oversees petty cases. High crimes, and those involving nobility are put before a judge.

Magistrates also take on an investigative role. They are expected to gather enough evidence to satisfy themselves on the nature of a case. This might mean simply listening to two sides of a story, and deciding which one is the truth. Or it could mean spending many weeks checking pertinent facts and tracking down witnesses. Any judgements they make are written up in their big, black book.

Urban magistrates are known for being inundated with work and under-resourced, while rural magistrates can be greatly respected or feared among bucolic folk

— MAGISTRATE ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	–	+10%	–	+25%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	–	–	–

Skills: Academic Knowledge (Law&one other), Common Knowledge (the Empire&one other), Charm or Command, Gossip or Intimidate, Perception, Ride or Drive, Read/Write, Speak Language (Classical&Reikspiel)

Talents: Etiquette, Public Speaking, Seasoned Traveller or Streetwise, Menacing or Suave

Trappings: Big Black Book, Book of Laws, Writing Kit, Gavel

Career Entries: Student, Friar, Initiate, Noble, Politician, Fieldwarden

Career Exits: Noble, Spy, Vampire Hunter, Politician, Demagogue, Charlatan

Ogrehead

— NORSE THRALL —

Basic Career

DESCRIPTION

The thralls of the Norse people are a very unfortunate lot. By birth a thrall is deprived of all rights as a man, and put under the whims of a Norse freeholder or chieftain, and most thralls never see another place in life. If defeated in battle, a Norse warrior can sometimes be spared by his enemy and used as a slave instead. If so, the thrall is often treated worse than if he would be born into thralldom. As the Norse societies are very harsh and trying, the thrall's every day life inflict pains beyond a normal Old Worlder's comprehension. Some thralls are used as dogs in the front of battles, whipped to submission, begging for the sweet release of death. Others are used as house maidens or servants by the rich chieftain families and given more important and less suffering work. A lucky few are close to the families that claim them, seeing them almost as a sibling or child.

— NORSE THRALL ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	+15%	+5%	—	+5%	—

Secondary Profile

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

Skills: Common Knowledge (The Norsca), Concealment, Consume Alcohol, Dodge Blow, Outdoor Survival, Search, Silent Move

Talents: Flee!, Resistance to Disease

Trappings: One set of poor quality clothing, 10 yards of rope

Career Entries: Norse Freeholder, Norse Berserker, Norse Raider

Career Exits: Camp Follower, Norse Berserker, Pit Fighter, Servant

Ogrehead

— NORSE FREEHOLDER —

Basic Career

DESCRIPTION

A Freeholder, or *Friholder* as they sometimes call themselves, is by title a free man that is entitled to hold land, family and state his own free will. In return the freeholder is expected to raise his arms against any foe of his chieftain and master. Aside from these quite militaristic requirements, they do not live by the sword as mercenaries. Instead, they cultivate their land, go fishing or trade with neighbors, rather than leave home and families for war loot. When they must, the freeholders of the Norse provide their masters with the most loyal of warriors, determined of ridding their land of any intruders or other hostiles. Some freeholders travel extensively in service to their master instead of holding land, as messengers, traders, explorers and envoys. A few travel even though they might have a Norse longhouse with family, women and gold waiting for them, bitten by the travel bug at some point. The freeholders see themselves as free, good men that work hard for food and gold — not as the furious berserker the Imperial stereotype gladly portrays them as, even if they originates from the same snowy place. In fact, freeholders see the raiders as scum, nothing more than rabid dogs.

— NORSE FREEHOLDER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+10%	+15%	—	+5%	+5%	—

Secondary Profile

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

Skills: Common Knowledge (Any one), Consume Alcohol, Dodge Blow, Intimidate, Haggle or Gossip, Outdoor Survival, Perception, Ride or Sail

Talents: Dealmaker or Coolheaded, Hardy, Specialist Weapon Group (Two-handed) or Sharpshooter, Strike Mighty Blow

Trappings: One set of good quality clothing, a horse and cart or a long Norse trading boat, medium armor (chain hauberk), longbow or great weapon, a fur cloak made from bear or wolf, Norse jewelry worth of 2Dro GCs

Career Entries: Norse Berserker, Norse Raider, Servant

Career Exits: Explorer, Mercenary, Messenger, Norse Raider, Norse Samhold Spraakeldste, Norse Thrall, Norse Warlord, Scout, Tradesman

Note: If you are rolling randomly for your Starting Career, you can substitute Norse Freeholder for Norse Berserker with your GM's permission.

Ogrehead

— NORSE RAIDER —

Basic Career

DESCRIPTION

A Norse raider is a feared wolf of the sea. The raiders are often the source of the tales of frenzied Norse pirates scourging the northern coast of the empire, even though they don't represent even small part of the pirates in the Sea of Claws. Raiders are in reality nothing more than pirates, originating from the less civilized parts of the Norse peninsula, where violent traditions are more common and raiding is more of a lifestyle than elsewhere. Raiders are not evil per se, even though there are numerous of blood cults dotted along the Norse coasts, formed by Chaos infiltrators from the Chaos Wastes. The Norse raiders live by the sword, and often die by it too, even though their aim is neither to expand any borders nor put themselves on the top of any hill. Their legacy is violent, so are their songs and tales of heroism, which during the ages has just formed their way of life. Gold attracts them, as do stories of successful trade routes and rich unguarded lands. The Norse raiders are truly the image of a Norse warrior.

— NORSE RAIDER ADVANCE SCHEME —

Main Profile

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

Secondary Profile

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

Skills: Consume Alcohol, Dodge Blow, Evaluate, Intimidate, Row, Sail

Talents: Seasoned Traveller, Strike Mighty Blow, Strike to Injure, Very Strong

Trappings: One set of medium quality clothing, a shield, medium armor (chain vest and leather cap), 10 yards of rope and a grappling hook, a bottle of poor quality spirits

Career Entries: Norse Berserker, Norse Thrall

Career Exits: Marine, Mercenary, Norse Thrall, Norse Warlord

Note: If you are rolling randomly for your Starting Career, you can substitute Norse Raider for Norse Berserker with your GM's permission.

Ogrehead

— NORSE WARLORD —

Advanced Career

DESCRIPTION

After long years of extensive travel or seemingly endless marches from battlefields never heard of, a grizzled and hardened Norse warrior sometimes rise to lead his blood-kin against a hated enemy. Most often, this is done when the need of a unifying and strong leader is dire, and a threat to the people is imminent, and the result is seldom without bloodshed and suffering. As often, a warlord is just something far less honorable; a brigand or outcast with nothing more than a taste for gold, women and an enemy's head on a silver plate.

In the Empire, warlords from Norsca sometimes travel as generals over the personal guard of mighty clan overlords on journeys far from home, or as mercenary captains with their own sell-swords and thralls. In Kislev, the old saying "Don't retreat until the Norse falls", basically means that one should not give up hope, and originates from the time when Norse mercenary warlords formed up a backbone defense towards the relentless Chaos assailants. Today the Norse warlords are seen everywhere — even as far south as Tilea and Araby, but due to their violent and uncivilized background, they are almost never welcome unless the need for strong, merciless warriors is imminent.

— NORSE WARLORD ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	+20%	+15%	+20%	+10%	+10%	+15%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Advanced Knowledge (Strategy), Command, Common Knowledge (Norsca), Common Knowledge (Kislev or The Empire), Consume Alcohol, Dodge Blow, Evaluate, Haggle, Intimidate or Navigation, Read/Write, Search, Speak Language (Riekspiel or Kislevian)

Talents: Dealmaker, Menacing, Public Speaking, Seasoned Traveller, Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Strike to Injure, Very Resilient

Trappings: Three sets of medium quality clothing, a shield, medium armor (full chain and leather vest, helmet with leggings and greaves) of good quality, great weapon of good quality, light warhorse, 100 thralls, a band of Norse warriors, longship suitable for 30 men or 30 horses with accompanying cart and driver, chest filled with 500 GCs.

Career Entries: Norse Raider, Norse Friholder

Career Exits: Explorer, Norse Clan Spraaekeldste

— NORSE SAMHOLD SPRAAKELDSTE —

DESCRIPTION

The Spraakeldste is the spokesman of a Norse family or clan in a *Samhold* – a Norse equivalent to an Imperial county or barony, and whose word carries influence a long way. He or she (whom is called *Spraakfru*) is normally one of the older, more experienced persons in the Samhold, and have by birth or actions or both, gained the respect and trust from their fellow kin. The Spraakeldste is the person in a clan dealing with foreign powers and distant traders, as well as being the one making hard decisions that will affect generations to come.

As families extend far beyond of what is normal by Imperial standards, whole communities and Samholds can be comprised by the Spraakeldste's influence. This also means that when an unfortunate village is overrun by hostile forces, be it greenskins or Chaos marauders, the Spraakeldste is the first to be beheaded. Aside from all responsibilities and decision-making, the Spraakeldste enjoys a free life without taxation or duties that normal freeholders or thralls suffer from.

— NORSE SAMHOLD SPRAAKELDSTE ADVANCE SCHEME

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+10%	+15%	+10%	+25%	+25%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	–	–	–	–	–	–

Skills: Advanced knowledge (Any two), Command, Common Knowledge (Norsca, Kislev or The Empire), Evaluate, Gamble, Haggle, Intimidate, Read/Write, Search, Speak Language (Riekspiel or Kislevian), Swim, Sail, Trade (Any one)

Talents: Dealmaker, Public Speaking, Savvy, Schemer, Suave

Trappings: Five sets of exceptionally good quality clothing, medium armor (chain vest and helmet) of good quality, longbow or spear of good quality, light warhorse, 2Dro thralls, two freeholder bodyguards, a personal and trusted messenger, three longhouses with an etched throne in a meeting hall complete with a storehouse, several chests filled with at least 1000 GCs.

Career Entries: Norse Champion of the Ancestors, Norse Friholder, Norse Warlord

Career Exits: Diplomat, Explorer, Norse Warlord, Initiate, Norse Murkr

— NORSE MURKR —

DESCRIPTION

As most people in Norsca do not understand the powers of the Murkr, most people just avoids them. Their innate power to see and speak to spirits, in combination of being a secluded order of mystics wielding the powers of the ancient spirits and heroes, have made them legendary, and few Norse men or women dares to stand against them. They are tightly connected to the spirit world and the beliefs of the Norse society, which have given them a position as Hargirs and often as undertakers and healers. In distant Norsca, they can be seen everywhere, even though they seldom make official visits to leaders, Jarls and Spraakeldstes of the land.

Next to being a mystic, the Murkr also enters the battlefields from time to time. If seen in battle, their mere presence raises the morale of their fellow warriors, who never stands back when realizing they are among them. Some Murkr and Urns rather use weaponry than magic, and can even surpass the most ferocious of Norse warriors. When the battle is done, they are called upon to give the dying a last hymn in Urntunga, and to heal the wounds of the bravest of the brave. As they grow powerful, they in many cases become incarnations of their mighty Ancestor heroes, which most people both fear and admire.

— NORSE MURKR ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	+1	–	–

Skills: Advanced Knowledge (Any one), Heal, Hearth Wisdom (Murkr), Intimidate, Read/Write, Speak Arcane Language (Urntunga), Swim or Ride

Talents: Murkrsyn, Petty Magic (Murkr), Public Speaking, Rover, Unsettling

Trappings: A dark and travel-worn cloak with a hood, a set of ragged but good quality traveling cloths, a wolf fur coif, a set of Murkr gold bracers, a sling bag with three doses of healing herbs, a riding horse with saddle and harness

Career Entries: None

Career Exits: Norse Spraakeldste, Norse Urn Dreamwanderer

— NORSE URN DREAMWANDERER —

DESCRIPTION

The Dreamwanderers of the Urn, are Murkr mystics that have distinguished themselves by deed or wit, and have impressed their Urn Foreseers with skill and resolution. When a young Murkr is appointed the title of Dreamwanderer by the Elder Urns, they become responsible of traveling their land finding new Murkr and saving them from ignorance and madness. It is a tough job, and lonely too, as life as a Murkr is never forgiving.

With a deeper mystical knowledge of the Otherworld, and further developed magical abilities, they travel all over Norsca, even as far as into Kislev and the northern parts of the Empire, to visit the Norse settlements in search of Murkr prodigies. Often not alone, but in company of younger less experienced Murkr, and sometimes with servants and thralls in a master's company, they prefer to stay outdoors instead of accept the hospitality of inn-keepers and the like. With time the Dreamwanderers become rugged, weather-bitten survivors with little over for either comfort or luxuries.

After serving the Urn Inner Circle for a few years, they might be promoted to a more stationary role, the Hargír. Only the most disciplined Dreamwanderer gets that position and for many of them the wait is long and daring, and for the ambitious that is overlooked might turn Skuggr – a renegade from Murkr society. The path of becoming a Foreseers is long and narrow, just like the path of the Imperial Magicians, and often bestows its followers with a reward both darker and more painful than death.

— NORSE URN DREAMWANDERER ADVANCE SCHEME

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	–	+10%	+15%	+10%	+15%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+4	–	–	–	+2	–	–

Skills: Advanced Knowledge (Any two), Heal, Hearth Wisdom (Murkr), Outdoor Survival, Perception, Speak Language (Norse), Speak Arcane Language (Urntunga), Swim or Ride

Talents: Hardy, Lore (Lore of the Ancestors or Lore of the Otherworld), Lesser magic (Any two for Murkr), Seasoned Traveller, Strong-Minded, Very Resilient

Trappings: A grey set of robes showing their status within Murkr society, a heavy hooded traveling cloak, a set of embroidered good quality traveling cloths, medium armor (mail shirt), a wolf fur coif, a Dreamwanderer's quarterstaff with bone parts dangling from the head, a sling bag with three doses of healing herbs, a riding horse with saddle and harness

Career Entries: Norse Murkr

Career Exits: Norse Spraakeldste, Norse Urn Hargír, Norse Urn Skuggr

— NORSE URN HARGÍR —

DESCRIPTION

The Hargír is the highest title within the Murkr brotherhood for members who still deals with the duties and daily problems the Murkr attend. When becoming a Hargír, the mystic gets the responsibilities of performing the ceremonies for different Samholds and cities, their *Blot* duties (which is the blood sacrifices of the Norse traditions) and any counselling Spraakeldstes or Jarls require. Among the Norse, the Hargír are considered to stand above all except their enigmatic Foreseers, even above most Jarls and their kin which often creates schisms between Norse noble families and the mystic Murkr.

With the everlasting incursions of Chaos in the north of Norsca in mind, the people and leaders of the lands have been hardened and battle-ready during the ages. Hargírs have become the ones organizing defenses of cities when the Darkness of Chaos has fallen over them, especially when great leaders have fallen side to side with their most renown of heroes, and have as a result become the leaders in many places, not only secularly, but also over worldly duties and everyday life.

Until the Hargír becomes a member of the Inner Circle of the Murkr, he or she will continue perform their duties out in the vast lands of Norsca and in that way serve and help defend their people against Chaos. When the time comes and a place opens up in the Inner Circle, the Hargír may apply for the available *Tromu* as the seat is called. If accepted into the Inner Circle, and only accepted if very difficult tasks have been accomplished, the Hargír now takes the title of a *Father of the Inner Circle* and is given a full voice in times of *Raadslag*, the Murkr council where major issues are discussed. With time and talent, a Hargír within the Inner Circle can aim for becoming a Foreseer.

— NORSE URN HARGIR ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	–	+15%	+15%	+15%	+20%	+25%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+5	–	–	–	+3	–	–

Skills: Advanced Knowledge (Norse Ceremonies&one more), Concealment, Heal, Hearth Wisdom (Murkr), Search, Silent Move, Speak Language (Kislev or Reikspiel), Speak Arcane Language (Urntunga), Trade (Any two)

Talents: Armoured Casting or Dark Magic, Fast Hands, Lesser magic (Any two for Murkr), Magic Sense, Master Orator, Suave

Trappings: Black robes of good quality trimmed with silver thread, an old tattered heavy hooded travelling cloak, medium armour (mail shirt), a wolf fur coif, a coffin of ceremonial utilities and robes, a riding horse with saddle and harness

Career Entries: Norse Dreamwanderer

Career Exits: Norse Spraakeldste, Norse Urn Foreseer, Norse Urn Skuggr

— NORSE CHAMPION OF — — THE ANCESTORS —

DESCRIPTION

After an ancient ritual, as old as the earth itself it says, a Champion of the Ancestors rise. Normally, the Champion was found or chosen a long time before he or she went through the ritual by the Murkr, and at that time a normal person with a just a good heart and just soul. How and why he or she was chosen varies, but one thing connects them all – the ritual was created and performed as a result of dire times under the threat of Chaos. After the ritual is done the Champion is taken to the stronghold Kringringla for further training in the arts of Murkrsyn and Murkr mysticism. This period is known to have lasted for months, even years, but there are a few occasions when the Champion has been released into battle straight afterwards into a second baptising in blood.

As they are created for a cause of the enemies of Chaos, and their very existence is forced upon them by high magic and the spirits of their ancestors, their mind easily becomes a tattered and twisted. The ritual that created them protects them to some extents from the Chaotic influences, but that doesn't mean they can't get killed. They do put themselves in the frontline where good and evil clash, and many fall under a Chaos Warrior's black blade far too early, which have made them appreciate the simple things in life even if they the next day fight epic battles. This has made many of them long for a normal simple life, even more so than among the normal Freeholders in the Samholds or the in the dark halls of the Spraakeldste, and can therefore be seen anywhere. There are stories of peasants finding a completely tattooed man sleeping in the haystack in their barn, as well as rumours describing them as friendly but scarred men asking for roof over the head when on the road. They are still good men of pure hearts, but their future hold nothing but blood and onslaught, and they know it – when the battle against Chaos is calling, they leave everything behind to join the Murkr forces.

— NORSE CHAMPION OF THE ANCESTORS ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+35%	+25%	+20%	+30%	+15%	+20%	+35%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	–	–	–	+1	–	–

Skills: Animal Care, Dodge Blow, Intimidate, Hearth Wisdom (Murkr), Magic Sense, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Norse), Speak Arcane Language (Urntunga), Swim or Ride

Talents: Murkrsyn*, Lesser Murkr Magic (Any three), Specialist Weapon Group (Longbow), Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Very Resilient*, Very Strong*, Warrior Born, *Taken immediately when the ritual is done, without spending any XP's.

Trappings: Tattoos that cover almost the whole body of intricate Murkr designs (works as charm – protects the bearer from being influenced by Chaos, [20] to all resisted tests, and protects the bearer from being mutated), a great weapon of best quality, a Norse longbow of best quality with a quiver containing 12 grey-feathered arrows, a thick belt with scabbards and three pouches, tattered travelling clothes of normal quality, a travelling cloak of wolf fur, high fur boots, a sling bag, a chain mail vest, a riding horse with saddle and harness

Career Entries: Any Norse career, but has to be pure of heart (no IP's ever, no disorders, nor any mutations or curses) and be chosen or found to be the subject for the Murkr ritual The Cleansing of a Pure Heart and Rebirth of a Champion.

Career Exits: None. Becoming a Champion of the Ancestors is a life-changing experience, and ones destiny will never be anything else afterwards.

SPFS

— PEDLAR —

Basic Career

— PEDLAR ADVANCE SCHEME —

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

Skills: Animal Care, Common Knowledge (The Empire) or Navigation, Blather or Perception, Drive, Evaluate, Gossip or Outdoor Survival, Haggle, Trade (any one)

Talents: Dealmaker or Seasoned Traveller, Hardy or Suave

Trappings: Mule and Cart or wheeled stall, Trade tools for Trade skill, Sacks containing appropriate wares (value 2dro GC).

Career Entries: Burgher, Bone Picker, Camp Follower

Career Exits: Burgher, Camp Follower, Fence, Merchant, Smuggler, Tradesman

Note: If you are rolling randomly for your Starting Career, you can substitute Pedlar for Vagabond with your GM's permission.

New Career Path – Seer/Astrologer/Court Astrologer

One Horse Town

— SEER —

Basic Career

DESCRIPTION

The Seer is an old career of the old world. They make predictions about the future of their clients based upon information given or the clients star sign. Many Seers have the reputation of talking mumbo-jumbo and more than a few have been consigned to the fires for their crimes. Many street corners boast a resident Seer, ready to cast his bones or read the leaves in order to foretell the future. In their filthy rags and boasting an unkempt appearance, the Seer attracts revulsion and grudging respect in equal measure. To the peasants of the old world, the seeing of a Seer can shape their future actions, because those too poor to beg boons of the gods will grab at anything to give them a head start in the world.

The vocabulary that springs from the Seer gives them an arcane reputation amongst the peasants and it is for this reason that they are both sought after and avoided. Some rare Seers begin to see more of the futures of their clients than can be explained away with strange chants and mutterings. These individuals begin the long road towards becoming an Astrologer, whom can delve into the realms of magic, like the Hedge wizard. The churches of the old world see the Seer as a potential threat and source of chaos, but generally unless they ferment unrest or exhibit signs of mutation, they are left alone, albeit watched carefully.

— SEER 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: Charm, Divination (new skill), Gossip, Academic Knowledge (astrology), Blather, Sleight of Hand, Trade (seer), Perception.

Talents: Luck, Public Speaking or Sixth Sense, Streetwise or Super Numerate.

Trappings: Rags, Bag of bones or set of cards for readings, sandals, worrying tendency to enter trances.

Career Entries: Entertainer, Hedge Wizard, Initiate, Zealot, Charlatan.

Career Exits: Camp Follower, Initiate, Student, Vagabond, Zealot, Astrologer, Charlatan, and Flagellant.

DESCRIPTION

Astrologers are those Seers who have had a 'moment of understanding' (see Divination skill) and seek out the tools to better understand their calling. This includes the ability to read and write and the first tentative steps to understanding the winds of magic. Astrologers are better able to see the fate of their clients and are sometimes consulted by the great as well as the great unwashed. They tend to have more permanent places of business, such as small alleyways or a corner of an inn or other business establishment in which to carry out their business.

The arcane trappings of the Astrologer are more noticeable than his Seer counterparts. He may have several astralobes (see below) and have clothing of a more sweeping nature. As his magical nature becomes known, he is in danger from Witch Hunters, as the Astrologer is a type of Hedge Wizard. But some Astrologers become so well known or relied upon, that they effectively become above the law and find great patrons to fund them. These become Court Astrologers.

— ASTROLOGER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	+10%	+10%	+15%	+15%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+1	-	-

Skills: Haggle, Charm or Intimidate, Channeling, Divination Gossip, Trade (seer), Magical Sense, Perception, Search.

Talents: Petty Magic (hedge)

Trappings: 1 Set good clothes, astrolobe, bag of bones or set of cards, mysterious manner.

Career Entries: Apprentice Wizard, Seer, and Priest.

Career Exits: Outlaw, Courtier, Court Astrologer, Herald, and Politician.

DESCRIPTION

These grandees have served their apprenticeships and now command the attention of the high and mighty. Their command of the fates allows them to advise their lords as to which projects they should commit to, or how and when it is best to commit troops on the field. At this stage of his career, the Court Astrologer has often made enemies and friends both and must watch out that he does not use his magic flagrantly, or risk investigation. The patronage of a lord gives him some protection, but if he abuses his power, the Court Astrologer can expect to be treated just as roughly as any other Hedge Wizard.

They often live in their own quarters attached to their lords and have a good wardrobe to choose from. The Court Astrologer often exhibits airs and graces.

— COURT ASTROLOGER ADVANCE SCHEME —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+15%	+20%	+20%	+25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+1	-	-

Skills: Channeling, Divination*, Gossip, Magical Sense, Read & write, Intimidate.

Talents: Etiquette, Public Speaking or Strong Minded.

Trappings: 1 Set best clothes, 50 g.c, astralobe, bag of bones or set of cards, patronage of noble or merchant.

Career Entries: Astrologer.

Career Exits: Outlaw, Courtier, Demagogue, Guild Master, Politician, Scholar, Steward.

*The Divination Skill is explained in Appendix II: New Skillson page 35

Leonpoi

— SORCERER —

Advanced Career

DESCRIPTION

Experienced Sorcerers are dangerous indeed, and not just to themselves. Such individuals have managed to evade the watchful gaze of the Collegiate Magisters and Witch Hunters alike, while also being skilled or lucky enough to survive their magical experimentations.

Sorcerers pose a very real danger to those around them as they force the Winds Of Magic to their wills; stopping at nothing in their quests for power and immortality through Daemonic or Necromantic rituals and research.

Living always on the line – hiding or on the run – these corrupted magicians often band together to enact some short term goal, though these Covens seldom last long due to treachery from within, as individuals pursue their own megalomaniacal ambitions.

Notes: You must have learned at least six spells through your Witchcraft talent before you can enter this career.

— SORCEROR ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+15%	+20%	+20%	+25%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+3	-	-

Skills: Academic Knowledge (Daemonology or Necromancy), Academic Knowledge (any one other) or Speak Language (any one), Channelling, Charm, Common Knowledge (any three), Concealment, Disguise, Gossip, Haggle, Heal, Read/Write, Magical Sense, Perception, Ride or Swim, Search, Speak Arcane Language (Magick or Daemonic), Trade (Apothecary or Herbalist)

Talents: Fast Hands or Mighty Missile, Flee! or Public Speaking, Lesser Magic (any two), Very Resilient or Sixth Sense

Trappings: Trade Tools (Apothecary), Two Grimoires, One Magic Item

Career Entries: Warlock

Career Exits: Apprentice Wizard, Charlatan, Outlaw, Scholar, Vagabond

SPFS

— TILEAN BRAVO —

Basic Career

DESCRIPTION

The criminal gangs of the cities of Tilea have bred a very particular type of criminal: the Bravosi. Violent and cruel but with a twisted sense of honour, the swaggering Bravosi are a cut above the average Old World thug. They dress in distinctive, brightly coloured clothing, usually garbed in the chosen colours of their particular gang. Some Tileans have been heard to jokingly compare the knife-fighting Bravosi with the educated Diestros of Estalia. Of course, such a comparison is best made out of the earshot of either group, unless you're wishing to test your own swordsmanship against them...

If you are rolling randomly for your Starting Career, you can substitute Tilean Bravo for Estalian Diestro with your GM's permission.

— TILEAN BRAVO ADVANCE SCHEME —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Charm or Consume Alcohol, Common Knowledge (Tilea), Dodge Blow, Gamble or Secret Signs (Thief), Intimidate, Speak Language (Tilean), Speak Language (Thieves' Tongue)

Talents: Ambidextrous or Lightning Reflexes, Quick Draw, Street Fighting, Suave or Streetwise

Trappings: Pair of fighting daggers, Light Armour (Leather Jack), One set of Good Craftsmanship Brightly Coloured Clothes

Career Entries: None

Career Exits: Bodyguard, Gambler, Protagonist, Rogue, Racketeer, Thief,

Based on WFRPv1 Apocrypha Now:

Morgoth

— WARDANCER —

Advanced Career

DESCRIPTION

Among the Wood Elves of the Old World, the most feared and respected warriors are the Wardancers.

They live for the glory of battle, and dedicate themselves to reaching the peak of fighting prowess.

They are also masters of courtesy and dance, performing their intricate manoeuvres with consummate ease and grace.

Wardancers are to be found in many of the larger Elven settlements in the forests of the Old World.

They prefer the company of their own kind, but often live a little way apart from the main settlement, practicing their warchants and feats of arms while waiting for action.

Wardancers may become adventurers for a number of reasons. An adventurer's life offers plenty of action, and almost unlimited opportunities to hone their skills against a variety of opponents. They are wilder than the majority of Elves, and some find life in the forests tame and dull. Wardancers may even take to adventuring among other races as a result of an unspoken disgrace or indiscretion, much (although it's unwise to make the comparison) as a Dwarf may become a Troll Slayer.

Wardancers are distinguished by their graceful pride, their love of fighting, their fondness for spectacularly dyed hair, often stiffened with tree-resin and their bright body Tattoos.

— WARDANCER ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+10%	+20%	+20%	+10%	-	+10%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Performer – Acrobatics, Performer – Dancer, Distract*, Dodge Blow, Perception, Scale Sheer Surface, Transfix*, Warchant*

Talents: Ambidextrous, Marksman (Thrown Weapons only), Specialist Weapon Group – Great Weapon, Strike Mighty Blow, Strike to Injure, Swashbuckler

Trappings: Hand Weapon, Shield, Spear or Two Handed Sword

Career Career Entries: (Only Elves may enter this career), Bounty Hunter, Judicial Champion, Mercenary, Pit Fighter, Outlaw, Scout

Career Exits: Bladeweaver*, Judicial Champion, Outlaw, Sergeant (only if Mercenary is one of the previous careers)

* New Skill or Career (will be added later)

Weaponmaster/Champion revision

Josef

— WEAPONSMASER —

Advanced Career

Same as the original Champion career except remove Veteran Career Entry and add Champion (revised) Career Entry.

A thread over at General Discussion about the "broken" Champion career features my own take on solving the problem. So I'm posting it as a new thread here at Rules and adding it to the Careers - Consolidated thread as well. Feel free to comment.

It seems to me that what many dislike about the Champion career is its easy availability, making it a natural third career for an awful lot of first careers, mainly the ones going through the Veteran career. The step from Veteran (which is an available exit for quite a few basic careers) to Champion is simply too steep, for example WS taking a giant leap from +20% to +40%, turning a character into an invincible combat monster very quickly.

So rename the Champion career "Weaponmaster" and keep all the Career Entries except Veteran. (I would keep the Duellist entry because only a single basic career has it as an exit, plus it feels more appropriate.) Add a new advanced career as a middle step between Veteran and Weaponmaster - the Champion (mkII). This prevents all those Veterans from gaining WS70+ and 3 Attacks only 500XP after exiting that career, forcing them to make that leap a bit slower. A bit artificial, I know, but deals with the problem of the ex-Vet who can outfight all the IC Knights, Judicial Champions, etc, in the party seemingly forever (meaning at least until they have completed their long and expensive career-paths and can become Champs too).

(Actually, if the ex-Vet new version Champion progresses to and completes the Weaponmaster career, the result is still pretty much an original version Champion, but at least it has cost a few more XP and the increase in combat prowess has taken place in increments rather than as a huge leap.)

Josef

— CHAMPION (REVISED) —

Advanced Career

DESCRIPTION

You are a veteran warrior, but the rare kind who stands out from the ranks of common troopers. When a forlorn hope or a dangerous mission needs volunteers, you are the first man to step forward.

Sometimes it is because of a lust for glory, sometimes just out of a deep sense of duty. When an enemy champion steps out from the opposing ranks and mockingly calls out for anyone who dares to face him, it is you who are that man, because you, too, are a champion. Your path is set, and whether long and distinguished or glorious and short, you will be remembered by both friend and foe.

— CHAMPION (REVISED) ADVANCE SCHEME —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+30%	+15%	+15%	+20%	—	+20%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+7	—	—	—	—	—	—

Skills: Dodge Blow, Ride or Intimidate, Perception

Talents: Coolheaded or Stout-hearted, Quick Draw or Wrestling, Rapid Reload or Strike to Injure, Marksman or Very Resilient, Mighty Shot or Mighty Blow

Trappings: One Best Craftsmanship Weapon, Medium Armour (Full Mail Armour). In addition, at the GM's option, you must have somehow distinguished yourself by an act of bravery before many witnesses, such as defeating an enemy in single combat

Career Entries: Veteran, Sergeant, Targeteer

Career Exits: Judicial Champion, Outlaw, Sergeant, Targeteer, Weaponsmaster

SPFS

— WRECKER —

Advanced Career

DESCRIPTION

In the dangerous seas surrounding the Old World, shipwrecks are unfortunately all too common. Often coastal folk have few qualms about looting the wreckage washed ashore following such a tragedy, and many deem them 'Wreckers' just for taking advantage of someone else's misfortune. There is, however, a more despicable breed of Wreckers who, not content with looting those wrecks Stromfels sees fit to provide, seek greater profits by engineering more. On stormy nights, the Wreckers go forth and mislead ships with false guiding lights. All too often a captain is deceived into believing they are nearing a safe harbour, only to be run aground on deadly rocks. The bloodiest gangs of Wreckers have been known to murder the keepers of genuine signal beacons and douse the light in order to ensure success.

The nefarious practice of wrecking occurs most frequently in the Wasteland and on the Northern coast of Bretonnia, although chances are any treacherous stretch of coastline in the Old World may be used to lure ships to their doom. Many Wreckers operate as criminal gangs, and also dabble in smuggling and other criminal occupations. But some just appear to be normal folk most of the time, who take advantage of the darkest and stormiest of nights to supplement their normal income in a murderous fashion.

If you are rolling randomly for your Starting Career, you can substitute Wrecker for Smuggler with your GM's permission.

This is a basic career, and thus any character may enter it at any time by paying 200xp.

— WRECKER ADVANCE SCHEME —

Main Profile

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

Secondary Profile

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

Skills: Concealment, Consume Alcohol or Swim, Evaluate, Haggle or Intimidate, Perception, Row, Search, Silent Move.

Talents: Coolheaded or Strike to Injure, Rover.

Trappings: Signalling lantern, heavy hooded cloak, sack.

Career Entries: Bone Picker, Fisherman, Outlaw, Peasant, Seaman, Smuggler.

Career Exits: Fence, Initiate (Stromfels only), Outlaw, Pedlar, Seaman, Smuggler, Dangling on the end of a noose!

Last added career = 30-05-2007 Sorcerer, advance from Warlock (PDF)

APPENDIX I: GUIDELINES FOR NEW CAREER CREATION

by

Hippy Gibbon, Jackdays, Whymme, MDMann, Wolph42

BASIC CAREERS

- Have 9-11 Characteristic advances
- Characteristic advances should be +5% or +10%. Few special careers have one characteristic (the most important) +15%.
- Hit Points advances are usually +2 (could be +1 or +3).
- If magical career, then may have +1 to Magic.
- Attacks and Movement: Both of these characteristic rarely have bonuses, but may have +1.
- Total amount/combination of Skills & Talents should be from 9-11 (I think good rule here is, if character has more Characteristic advances, then little lesser Skills/Talents).
- Number of career entries around 4
- Number of career exits around 6
- Career exits go to other careers in the same level, or to level 2 careers (first level of advanced careers). There are about five career exits, one or two from second level.

ADVANCED CAREERS (SECOND CAREER LEVEL)

- These should have Characteristic range about +5% to +20%
- Hit Points advances are usually +4 (could be +3 or +5).
- If magical career, then +1 or +2 to Magic.
- Attacks: Usually only +1
- No other rules really. Some Talents (like Lighting Parry) are available mostly to third level careers only.
- number of career entries around 6
- number of career exits around 4
- Career exits go to all three levels. Most career Exits are to second or third level careers.

ADVANCED CAREERS (THIRD OR MORE CAREERS LEVEL)

- Characteristic advances are about +10% to +40% (but range +30% to +40% is rare).
- Hit Points advances are usually +6 (could be from +5 or +7).
- If magical career, then +2 to +4 to Magic.
- Attacks: Max attacks +2
- number of career entries around 6
- number of career exits around 4
- Career exits go to second level and third level careers.
- Career entries are implicit in the career exit rules.

FOURTH LEVEL CAREERS

- Some highly specialized careers can only be entered after two previous advanced careers. These are mainly magical in nature (Magister Lord/ High Priest etc.) or contain special requirements and difficult to acquire trappings (unavailable on the open market).
- And any fourth level career is a clear continuation of a specific third level career, which itself is a continuation of a specific second level career, and so on. This is made explicit in the fact that each of those careers usually has only one specific entry career. Think of the priest careers, the magical careers and slayer careers. When designing a fourth level career, it's best to create the whole bunch of them. Or at least indicate clearly what career the fourth level career is a continuation of.

APPENDIX II: NEW SKILLS

COMMON KNOWLEDGE (THE LAYS)

The Lays are the many and varied troubadour told songs and tales of chivalry in Bretonnia. Hints given in the stories may hold the key to proper conduct while on Quest and clues to the location of the Grail.

DIVINATION (INT)

This is the skill in interpreting the forms of a set of divining tools in predicting the future or possible ramifications of a given action. The most common forms of divination tools are bones or cards, but tealeaves, animal entrails, fire and a host of other methods are also used.

Most of this skill is a sham, but the Seer believes that the knowledge of the forms handed down to him over the years is correct, but in reality, any divination is normally useless. However, sometimes the ruinous powers interfere with divination attempts. Ant time a Seer rolls his skill exactly in a divination attempt; he has a 'moment of understanding' as the layers of mystery shrouding the old world are briefly lifted from his eyes. From this point on the Seer often becomes driven in his attempts to find out more and normally follows the career path of Astrologer and if he is lucky Court Astrologer. These lucky Seers must also roll a WP test or gain one IP each time they roll their Divination skill chance exactly.

The standard form of divination uses the clients star sign as a base. Given below are a few examples of readings for each star sign. Making up your own to complement them could be fun. The banding together of two or three can make a suitably bizarre reading.

Wymund the Anchorite: if at first you don't succeed.../ I see a flood of tears.../ to suffer is to learn.../ giving up is not an option...

The Big Cross: your future is clear to me, you must remove your blinkers.../ keep your head when all around are losing theirs.../ you will see your future in a dream.../ your motives are transparent...

The Limners Line: you must judge your actions carefully.../ each stroke of the brush has a purpose, a beautiful majesty that hasty action betrays.../ to be careless is human, to be precise, divine.../ look for the chink in the armour, place your strike precisely and you shall prevail...

Gnuthers The Ox: fetch my sandals would you? / Consider the mule, is he not happy in his work? / you must be strong in the days ahead, temptation awaits.../ stand fast and you shall receive...

Dragomas the Drake: fear is the mind killer.../ run at your peril, for fear is faster than you think.../ don't fear the reaper.../ I hear the dragons roar!

The Gloaming: ah, but what is truth? / Trust not the mirrors image.../ three times the gong shall sound, then the mystery will be solved.../ victim of illusion...

Grungni's Baldric: shining steel calls you home! / Run not with the horses, your path lies with the panther.../ pistols at dawn! / I see the pennants in the breeze, ah, seven brides for seven brothers!

Mammit the Wise: trust the wise, for they never lie.../ plow your course carefully and you shall gather the pearls.../ wisdom lost is life's end.../ beware the praise of old men, for they may require a service from you...

Mummit the Fool: the animals know.../ the trembling in your gut will show you the way.../ pity poor Thomas.../ the first thought is often the wisest...

The Two Bullocks: swim little fishes.../ the ruinous powers make work for idle hands.../ she loves you, yeah, yeah, yeah.../ build your house with your own hands and you shall never want...

The Dancer: guilty feet have got no rhythm.../ a furtive glance will tell you all.../ like a moth to the flame, she will come.../ love conquers all, hate conquers sense...

The Drummer: there's no such thing as too much of a good thing.../ drink, drink to life everlasting! / When there's nothing to run up the flagpole, despair.../ a great invitation is coming your way...

The Piper: guard your belongings well! / Trust not honeyed words.../ a mask is often just a mask, whilst a smiling face is often a trick.../ the quiet footfall in the night bespeaks trouble!

Vobist the Faint: Black! Black! Everything's black! / Too many choices are no choices at all.../ the night speaks a name beware! / When at the fork in the road, choose the darkest path, for the light is unforgiving...

The Broken Cart: I see a fall coming.../ world, shut your mouth.../ lions don't travel in packs.../ a regal bearing cows the world...

The Greased Goat: deny yourself nothing and death will not be far behind.../ the deepest pools are the coldest.../ self-control leads to a stiff neck.../ gorge on the bounty of the world!

Rhya's Cauldron: death's dark shadow reaches from the void.../ a life saved is a life gained.../ the stars! I see them! / Nothing lives forever except wishful thinking...

Cackifax the Cockerel: the scales are false! / spend your riches carefully for I see a storm coming.../ nothing is harder to gain than a hoarders purse.../ a business opportunity is coming your way!

The Bonesaw: dedications what you need.../ parchment cuts deeper than steel.../ to be the best you must beat the best.../ skills learnt now will save you time when you need it most...

The Witchling Star: a fell star follows your course.../ it's a kind of magic.../ to delve too deep is to find darkness.../ best to live in ignorance than to have attention from below...

HEARTH WISDOM (SPECIALTY) [NORSE]

Type: Advanced

Related Talents: Seasoned Traveller

Description: Hearth Wisdom is the skill for wise old women, witches, storytellers and charlatans – it consists of folklore, hearsay and legends, which all makes up a huge part of the simple folk's life, outside the protecting stone walls of Nuln, Altdorf and Kislev. It is important to remember that Hearth Wisdom is not a science or hard facts; it is just what most people think of certain, less clear phenomena. Another important thing to mention is that the Witch Hunters of the Empire seldom differs between people who know about witches and people that actually are witches.

Just as Academic Knowledge or Common Knowledge, Hearth Wisdom is not one but many skills. First and foremost, it is divided into different cultural groups; Hearth Wisdom (The Empire) is not the same skill as Hearth Wisdom (The Moot). Within the cultural groups, there are several subgroups, such as specific professions, creatures and myths, but also hedge magic and Chaos. In this category the Hearth Wisdom (Murkr) can be found.

APPENDIX III: NEW TALENTS

BATTLE MAGIC

Description: The Magister/Mage is able to amplify the effects of his spellcasting much as a lens focuses light. When a spell is cast in this way the Magister may choose to double certain effects in the spell (may change a number of effects up to the number of your Magical Characteristic). However in doing this the spell's Casting Number is increased by +1 for each effect doubled, the Casting Time is raised by a Half Action for each effect doubled and due to the unpredictable nature of magic an extra die is rolled in the Casting Roll, this does not count towards the total rolled, but instead towards Tzeentch's Curse (see Magic Focus RoS page 191 for details). If Tzeentch's Curse does come into effect then the Wizard also receives 1d10 of Wound Damage and +1 Wound of Damage for each effect doubled, both regardless of Armour or Toughness. Also the result for Tzeentch's Curse is moved up one result, per each effect doubled.

FORCE MULTIPLIER

Description: The Magister/Mage is able to amplify the effects of his spellcasting much as a lens focuses light. When a spell is cast in this way the Magister may choose one effect in the spell's description to be doubled, however in doing this the spell's Casting Number is increased by +1, the Casting Time is raised by a Half Action and due to the unpredictable nature of magic an extra die is rolled in the Casting Roll, this does not count towards the total rolled, but instead towards Tzeentch's Curse (see Magic Focus RoS page 191 for details). If Tzeentch's Curse does come into effect then the Wizard also receives 1 Wound of Damage, regardless of Armour or Toughness and the results for the Curse are moved up one place.

HIGH LORE

High Magic is the pinnacle of Magical power. When you take this Lore, you gain no new Spell List. Instead, from this point on, you may purchase an already known ritual spell a second time (for the same cost) as a spell of the High Lore. When cast in this manner, the Casting Number is doubled, the Casting time is reduced to a half action per hour of the usual casting time, the Conditions must still be fulfilled, and the ingredients become an optional component that adds +5 to your casting roll. In addition, you only suffer the Consequences if you do not meet the Conditions, or if you fail the casting roll and suffer Tzeentch's Curse.

HIGH MAGIC

Description: You have studied of mystic arts of True Magic at the Tower of Hoeth and have made you better attuned to reading the ebb and flow of the Winds of Magic, thus better able to sense any dangerous changes. Also you have become very adept at controlling the Winds of Magic and are now able to manipulate more than one Wind at a time, this method of spellcraft is called Qhaysh.

In game terms the Mage may nominate one die before making a Casting Roll to be discarded if it counts towards Tzeentch's Curse (its value is also discarded from the total rolled), also if Tzeentch's Curse comes into effect the Mage may re-roll the result and pick the lesser of the two. The Mage is also able to mix any spells that are known by him/herself to create a more powerful single spell, to do this the Mage must spend 50xp for each spell that is combined with another, a further 100xp and a successful WP test to successfully create the spell.

Examples of spells made in this way can be found on this link:
[http://forum.blackindustries.com/post.asp?method=EditTopic&REPLY_ID=8799&TOPIC_ID=8799&FORUM_ID=9](http://forum.blackindustries.com/post.asp?method=EditTopic&REPLY_ID=8799&TOPIC_ID=8799&FORUM_ID=9http://forum.blackindustries.com/post.asp?method=EditTopic&REPLY_ID=8799&TOPIC_ID=8799&FORUM_ID=9)
http://forum.blackindustries.com/post.asp?method=EditTopic&REPLY_ID=8799&TOPIC_ID=8799&FORUM_ID=9

INTUITIVE CASTING

Around you the winds of magic seem almost to mould themselves, and it requires the barest of touches to mould them into whatever you desire. This greatly speeds up the process of casting spells, and even allows you to mould multiple spells at once. All spells cast require half a round less to cast (excluding spells from High Lore). If this would reduce the casting time to zero, it still requires half a round, but you can take a free Channelling test for the spell. In addition, the caster is not restricted to casting only one spell in a round, meaning that the caster can begin casting another spell in the same round one is cast, and if both are of particularly short duration, it is possible to even cast two spells in a single round.

MASTERFUL FEINT

When you make a swift attack, you may forego one of your attacks to make a feint action instead.

MASTERFUL MANOEUVRE

When you make a swift attack, you may forego one of your attacks to make a manoeuvre action instead.

MURKRSYN [NORSE]

The murkrsyn talent is the legendary mystical power of the Murkr, which provides it bearer with the ability of seeing and speaking to all spiritual beings, be it friendly ancestor ghosts or malicious wights under the spell of an enemy. To use the talent, the Murkr just has to succeed a Perception test to be able to see any ethereal beings within sight. In addition, the Murkr can use any social skills the way he or she would normally do on humans to get hold of information or such. If used with Intimidation, the Murkr receives a +20% on the test, as most ghosts are affected by the spells of the Lore of the Weavers, and are therefore highly susceptible to threats from a Murkr mystic. However, as rumors spread even faster in the Otherworld than in the real one, this way of producing information or gaining boons seldom pays off well. In the Otherworld, one's honor and reputation is all a Murkr have.

SECONDARY ARCANE LORE

As determined by the Elven High Mage Teclis, it is dangerous for a Human to try to fully manipulate multiple Winds of Magic. Dispite this, the Wood Elves of Athel Loren have chosen to train those women who show magical aptitude, and who they have taken and indoctrinated at a young age, in multiple Winds of Magic. Maybe women have a greater aptitude, or are more versatile than men, but however, it has proven to be successful to a degree, though the Human has not the full potential of an Elf, and must be careful how far she diversifies.

A secondary Arcane Lore has only six spells in each list. Additional spells can still be purchased for the Lore as an Extra Spell, but these cost 150 XP each, and when cast, the Grail Damsel must roll one extra casting dice which only counts towards Tzeentch's Curse (in the manner of the Hedge Dice).

Lore of Beasts:

Elemental: Form of the Soaring Raven, Claws of Fury, Form of the Ravening Wolf, Masters Voice, Crows Feast, Form of the Raging Bear.

Mystical: The Beast Broken, The Beast Made Well, Leatherbane, The Boars Hide, Cowering Beasts, Form of the Puissant Steed.

Cardinal: Calm the Wild Beast, The Talking Beast, Masters Voice, The Beast Unleashed, Winters Long Slumber, Wings of the Falcon.

Lore of Life:

Elemental: Fat of the Land, Summer Heat, Rivers Whisper, Earth Gate, Spring Bloom, Cure Blight.
Mystical: Tracks Tale Told, Tree Dwellers Step, The Wilds Undisturbed, Father of Thorns, Tree Shape, Flesh of Clay.
Cardinal: Curse of Thorns, Earth Blood, Leaf Fall, Earth Gate, Geyser, Winter Frost.

Lore of Heavens:

Elemental: First Portent of Amul, Second Portent of Amul, Wind Blast, Wings of Heaven, Starshine, Fate of Doom
Mystical: Lens on the Sky, Birdspeak, Third Portent of Amul, Premonition, Project Spirit, Signs in the Stars.
Cardinal: Omen, Lightning Bolt, Curse, Fortunes Renewal, Lightning Storm, Fate of Doom

SPELLCRAFT

Description: Your deeper studies into the Winds of Magic gives you the ability to cast a spell not of your chosen Lore. This enables you to use the Extra Spell Talent to learn spells from all of the Arcane Lore and also means that you can not receive any Arcane Marks.

SPELL—MASTERY

Description: Elven Mages are known to study for years to master the use of a single spell. You may choose to purchase a spell for a second time for 100xp, when using a spell that has been mastered the Mage may deduct his Magic Characteristic from the Casting Number that is needed.

TERTIARY ARCANE LORE

A tertiary Arcane Lore has only three spells in each list. Additional spells can still be purchased for the Lore as an Extra Spell, but these cost 200 XP each. When the Grail Damsel casts any spell from her tertiary Lore, she must roll one extra casting dice which only counts towards Tzeentch's Curse (in the manner of the Hedge Dice). If a Grail Damsel suffers a Tzeentch's Curse when using a tertiary Arcane Lore Extra Spell, the severity of the Tzeentch's Curse is increased by one level.

Lore of Beasts:

Elemental: Claws of Fury, Form of the Ravening Wolf, Form of the Raging Bear.
Mystical: The Beast Made Well, The Boars Hide, Form of the Puissant Steed.
Cardinal: The Talking Beast, The Beast Unleashed, Wings of the Falcon.

Lore of Life:

Elemental: Summer Heat, Rivers Whisper, Cure Blight.

Mystical: Tracks Tale Told, Father of Thorns, Flesh of Clay.
Cardinal: Curse of Thorns, Earth Gate, Winter Frost.

Lore of Heavens:

Elemental: First Portent of Amul, Wind Blast, Fate of Doom
Mystical: Birdspeak, Premonition, Project Spirit.
Cardinal: Lightning Bolt, Fortunes Renewal, Lightning Storm.

VIRTUES

(All these are ripped more or less straight out of the WFB Bret Army book but some have been changed quite a bit to fit them into WFRP)

The virtues are Talents which help to define the mindset of the Knight, and the strength he has found through devotion to the Lady.

Penitence: The Knight is seeking to right some misdeed he or his family has made. Until things are made right the knight may not join other knights in any martial activity. For tests made directly in pursuit of his penitence, the knight gets +20 WP. If the penitence is made satisfactorily during play the knight may choose a different Virtue.

Temper: The knight is greatly skilled at the charge. If an attack hits during a charge action, the knight may get a free charge attack.

Heroism: The knight gets +1 damage against any Large opponent.

Stoicism: The knight may re-roll any Fear or Terror test (as if with a fortune point).

Impetuous: The knight or his mount may double all Charge Action distances.

Audacity: The knight can use his opponent's strength against him. He gets an extra 1 damage against opponents of a higher strength.

Duty: The knight gets +20 to all WP tests when in the direct service of the Lady.

Joust: The knight may re-roll a failed Charge Attack Action when using mounted lance (as if using a fortune point).

Disdain: The knight will never be surprised or frightened by missile using attackers.

Purity: The knight gets an extra Fortune Point as with the Luck Talent as long as he continues in the service of the Lady.

Discipline: The knight gains +10 to WS whenever directly outnumbered.

Empathy: The knight gets +20 to all Fel tests with the common folk.

Chivalry: The knight gets +20 to all Fel tests when dealing with a damsel.

Grim Peril: Whenever he sees one, the knight must cuff a peasant round the back of the head and call him 'scum.'

APPENDIX IV: NEW INSANITIES

MARRIED TO THE SEA

The sufferer is only content upon or near the sea. They like nothing more than to be shipboard with no land in sight. If they must land then they like to have the sea in view at all

times. Only reluctantly will they venture any significant distance from the sea, and will seek to return as soon as possible.

APPENIDX V: CHANTIES

HEAVE—OH YE LADDIES—OH

Casting Number: 6

Casting Time: Full Action

Ingredients: A musical instrument (+2)

Description: For 2d10 minutes the wizard can implore all within hearing range, and are amenable, to act at +10 S.

COME HERE LITTLE FISHES I'M HUNGRY AND THE OL' LASS BAIN'T PUT NOTHIN' OUT FER ME TEA—OH

Casting Number: 8

Casting Time: Full Action

Ingredients: A Plate (+2)

Description: The wizard entices 2d10 meals-worth of seafood to jump from the sea onto the deck of the boat. This will only work in an area where there is abundant sealife.

BLOW—OH THE WIND—Y—OH

Casting Number: 11

Casting Time: Full Action

Ingredients: A Bowl o' Beans (+2)

Description: The wizard summons a wind that will blow around the ship for 2d10 minutes. The wind blows at WPB on the Beaufort Scale.

THAR'S A LADY IN BORDELEAUX WHO CAN STICK 'ER LEGS BEHIND 'ER 'EAD— OH

Casting Number: 13

Casting Time: Full Action

Ingredients: A Mug o' Grog (+1)

Description: All who listen to the Chanty must pass a WP test or afford the caster +20 to all Fel tests for the rest of the day.

I DON'T KNOW WHERE I'M GOIN' BUT I KNOW HOW TO GET THAR

Casting Number: 14

Casting Time: Full Action

Ingredients: A Lodestone (+2)

Description: The wizard will know the exact direction and rough distance in which to travel in order to reach a familiar destination

THE SEA'S A DIRTY MISTRESS BUT SHE TREATS I FAIR, MOSTLY—OH

Casting Number: 16

Casting Time: Full Action

Ingredients: A Cheese (+2)

Description: All who listen get +10 to all non-combat tests for 2d10 minutes.

EVERYBODY'S GONE SURFIN'—OH

Casting Number: 18

Casting Time: Full Action

Ingredients: Some Wax (+2)

Description: The single target must pass a WP test or suffer an irresistable urge to dive into the nearest body of water (within sight).

I AINT NEVER SEEN A NIGHT LIKE IT AND I AINT LOOKIN' FOR 'RD TO THE JOURNEY 'OME NEITHER

Casting Number: 22

Casting Time: Full Action

Ingredients: A Yellow Hat (+3)

Description: The wizard summons a force 10 gale that will dissipate in 1d10 hours

LOVE IS LIKE OXYGEN—OH

Casting Number: 25

Casting Time: Half Action

Ingredients: A Breath of Fresh Air (+4)

Description: The wizard can act underwater as normally as possible, ie breathe, swim around, float etc, for 2d10 minutes.

APPENDIX VI: MYSTICISM

by

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INTRODUCTION

In Norsca, myth and tradition has always differed from the tale-telling and sagas of the Empire. Even if certain parts of the Empire, such as Middenland, Nordland and Ostland always have had their share of beastmen, mutants and the feral priests of Ulric and their worshippers, the citizens of the northern parts of the Empire seldom sees the shy Norse mystics. Hooded and quiet, they seem to travel endlessly between the Norse ancient burial grounds and enchanted forests and hilltops far away, only to be encountered once in a while, during winter solstice and Blotsommer, or when the Highest Spraakeldste have sent for them.

In the major Norse cities, the Jarls and High King have had their councils of Spraakeldste for centuries, giving them advice on matters wise men need to attend. Although, when decisions need to be made where a leader needs direction from the wisdom of the Ancestor spirits and the Norse Gods, the Murkr is called upon for guidance.

The Murkr is an informal brotherhood consisting of certain gifted individuals, found by Dreamwanderers and other traveling members from all over Norsca. The members all have shown the gift of Murkrsyn before they are accepted into their ranks, and are soon taught the way of the Norse mystics, the way of the Murkr. The gift which all Norse mystics have is something unique for the Magick-infused Norsca lands, and is something of a curse, as well as the mystical power it bestows its bearer. People with Murkrsyn without knowing its full potential or people never being accepted by the Murkr, sooner or later become mad with visions nobody else can see, which makes the Murkr companionship a necessity. The Murkr brotherhood provides food and shelter, training in the Murkrsyn arts and the ancient lore of the forefathers, and with time, the young Murkr becomes an astute and decisive mystic with potential to both help and lead the Norse people.

The Murkr, whose name translates into 'taken by darkness', essentially aims at the eternal afterlife in the Otherworld where all spirits dwell, from Grey Shores where all dead arrive to the Deep Wilderness where the beasts of Old Darkness reside, to which the Murkr all to often venture. As the Norse forefather belief is a very ingrained part of their society, the Murkr have also been elevated from being just seers and mystics into the status of shaman priests and Ferryman for the dead, which have given them an even more dismal role in society, where joy and happiness seldom appear.

THE MURKR AND THE URNS

In Murkr society one differs between the Murkr and the Urns even if all belong to what is called the Murkr mystics. The subtext of the word Murkr is basically a mystic and shaman with the Murkrsyn gift, which is their innate ability to see and communicate with spirits and ghosts. To anyone without the hearth wisdom, the Murkr is the name of all mystics within the Murkr brotherhood, but to the initiated and for people who wants to address them with respect, Murkr are the apprentices and newly embraced, rather than the Urns which is the formal title of the leaders and more elevated individuals within the society.

Sometimes, when traveling Dreamwanderer has seen a truly gifted child in a dream, he or she may find it after long weeks on a horseback, searching for it. If the vision has been true and the child is really gifted, the mystic takes a few days to talk to the parents and the elders of the village. After compensating who claims the child with both gold and blessings, the long journey back to the new home for the child starts, which might last for several months or even years, as a Dreamwanderer on foot needs to

collect more than one prodigy to be allowed to go back. As the scourging powers of Chaos have tainted most aspects of Norse life and culture, no more explanations are needed to have the child from the parents. There have been caring but egotistical parents whom have hidden their child from the mystic at arrival, but this has been know to be punished very severely, both from the Spraakeldste and Jarls, as well as from the Murkr. The Murkr are needed for survival and everyone knows it.

When the first steps are made towards the young apprentice's new life there is no way turning back. The Murkr might one day return to his or her village, but there is a great risk that he or she will not survive the first year. The trip back to Kringringla, the stronghold of the Murkr and the Urns, is harsh and demanding, but the child or children are taken well care of by the Dreamwanderer, who sometimes have both younger Murkr and even thralls as followers. On the way there, the Dreamwanderer start explaining for the apprentice(s) what the coming future have at hands, the truth about the Murkr society and the frightening tales of the Chaotic enemies that lure in the dark...

Once at the foot of the mountain on which Kringringla is built, the first real test for the young prodigy begins. One the sides of the mountain, the only way up winds through a labyrinth of razor sharp ravines which once were used by the wild men and tribes that worshipped the ancient Chaotic gods in these lands and used for their blood hunts and magical sacrifices. The evil rituals permanently infused the very mountain with its mystical powers which have since then, together with protective runes and magic traps, damned many a soul to wander the mazes and feast upon anyone without the innate powers of Murkrsyn to protect themselves with. When a Murkr or Urn is entering the labyrinth Rauklôgn, as it called in Norse, on the way up to Kringringla they have no troubles finding their way up whatsoever, but for the prodigy the first time can be a very horrific experience. Inside the dwindling clefts and abyss-deep rifts that Rauklôgn consists of, the winds wails as if dying, and screams echoing between the unfriendly walls, intimidating anyone but the bravest of Murkr. With the only help of one's Murkrsyn, the young prodigy has to manage its way up to the top, avoiding the howling banshees and craving ghosts of the maze all along the way. If successful, the young apprentice reaches the top, and is welcomed by his or her new Urn masters standing at the metal gates of the fort. The ones that don't succeed are never heard from again, seen as not fit for the demanding requirements of the Murkr.

KRINGRINGLA – THE MURKR STRONGHOLD

When finally in Kringringla, the young apprentice is allotted a cell from one of the many hand-carved rooms in the massive castle's walls, and is given a new set dark grey cotton robes, together with a lined cloak and a shoulder bag including an amulet, inks, a quill pen and an unwritten book – the first set of Runaskrifta the Murkr gets. Then the young Murkr has his or her first night's sleep in the new home, after the long and daring journey from his or her old family's home, waiting for the trying tutelage.

When waking up the first time, just before the sunrise, in Kringringla, the prodigy is taken to the Great Hall of the Ancestors and presented to everyone in attendance – the elder Urns of the Inner Circle, as well as all the Dreamwanderers and Hargirs. After a pale morning meal, even by Norse standards,

the young Murkr is taken to the Temple of the Elders where a brief lecture is held for the Murkr to be aware of the strict rules of the stronghold, where to go and where not to. By tradition, the first class starts right there after, on the roof of the Grey Tower where one is said to be able to see till the end of the world, and introduces the prodigy along with their fellow student who all range between the age of six and fifteen, to the legends of the Murkr. A long and grim tale of the First Norse tribes that rose from the icy battlefields covered with blood and forgot their old and evil gods. The tale continues with the stories of the first Norse heroes, Got and Bor, and how they released their father from his painful curse, put on him by a strong priest in service of the old blood gods and their dark father Yrkhorn. Other heroes are mentioned as well, like Alfwulf and the seven troll kings, the sad saga of the Frost maiden and many more. When the first class is done, the students are taken to their cell for a short night's sleep. This second night, the elder Dreamwanderers unite in a powerful ritual that takes all the new prodigies on their first dream voyage to the Grey Shores, where all the dead spirits gather up before the head deeper into the spirit world. Due to the safety of the trip, with nine elder Dreamwanderers leading the way and making sure no one comes to harm, together with all the fellow students, this is considered to be the most powerful experience a new Murkr ever has. Many of them travel extensively to the spirit lands after leaving Kringringla, but never again in company with the nine elder Dreamwanderers.

THE DEVOTION OF THE MURKR

After a few years of studies in the stronghold, depending on the age and talent of the young Murkr, the mystic is released into the world to help and serve his or her people. Due to the experiences from an early age with Murkrsyn, the Murkr mystic soak up the

teachings as no other student would do, hence takes on the role as a shaman, healer and protector of the Norse people seriously. After the Norse people rose from the worship of the dark gods, some powerful witches created a powerful ritual that is still carried out every year at winter solstice, to keep the dark forces from entering the lands again. The ritual does not protect Norsca completely in any way and magic can be used to breach it, therefore a key part of the Murkr work consist of finding the cracks in the enchantment and stop whom ever is trying to get in. This work, the search for the cracks, is called Feilskyldra, and has become a matter for songs, legends and myth.

As the different Ancestral spirits of the Norse are pleased in different ways, the Murkr ceremonial duties vary, just as their lifestyle do. Different areas of the Norsca peninsula also houses a diverse range of traditions and views of honor and justice, which means that some Murkr never deals with the same kind of social problems or dangers as most other do. This has created a great strength among the Murkr mystics who have taken their differences to heart, and thus bonded the different tribes of the Norse together against the Hung, the xxx and the old dark powers of Chaos. Even if this has made the people of Norsca strong, the ruinous powers are persistent in all ways thinkable, which have made most of the Murkr disciplined, although acrimonious and unforgiving.

After traveling as a Murkr or Urn for a few years, the individual tend to become a problem-solver, guide and mediator, which apart from getting allies for life, also often gives those riches and a high standing in society. This has made their kin influential and many Norse families seek their help and opinion on their stops on the long travels over the lands.

MURKR MAGIC & ABILITIES

The spells of the Murkr differs a bit from the magicians of the Empire's spells. Many crave fresh blood, or even pieces of the target of the spell to work, but one must not forget that this is a fully accepted practice in Norsca. Blot, which is the blood sacrifices of the ceremonial practices of the Norse traditions is something that has been used for millennia, to honor both gods and ancestor spirits as well as pleasing gifts to dampen the anger of fiendish demons.

PETTY MURKR MAGIC

The Petty Murkr Magic spells are just an extension the phenomena found in the wilderness they live in, and can sometimes just be seen as an extraordinary affinity for the natural.

SCENT

Casting Number: 3
Casting Time: Half action
Ingredients: A braided lock of horsehair, +1
Description: If successful, Scent provides the caster with an animal scent, making him untraceable for dogs and other tracers that use their sense of smell.

HOWLS

Casting Number: 4
Casting Time: Half action
Ingredients: A iron chain, +1
Description: If successful, the caster can create an illusion of a wolf pack's howls within 36 yards from him or herself.

SMOKE PUFFS

Casting Number: 5
Casting Time: Half action
Ingredients: A pouch of ashes from oak, +1
Description: If successful, the caster can immediately fill a room or a small glen with the smoke from the spell, until winds take it away or the spell duration of one turn per Mag characteristic expires.

MELD

Casting Number: 5
Casting Time: Half action
Ingredients: A feather from a black grouse, +1
Description: When casting this spell, the caster melds with the background and almost disappears from sight. If successful, the mystic get a bonus of +30% on all Concealment test, even in plain sight from a pursuer.

DARKEN

Casting Number: 6
Casting Time: Full action
Ingredients: A piece of coal, +1
Description: If successful, the caster can immediately strengthen the shadows of a small area equal to the small template. In the area all persons trying to hide or conceal themselves get a +10% (+20% at night) to any attempts of avoiding someone's Perception test.

VOICE OF THUNDER

Casting Number: 7
Casting Time: Full action
Ingredients: A copper neck chain, +1
Description: If successful, the caster can make his voice heard over a mile, as if he had the natural strength of carrying it so far.

THAW

Casting Number: 8

Casting Time: Full action
Ingredients: A bowl, +1
Description: If successful, the caster can instantly thaw any snow or ice when put in a vessel no matter the outside temperature, up to one pint of fresh water per point in his or her Mag characteristic.

HIDEY-HOLE

Casting Number: 9
Casting Time: Full action
Ingredients: A large leather pouch, +1
Description: If the Casting test is successful, the caster creates a Hidey-Hole he or she exactly where to find again, with no rolls needed. The caster can stow away up to 200 Encumbrance points per point in his or her Mag characteristic, in a Hidey-Hole under snow and ice and later find it for retrieval. Only one Hidey-Hole can be active at once.

LESSER MURKR MAGIC

The Lesser Magic spells of the Murkr involves a whole lot of natural elements as their natural environment is harsh, rural and cold, but are compared to the Petty Murkr Magic much more potent.

SMELL THE PREY

Casting Number: 3
Casting Time: Half action
Ingredients: A piece of the prey, may it be a blood stain or a piece of cloth that once belonged to it, +1
Description: After the Casting roll is successful, the mystic get the exact direction to the target through any kind of weathers or environments. The spell only affects the caster and lasts for Mag characteristic number of hours.

FROST'S BROTHER

Casting Number: 4
Casting Time: Full action
Ingredients: A polar rabbit's skin, +1
Description: After the Casting roll is successful, the mystic can resist almost any kind of natural cold and suffer no damage from it for the duration of the spell. The spell is a touch spell and lasts for 24 hours.

EQUAL OF THE BEAST

Casting Number: 5
Casting Time: Half action
Ingredients: A piece of clothing made from the beast made equal, +1
Description: After the Casting roll is successful; an animal beast of any kind (wolf, bear, wolverine etc.) is made the equal of the caster and will therefore not attack, unless provoked, but must be in range of (24 yards) of the spell to be affected. This works on a whole pack of the animal in question, which means that the caster of this spell can just walk away if hunted down by them. The beasts will just loose interest and find food or prey elsewhere, but if the caster does not leave the place where the beasts were met and the spell was cast, they might find interest in the mystic yet again...

FANGS OF THE WOLF

Casting Number: 6
Casting Time: Half action
Ingredients: A wolf's tooth, +1
Description: After this spell is successfully cast, the canine teeth of the mystic grows into one-inch fangs similar to a Wolf's fangs, which can be used as a natural weapon with Damage 0+SB and

can be used very efficiently together with Wrestling tests after grappling and holding a foe pinned down.

SPIRIT OF THE FOX

Casting Number: 7

Casting Time: Half action

Ingredients: A vial of fox blood consumed after spell is cast, +1

Description: After this spell is cast, the caster of this spell may climb with double speed and leap twice as long as he normally would be able to do. In addition, Ag characteristic is boosted by +20% for the duration of the spell. The spell is a touch spell and lasts for Mag characteristic number of turns.

SOOTHING HANDS

Casting Number: 7

Casting Time: Full action

Ingredients: A golden ring set with a moon stone, +2

Description: When this spell is cast and successful, the mystic is bestowed the healing powers of the Murkr, and is able to lying on hands on a wounded target, regardless of being animal or man. For every hour spent with the target, washing it and chanting in Urntunga, the working mystic heals 3 Wounds from any non-magical inflicted damage.

THE BEAST'S ROAR

Casting Number: 8

Casting Time: Half action

Ingredients: A golden necklace, +1

Description: When casting The Beast's Roar, the mystic shouts a Norse Kaemparyt, which is a Norse battle cheer, on the top of his or her lungs, recognized by anyone speaking Norse. If successful, the caster boosts the morale of any allied warrior within 8 yards, which gains +20 on any terror or fear tests for a number of rounds equal to the Murkr Mag characteristic.

RUNE OF THE SERVANT

Casting Number: 9

Casting Time: Full action

Ingredients: An oak staff, +2

Description: When placing a Rune of the Servant upon a target, living or inanimate, the caster creates a spiritual link to the target. If successful, the mystic instantly gets an alarm if anything would pose a threat to it. The alarm is only felt, not seen or heard, and lasts for one moon per Mag characteristic the caster has. The Rune of the Servant is a touch spell and has to be painted, carved or imprinted somehow. If destroyed, the spell is too.

HEART'S MARK

Casting Number: 11

Casting Time: Full action

Ingredients: A black blindfold, drenched in fresh blood, +3

Description: If the casting of Heart's Mark is successful, the mystic can "read" what has happened to the target. If it is an inanimate object, the caster can see who has used it, to what and when, if it is a living person, where he or she has been, done and to some extent why. One piece of information per degree of success is given. The GM has the final saying if this spell would upset the balance of the game.

LORE OF THE ANCESTORS

The Lore of the Ancestors is the basic and unrefined magic of the Murkr mystics, and is in many ways the equivalent of Hedge Magic in the Empire, even though it has been taken further beyond the dabbling of petty and lesser magicians. By calling the spirits of the Ancestors in their own ancient language Urntunga, the mystic can channel the powers of the ancient heroes and myths. To cast the spells below, the Murkr need to speak out with a strong voice and much emotion, as the powers of the ancestor spirits demand devotion and commitment from its users. Therefore, any attempts made trying to recognize the spell caster's intentions are done with +10% to any Perception tests.

All spells in this lore has to be studied through the Norse runes, which requires the Murkr to be able to read and write in Norse. Also, the arcane language required for casting the spells is called Urntunga, so the Murkr also has to learn Arcane Language (Urntunga).

Lore Skill: Hearth Wisdom (Murkr) – See below

SONG OF THE SKOGSFRU

Casting Number: 6

Casting Time: Full action

Ingredients: The mantle of a dead Jarl, +2

Description: The Skogsfru, an ancient and malicious entity, lures unwary travelers into the forests with her beauty until they get lost, when she finally turns upon them and kills them, never to be heard of again. When the Murkr sings the Song of the Skogsfru, he or she can lure any one person to follow them, regardless if it is in forests, mountains or on the plains. If the victim cannot resist a Will Power test with -10%, he or she is urged to follow the Murkr anywhere, until the Murkr chooses to let them go. By that time, the victim may be out of reach for help and completely at the mercy of the Murkr. The victim has to follow the Murkr until he or she can break free of the spell by passing a new Will Power test, gaining a -10% penalty to WP when resisting for every subsequently failed test after the first. Aside from the enticing effect of the spell, nothing else happens except for the song the Murkr sings.

ROOTS OF THE EVERTREE

Casting Number: 8

Casting Time: Full action

Ingredients: A gnarled crown of oak, +1

Description: When the Roots of the Evertree is called upon, wiry and twisted roots shoots out of the ground and entangles the victim. The victim may roll an Ag test with -30% to avoid them each round, or be grappled by them. If caught by the Roots of the Evertree, the victim or victims may try to escape each round by making a resisted S test versus the Roots strength of 60%. If the victim wins the test, he or she may escape the entanglement, by trying to avoid getting grappled a second time and get out of the area. For as long as the victim(s) are trying to avoid being entangled, they can only move as they had an M characteristic of 1, jumping around and dodging. This assumes they are not being entangled by the Roots of the Evertree, in which case they are subject to being grappled and pinned down. Damage is afflicted as per normal wrestling/grappling rules, which the Murkr can apply as see fit. The spell works for Mag number of minutes, affecting up Mag number of victims, and in a small area selected by the Murkr, so use the small template. The Roots of the Evertree can only be called upon if there is earth enough for plants to grow naturally. As the Roots of the Evertree is a part of the world and everything in it, they cannot be completely destroyed by other means than fire, which makes chopping with axes and swords useless, as new Roots shoots up to replace the damaged ones.

VOICE OF THE ANCESTOR

Casting Number: 10

Casting Time: Special

Ingredients: Rare herbs and fungus, +2

Description: To witness the Voice of the Ancestor, the Murkr needs to put himself in a sleep-like trance, that normally lasts a whole night. After preparing the rare herbs and fungus correctly (which requires a successful Trade (Herbalist) skill test) and consumed and the spell is sung out, the Murkr soon enters a deep, sleep-like trance. During this period of time, the Murkr is very sensitive to any magical doings in the vicinity, and is very likely to accidentally communicate with both lost souls and the servants of the Norse Gods. If lucky (successful spell test), the Murkr can discern the Voice of the Ancestor from the Otherworld, from where it gives away a secret to the Murkr. The Norse mystic who casts this spell has no control over what of the Ancestor spirit shares, and cannot ask any questions. The Voice of the Ancestor just states something that will occur and will involve the Murkr in some way, even though the message might be very unclear or

enigmatic. Sometimes, just sometimes, the Murkr get a clear and insightful secret from the Ancestor, but this happens only very seldom (when the Murkr gets three or more successes on their spell test). When the Murkr wakes up the following day, he or she is very shaken by the experience and get -10% to all tests for the following 12 hours.

STYRKA OF GRUNNSUNN

Casting Number: 12

Casting Time: Half action

Ingredients: An adorned silver belt, +3

Description: After casting this spell, the Styrka of Grunnsunn provides the Murkr with the strength of the mythical warrior Grunnsunn, who stood alone on the battlefield against thirteen evil trolls. In battle when this spell is cast, the Murkr receives a +3 to SB, which delivers extra damage to any enemy he or she strikes, with or without weapon in hand. This spell lasts for the next attack made by the Murkr after the casting.

JUSTICE OF HONOR

Casting Number: 14

Casting Time: Full action

Ingredients: Sea salt flakes, +1

Description: This spell is only to be used in conjunction with Heal skill tests, where the Murkr is bestowed the power of healing almost any wound, if given to the victim wrongfully. If the Heal skill test is successful and the spell test is too, the spell takes effect and heals instantaneously half of all W taken from any single attack. With wrongfully, means wrongfully from a Norse point of view, and basically means cowardly, spinelessly or dishonorable. Included in this concept, would be back-stabbings, ambushes and assassination attempts, as well as if the attack that made the damage is made with a foul mind and bad intent. Any critical wound is automatically restored to a lesser form of damage, even skull fractures and so on. Any IPs given due to the received damage is not affected by the spell.

Note: As the Justice of Honor is quite subjective to the interpreter, GM should rule out any difference of opinion.

A HERO'S VALOR

Casting Number: 15

Casting Time: Half action

Ingredients: An adorned great weapon, +1

Description: A Hero's Valor inspires all combatants and allies to fight with extraordinary determination and steadfastness. When the Murkr proudly sings about A Hero's Valor, all allied warriors are given +10% on WS, +1 on A and +2 on both SB and TB. This lasts for as many rounds as the Murkr's Mag characteristic and cover an area equal to the large template.

EYE OF THE WELL

Casting Number: 17

Casting Time: Special

Ingredients: A fresh eye taken from a foe, +1; or the Murkr's own eye, +2

Description: This is a very powerful farseeing spell known only to the Murkr of Norsca, but does not come cheaply. When the plucking of the eye this is done, the Murkr inflicts 4 W upon his victim or himself, but is afterwards granted the power of the Eye of the Well. After cast, the Murkr has to stare down the well for 5 minus Mag characteristic minutes before the Eye of the Well gives the Murkr its vision; during a single round, the spell provides the caster with a vision of an ally's whereabouts from far away. The vision is only there for a brief moment (a single round), and the farseeing mystic can look around from that point as he or she was there in person, although without the possibility of communicating to anyone or physically affect anything there. The only condition for this spell to work is that the spell caster must have some sort of emotional bond with the ally - it can not just be member of an organization the Murkr belongs to. For the Eye of the Well, there are no distances to great.

Note: If the Murkr have given his own eye at some point casting this spell, the bonus applies to all future attempts of using the Eye

in the Well. The drawback is that the Murkr loses his or her sight on that eye permanently (with no way of regenerate it, not even with magic), and is therefore penalized with -30% on all BS tests, as well as on skills involving perspective sight.

SIGN OF THE NORTHERN STAR

Casting Number: 20

Casting Time: Half action

Ingredients: A great Northern Star tattoo over the chest, +1

Description: When calling for a Sign of Northern Star, the Murkr notices anything in close vicinity, even though he or she would normally not do so. As the North Star is legendary in Norsca, like an ever-watching eye, the Murkr casting the Sign of the Northern Star spell receives similar powers. By just passing a normal Perception skill test, the player can ask the GM on single question about the surroundings on which he must answer truthfully. No ambushes is possible, neither is any surprises, and no whispers or activities in the dark will pass the Murkr by. If it fails, the GM does not have to give any information away, or can twist some existing information to some extent. GM has the final saying here. Use the large template.

THUNDER'S CALLING

Casting Number: 24

Casting Time: Full action

Ingredients: A ceremonial staff made from spruce inscribed with Norse runes, +1

Description: When the mystic asks for Thunder's Calling, strong winds blow up around the Murkr. At will, the he or she can direct the winds and thus decreasing or increasing Movement characteristic with up or down with 2 for all inside his or her area of influence (use the large template). In addition, the Murkr can release up till three lightning strikes per round, which all counts as magic missiles with a Damage of 5 (metal armor gives no protection). They can hit the same or different targets up to 36 yards away from the spell caster. The winds dissipate and the lightnings stop after Mag characteristic number of rounds.

LORE OF THE WEAVERS

This lore teaches the Murkr the way of spirit communication, charming and mastering, even the more subversive art of spirit commanding. The Weavers were ancient Witches, who protected the Norse people from harm during many countless Chaos invasions, and thus gave their names to this mystical path. When taught, the mystic learns spells that may or may not harm spirits in ways that normally would never possible. The darker powers of the Otherworld easily recognizes this as screams and whispers are carried far much longer in their world than ours, which makes users of this lore living beacons for demons and malicious souls lurking there. More than one mystic have realized this too late, finding themselves on the Grey Shores sooner than expected...

Murkr which master the Lore of the Weavers become distant and dreamy in their gaze and can sometimes seem to merge with any shadows they stand in. In time, they become even more enigmatic and quiet, and some start talking in riddles, making them hard to interact with.

Lore Skill: Hearth Wisdom (Murkr)

TRUE EYES

Casting Number: 6

Casting Time: Special

Ingredients: Two copper coins put over the mystics eyes (+1)

Description: The spell needs at least a night's trance-like sleep (8 hours) to function, and when the Murkr wakes up, the spell test is made. If the test is successful, the True Eyes shows the Murkr the way to a person with the Murkrsyn gift within the Mag characteristic number of miles from the mystic. If any gifted individual is within range of the spell, the Murkr receives a dream vision as if the mystic was floating in the sky above the subject. The vision lasts for Mag characteristic number of minutes and the Murkr can only see where the target is and what is happening

around its close vicinity. As the distance can be quite far the mystic need to pass an Orientation test with a –10% penalty for every mile the target is beyond the first. For an example; if a gifted person is four miles away from a Murkr who succeeds with the True Eyes, he or she receives –30% on the Orientation skill test. If the GM deems it possible, a Tracking test can be made where each degree of success reduces the penalty with 10% each.

DREAM PATH

Casting Number: 8

Casting Time: Full action

Ingredients: A small leather drum made from a pregnant ewe (+1)

Description: Dream Path is cast on another person who must be asleep for the spell to take effect, and the Murkr must be sitting next to the target touching it. If the Murkr succeeds with the spell test, a brief yet fully functional gate to the Otherworld opens up in the target's dreamworld. For a number of minutes equal to the mystic's Mag characteristic, the target is able to see and interact with the spirit inhabitants just as if he or she was gifted with Murkrsyn (with the exception of the bonus on Intimidation tests, which only is a Murkr benefit). This spell is basically used as a way of letting people have a last conversation with recently deceased loved ones, to let them repent words said in anger and make amends. This is one of the spells that have brought the Murkr their popularity and given them the reputation of being shamans with the ability to cross over to the Otherworld, even if this is one of the less powerful spells of their kin.

SPIRIT FETTER

Casting Number: 11

Casting Time: Full action

Ingredients: A small wooden wheel in a copper chain with copper spokes (+2)

Description: When a Spirit fetter is cast, the Murkr can transfix a spirit, ghost or ethereal being to a place until the spirit reveals a piece of information the Murkr wants. A resisted Will Power test is required and if the mystic wins, the spirit is forever fettered to the spot where the Spirit fetter is cast, or until the information the mystic wants is released. If the Will Power test is won by the spirit, nothing happens except that the spirit may become insulted and enraged due to the attempt of enchanting the spirit. If the spirit has no information to give, or if the Murkr wrongfully accuses the spirit of withholding anything, the spell simply has no effect. Needless to say, this power easily makes the Murkr unpopular in the Otherworld.

MYSTIC'S SHIELD

Casting Number: 12

Casting Time: Half action

Ingredients: A small statue of an ancestor used at ceremonial masses (+3)

Description: The Mystic's Shield provides the caster of protection against any kind of spiritual assailant, may it be a ghost, banshee or daemon. During the duration of the spell, the caster is immune to all types of Fear-related tests and receives an additional 3 AP against any attacks made by ethereal beings. The Mystic's Shield lasts for a number of rounds equal to the mystic's Mag characteristic.

SJAEALD

Casting Number: 14

Casting Time: Full action

Ingredients: A dose of ashes from dead child (+3)

Description: When the Murkr releases the soulfires of Sjaelald, the mystic engulfs any target (with a soul, living or dead) within 36 yards with the grey spiritual powers of decay from the otherworld, which counts as a magic missile with Damage 5.

CALLING THE ANCESTOR HERO

Casting Number: 17

Casting Time: Full action

Ingredients: A bone splinter of the hero (+3)

Description: When Calling the Ancestor Hero, the Murkr summons the spirit of a long dead hero of the Norse, to fight for the mystic cause and his or her enemies. The hero remains for a number of minutes equal to the Mag characteristic of the Murkr. The hero fights with its own will, which means it cannot have its actions controlled or manipulated by the Murkr, but rather follows requests as an ally would normally do. When the spell expires, the Ancestor Hero stands still for a moment, before looking the mystic deeply into the eyes before vanishing. Read more about the Ancestor Hero below.

WISDOM OF THE DEAD

Casting Number: 19

Casting Time: Half action

Ingredients: A crude crystal in a necklace (+1)

Description: By casting the Wisdom of the Dead, the Murkr appeals to the spirits in the Otherworld for the truth about a person. If the spell test succeeds, the voices of the dead pass over to the world of the living, as wailing and howling winds tells anybody within earshot about the deceitfulness of the target. As a result, the target is stripped of any illusionary powers, as well as any disguises or stealth abilities, as well as having any secrets or hidden information revealed for the mystic. To resist the powers of this spell, the target (man or spirit) has to win a resisted Will Power test with the Murkr, and if failed, the spirits will tell the caster anything about the target, secret or not. One can not turn a blind eye to the Wisdom of the Dead.

SHROUDSIGHT

Casting Number: 21

Casting Time: Full action

Ingredients: A jagged iron knife (+1)

Description: When casting Shroudsight, the mystic reaches beyond the shroud that keeps the Otherworld from ours, and can suddenly see far away, as distance and the sands of time seldom passes as in our own world. When activated, the senses of the Murkr is suddenly blurred and if successful casting the spell, the Murkr can scan whole landscapes from a spirit raven's perspective very, very fast. By making a Search test, the mystic can examine areas in the size of whole Samholds in matter of turns, although details might be difficult, if not impossible to grab hold of. For each degree of success the mystic receives one detail of the landscape within the range of this spell, otherwise the GM just gives the player of the general look of the area overviewed. This information can hold useful information anyway, like the sightings of enemy forces closing in, or whether a village has been burned or not. Details include more specific information, like if a specific person was travelling a caravan down the road, if any hunter can be seen in the forest or if the Jarl has any bodyguards nearby at the moment. The spell lasts for as many rounds as the mystic's Mag characteristic, and the range equal to as many miles in a radius from the caster. While the spell lasts, the Murkr can not take any other actions, and is subject to the +30% modifications on all attacks made upon him.

GENERAL OF THE RESTLESS

Casting Number: 25

Casting Time: Full action

Ingredients: A crown made from human bones (+3)

Description: If a Murkr casts this spell, he or she summons the forces of the Otherworld and becomes a General of the Restless. If success is reached on the spell test, spirit warriors of the ancestors rises to the call of the Murkr, to fight his enemies under the duration of the spell. First, calculate how many restless warriors that are summoned (like the Charm skill the spell's effectiveness is based on Fel characteristic, plus effects of the Public Speaking talent), then determine the different types of spirits by using the ratio 9–3–1, which means for every nine spirit warriors, there will be three barrowmen and one wraith. So for an example, if a mystic with 49 in Fel, would be able to call upon 49 spirits in total, which mean in detailed numbers; 5 wraiths, 15 barrowmen and 24 spirit warriors. What is important to remember is, that the spirits summoned are not hostile to anyone else than towards the enemies of the Murkr, this only makes any Fear tests forced upon

these as well. They stay and fight for a number of minutes equal to the mystic's Mag characteristic. The effects of this spell is so powerful that it is felt through the fabric of the real world, and anyone within a mile per 10 spirits summoned gets chills along their spines, and nightmares are common. Even if this spell is allowed by the Inner Circle of the Murkr to be used, misuse or such heavily punished, as darker beings sometimes slip through instead of friendly ancestor spirits...

NEW MAGIC RITUAL

THE CLEANSING OF A PURE HEART AND REBIRTH OF A CHAMPION

Type: Murkr

Arcane Language: Urntunga

Magic : 4

XP: 650

Ingredients: A young warrior, pure at heart and untainted with Chaos, that will be the center of the ritual, 13 bowls of Beastmen blood, and the severed head of a Chaotic Warrior on a copper plate. A stone altar inscribed with powerful Ward runes on top of a hill with view over Norsca in all four directions.

Conditions: Under a new moon, seven Hargírs chant for seven hours. Every one of the seven ceremonial masters has each to pass an Academic Knowledge (Murkr) test every hour to perform their duties accordingly. Every failure prolongs the ritual by one hour, until all succeeds or fails beyond exhaustion. Modifications can be made to these tests for the Hargírs with right preparations and

training. After washing the warrior in the blood of the Beastmen, and laying him down on the altar, the ritual performer, usually a Foreseer with great experience, starts tattooing the warrior's body for the duration of the ritual.

Consequences: If the Casting Roll fails, thunder rumbles and a lightning strikes down and instantly kills the warrior, as well as giving the ritual participants a Damage 4 lightning bolt each. If anyone of the seven fails their Academic Knowledge (Murkr) test, the ritual is only prolonged as stated above.

Casting Number: 27

Casting Time: 7 hours

Description: If the ritual is successful, ancient spirits swarm the skies and are swirled down into the chest of the warrior who is infused by the mystical powers of the Otherworld. The forces that now pass through the warrior are euphoric, and the warrior rises in a roar that can be heard for many miles. The warrior instantly gains the Murksyn talent, as well as Very Strong and Very Resilient talents, even though he or she might have bought them before (they are allowed to be taken a second time due to the powers involved), and is allowed to enter the Champion of the Ancestors career. The changes are permanent. Once this ritual is performed, this epic event changes the whole persona of the warrior and he or she receives 1D10 Insanity Points. He or she can hear the spirits of the ancestors constantly, which without the right tempering will drive him or her insane. Proper training of the Murkr is now needed and the newly Reborn Champion follow the mystics back to Kringringla. After a few years, the Champion of the Ancestors might be seen anywhere, attending his or her own errands, in solitude or in company of others.

APPENDIX VII:

WITCHES AND WARLOCKS – UNSANCTIONED MAGISTERS

Hedge Wizardry is the catchall pejorative, given by the Collegiate Magisters, to the largely self-taught sorcerers of the Empire that possess no sanctioned formal training and little academic tuition or education. Magic users found outside the boundaries of the Empire are generally also labelled Hedge Wizards, but such practitioners are usually left to their own devices, and remain unbothered by Imperial Collegiate Magisters and Witch Hunters.

Unlike Witches and Warlocks, more learned sorcerers seek to improve their potential and power by searching for and accumulating magical texts and magical artefacts – though the inevitable psychological and physiological degradation caused by Dark Magic may have already claimed their humanity and sanity.

In terms of game use, the Sorcerer is an advanced career that follows on from Warlock. It provides the final step along the path of the non-college magic user, where the lack of magical guidance inevitably results in the corruption of both body and mind.

The Sorcerer has access to a wide range of spells through the Witchcraft Talent (at 200 xp per spell for spells with CN ≤ 15) and additionally is trained in Daemonology or Necromancy. Furthermore, and at the GMs approval, Witches, Warlocks and Unsanctioned Magisters may purchase special Hedge-Magic spells through the Witchcraft talent at 100 xp per spell by taking Hedge-Magic spells from the following article

<http://www.blackindustries.com/pdf/articles/hedge-magic.pdf>

GMs may also find it useful to include animated golems and advanced rules for herbalism from the following articles when dealing with PC and NPC witches.

<http://www.blackindustries.com/pdf/articles/manikins.pdf>

http://www.blackindustries.com/pdf/wfrp_oth_herbalism.pdf

DARK LORE (NECROMANCY) EXPANDED SPELLS

Each of the following spells can be purchased with the Extra Spell Talent which gives access to additional spells at the cost of 100 xp for each single spell.

LOCATE CORPSE

Casting Number: 6

Casting Time: Half action

Ingredients: A finger bone (+1)

Description: The caster can locate any corpse, buried or otherwise, within 96 yards that is suitable for use with undead summoning spells. The nature of the corpse – whether it is protected from animation by magic, or if it suitable for the summoning of Wights (advanced career) – is also made known by this spell.

EMBALM

Casting Number: 10

Casting Time: Full action

Ingredients: A vial of embalming fluid (+1)

Description: The caster can heal a single undead within Touch range of 1d10 Wounds. This spell has no effect on living creatures or ethereal undead.

TOMB ROT

Casting Number: 12

Casting Time: Full action

Ingredients: Bandages from a mummy (+2)

Description: The caster attempts to drain the health from a single target within Touch Range. The touched skin blisters and decays, inflicting a single Wound on the target. Additionally, if the target fails a WP Test, they are stricken with tomb rot and appear to quickly age and decay, losing 5% from Toughness, Agility and Fellowship, and suffer continuing effects as described below.

Additional effects of tomb rot are otherwise considered to be a disease (WFRP 136). A failed Disease Test will cause the victim to contract a wasting disease with duration of 10 days (modified by any cures or Toughness results as normal). Each day, the victim must pass a Toughness Test or lose an additional 5% from Toughness, Agility and Fellowship. If Agility or Fellowship reaches zero the victim is bed stricken and unable to move, while if Toughness reaches zero, the target dies.

Any lost characteristic points, including the initial effects of the spell will recover at the rate of 5% per day once the disease has been lifted (or avoided). A permanent loss of 5% to Fellowship is suffered due to the withering effects of tomb rot.

WIGHT BLADE

Casting Number: 13

Casting Time: Half action

Ingredients: A long bone of a humanoid (leg or arm) (+1)

Description: The caster summons a magical shimmering blade.

The blade counts as magical, and if a Critical Hit is scored with the weapon, two rolls are allowed and the highest result is chosen. The Wight Blade remains in existence for a minute (6 rounds) or is dispelled sooner if it leaves the caster's hand (disarming, dropping, etc.).

BLOOD BRIDGE

Casting Number: 14

Casting Time: Half action

Ingredients: A blood soaked cloth (+2)

Description: The caster draws the blood from a living creature within 24 yards. The target is drained of blood and suffers a number of Wounds equal to the caster's Magic Characteristic regardless of TB or armour. This stolen blood heals the caster, who in turn regains a number of Wounds equal to his Magic Characteristic.

RIGOR MORTIS

Casting Number: 14

Casting Time: Half action

Ingredients: Shackles from a prisoner that has died while incarcerated (+2)

Description: A single target within 12 yards must pass a Will Power test or have their limbs stiffened under the weight of death. The affected character can only take a single half action for a number of rounds equal to the caster's Magic Characteristic and has their Agility halved (rounded up) for the duration of the spell.

EXTEND CONTROL

Casting Number: 15

Casting Time: Full action

Ingredients: The brain of a magician (+2)

Description: This spell enables the caster to control undead beyond the normal range of 48 yards, extending the control to half a mile (880 yards). Extend Control lasts a number of hours equal to the caster's Magic Characteristic.

SPIRIT FORM

Casting Number: 17

Casting Time: Two full actions

Ingredients: A piece of gossamer (+2)

Description: The caster can use this spell to enter an ethereal state in a similar manner to Spiritual Undead. While ethereal, the caster can become visible or invisible at will, cannot attack or cast spells, but is otherwise immune to non-magical forms of attack. The ethereal ability is identical to the Ethereal Talent (OWB 77).

The caster can remain ethereal for a number of hours equal to his Magic Characteristic, although once Spirit Form is cancelled it must be recast if the caster wishes to become ethereal again. All possessions of the caster, except living creatures, are also affected by this spell and become ethereal.

FEIGN DEATH

Casting Number: 18

Casting Time: Full action

Ingredients: A vial of poison (+2)

Description: The caster is able to enter a deep hibernation and appear dead. While in this deep hibernation, the caster is not required to breathe, and shows no signs of life, and will become cold (room temperature) like a genuine corpse. Examination by characters with the Heal Skill will determine that the character is dead.

The character may remain in this state for up to a number of days equal to his Magic Characteristic. The caster may wake up before this maximum duration, but the time of hibernation must be specified when the spell is cast. Additionally, the caster has no powers of perception while under the spells effects.

Once cast, the hibernation may be invoked within a number of rounds equal to the caster's Magic Characteristic as a Free Action. In this way the caster is able to more convincingly feign death if struck by a weapon or spell, for example.

SKELETON GUARDIAN

Casting Number: 19

Casting Time: A full and a half action

Ingredients: A weapon or piece of armour from a dead hero (+2)

Description: The caster raises a single undead skeleton to act as a guardian, and must be cast within 12 yards of a corpse of an Advanced Character. A fresh corpse will quickly wither and desiccate, shedding its skin to reveal shiny white bone, while an older corpse will be cleaned of dirt and age.

The statistics for the skeleton guardian are given above. The skeleton guardian must be controlled as normal.

Skills, Talents, and Special Rules are identical to a normal Skeleton (OWB 108), except that it can be assumed that the skeleton guardian can use any specialist hand-to-hand weapon without penalty.

- SKELETON GUARDIAN -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	30%	45%	40%	40%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	-	-	-

MAINTAIN CONTROL

Casting Number: 20

Casting Time: Full action

Ingredients: Essences of a vampire (+3)

Description: This spell enables the caster to imbue otherwise Mindless Undead, such as skeletons or zombies, with a degree of autonomy. This spell affects a number of undead equal to the caster's Magic Characteristic and all undead must be within Touch Range for the spell to work. The caster casts the spell and must touch each targeted undead within 1 round (it is reasonable to expect that 3-4 undead could be touched in a single round if they are all within Touch Range).

Affected undead no longer require the control of a necromancer or vampire to remain animated, although they are still limited to simple tasks such as attacking and guarding. This spell is most useful for permanently animating undead guardians to protect ruins or tombs in the necromancer's absence.

SPIRIT SPEAK

Casting Number: 21

Casting Time: Full action

Ingredients: A stick of incense (+3)

Description: This spell enables the caster to converse with a recently killed creature within Touch Range. The discussion must be made within 1 minute (6 rounds) of the character's death or the soul may already have passed to the realm of Morr. Due to the shock of dying, the slain creature will most likely be unaware of his death and quite confused. The caster must therefore utilise a degree of tact, and must pass Charm Tests as dictated by the GM to successfully converse with the spirit.

WAIL OF THE BANSHEE

Casting Number: 22

Casting Time: Half action

Ingredients: The tongue of an orphan (+3)

Description: The caster emits a terrifying howl of pure evil, affecting all creatures not immune to Fear and Terror within 5 yards (large template). Affected victims must pass a WP Test or suffer 1d10 Wounds regardless of TB or armour. Characters within the area of affect also suffer from Terror of the caster until the following round and must make any relevant Terror Tests or flee and gain insanity points as appropriate.

CURSE OF UNDEATH

Casting Number: 26

Casting Time: Two full actions

Ingredients: The hand of a liche, mummy or vampire (+3)

Description: This spell may be cast against any character under 10 feet tall within 48 yards. The victim is allowed a WP Test to resist the effects. If this is failed, the victim begins to transform into an undead creature. At the beginning of each subsequent round, the victim loses 1d10 points of Strength; the victim dies and becomes an undead creature if their strength is reduced to zero. The progress of undeath may only be halted by dispelling or otherwise cancelling the spell. Slaying the necromancer will not halt the spells effects.

A character that becomes undead is considered a normal Zombie, and must be controlled as normal. If dispelled, the victim permanently loses any Strength due to the hideous wasting effects of the curse.

NECROMANTIC RITUALS

POSSESSION

Type: Arcane (Necromantic)

Arcane Language: Magick

Magic: 3

XP: 300

Conditions: The caster must capture and bind a humanoid host whose body he wishes to inhabit. During the 24 hours casting time of the ritual, the necromancer must gradually cut and drain the blood from both himself and the host into a golden chalice. Both the host and the necromancer will be reduced to 0 Wounds during the course of the ritual (at about a rate of 1 Wound every 2 hours).

Consequences: If the Casting Roll is failed the caster's spirit fails to subdue the host and becomes trapped at the source of the ritual as a Ghost (OWB 109). The caster dies and haunts the site until banished.

Casting Number: 18

Casting Time: variable as above

Description:

If successfully casts, this spell enables the caster's spirit to leave his body and inhabit a host. The caster and host make opposed Will power Tests. If the caster loses the Opposed Test he is rejected from the host but simply continues to exist in his previous body and is otherwise not penalised. If the caster wins, or the result is a draw, the caster inhabits the host creature. The caster's body dies, and the caster has a new physical form of the host.

The victim's psyche is not destroyed, but is suppressed by the possessing necromancer. The necromancer does not gain access to the thoughts, memories, and knowledge of the host, and if the caster is driven from the host by an Exorcism, the host regains full control.

Having acquired a new body, the necromancer's mental characteristics (Int, WP) are unchanged. The caster's new Fel score is an average of the host's and the caster's to take into account the combination of charm and attractiveness that constitutes Fellowship (do not include losses from Cadervous Appearance etc). All other characteristics are that of the host creature. All Skills, Talents and magical abilities remain those of the caster. Besides removal by Exorcism, the caster can be forced from the host under rare circumstances where the necromancer's will

becomes compromised. On the roll of 100 (00) on any future Will Power Test made by the possessing necromancer, the host and caster must make Opposed WP Tests. If the caster wins there are no effects and any future Opposed WP Tests with the host are made with a cumulative +10% advantage. In the advent of a draw, the host is able to regain control and choose one half action of the necromancers actions for the following round. If the host wins, the host is able to regain control and choose the necromancers actions for the following round and the host gains a cumulative +10% to any future Opposed WP Tests. Additionally, if the host is ever able to win 3 Opposed Tests in a row (which will almost certainly be spaced many days, weeks, or months apart due to the likelihood of rolling 00), the host displaces the necromancer and his soul is scattered to the wind - the host being finally free.

ARMY OF THE DEAD

Type: Arcane (Necromantic)

Arcane Language: Magick

Magic: 4

XP: 400

Conditions: The caster must perform the ritual at a site containing at least 100 dead, such as a graveyard or other burial site, or the recent scene of a large battle (with corpses lying about). During the course of the ritual, a witch hunter, or another individual or priest devoted to the extermination of chaos, must be first tortured to death and hung within the burial site.

Consequences: If the Casting Roll is failed the caster must pass a Will Power Test or gain the Cadaverous Appearance Side Effect. The caster's body is also racked with chaos energy, and his Strength and Toughness are reduced to 5% until a full week (8 days) has elapsed.

Casting Number: 25

Casting Time: One hour

Description:

The caster calls forth a mixture of Skeletons and Zombies that burst from the ground or simply animate from dead corpses. A number of undead equal to the caster's Will Power are summoned; the approximate breakdown being 50% skeletons and 50% zombies. The undead do not need to be controlled in the traditional sense and are instead given a single order, such as "defend me" or "attack the town". The raised dead last until the next sunrise, after which they collapse as normal corpses and quickly decay to dust.