

MERCENARY

Basic, Combat, Menial, Rogue



PRIMARY CHARACTERISTICS: Strength, Willpower

CAREER SKILLS: Athletics, Ballistic Skill, Guile, Ride, Weapon Skill

TALENT SLOTS: Focus x1, Tactic x1

A versatile, professional fighter who sells his skills

The Empire has repelled invasions from foreign powers and has stood steadfast in the face of marauding greenskins or barbarians from the northlands. At other times, the Empire has been riven with internal divisions, such as the wars during the Time of Three Emperors or the bloody siege of 1865 prosecuted by the Count of Middenland against his rival in the city of Carroburg.

Even in periods of relative peace, or in areas that have not seen conflict for years, there is always a job available for a fighting man. Nobles often hire mercenaries to garrison their holdings, to provide muscle for expeditions, or to pursue a feud with a rival. Merchant houses employ mercenaries to guard caravans and warehouses, while priests hire them as bodyguards or to provide security for temples. Guild masters, wizards from the Colleges of Magic, organised criminals, and even the agents of Chaos have all commissioned sell-swords at times.

Most of the mercenaries in the Empire are men who once fought as militia alongside the Imperial army. Such men often find they develop a taste for conflict and bloodshed, and so join mercenary bands known as Free Companies.

Basic Career: Human, Dwarf, High Elf or Wood Elf

ADVANCES	
ACTION 2	TALENT 1
SKILL 1	FORTUNE 2
CONSERVATIVE 1	RECKLESS 1
WOUND 2	

Even in the heart of the Empire, mercenaries often originate from foreign lands.

Tilean mercenaries have a reputation for professionalism that other sell-swords do not. Other foreign mercenaries, such as kossars from Kislev, the almost feral berserkers from Norsca, or the enormous ogres who ply their trade in the Empire are often viewed with distrust if not open hostility.

The life of a mercenary is not so different from that of an adventurer, and they often join adventuring parties in pursuit of rumours of riches.

Typical Trappings: Mercenaries use all sorts of armour and equipment, but most wear at least a mail shirt and leather jack for protection. Many mercenaries favour the crossbow and carry one of these weapons with a quiver of a dozen bolts. Mercenaries often carry a healing draught to fortify them on campaign.

Career Ability: Once per session, you may add ■ to any single Weapon Skill check you make

MESSENGER

Basic, Bureaucrat, Social, Urban



PRIMARY CHARACTERISTICS: Agility, Fellowship

CAREER SKILLS: Charm, Folklore, Intuition, Ride, Stealth

TALENT SLOTS: Focus x1, Reputation x1

A resourceful and well-traveled courier, skilled at riding

In the Empire, written correspondences and small parcels are usually carried from city to city by coach or barge. This method of delivery is neither particularly reliable nor is it expedient. It can take many weeks to receive a reply. The delivery of precious items or important missives is also best kept away from gossiping coachmen or light-fingered stevedores. For this reason, rich individuals and important institutions often employ expert messengers who are personally accountable for making safe and speedy deliveries.

The job of a messenger can be dangerous, as they often have to ride unaccompanied across tracts of wilderness. Bad weather and the often appalling condition of the Empire's roads mean that riding a horse at speed can lead to terrible accidents, and lone messengers make tempting targets for outlaw bands and goblin raiders. Messengers are sometimes given signs of authority by their clients to show to roadwardens in order to requisition them as temporary guards. That's the theory, but in practice roadwardens are reluctant to accompany messengers, particularly if their journey takes them outside the roadwardens' jurisdiction.

Basic Career: Human, Dwarf, High Elf, or Wood Elf

ADVANCES	
ACTION 1	TALENT 3
SKILL 2	FORTUNE 2
CONSERVATIVE 2	RECKLESS 0
WOUND 0	

Even messengers who complete the journey are not always safe.

Late messengers are rarely given a warm reception, recipients of bad news are sometimes known to take their frustrations out on the bearer, and woe betide the messenger who loses or damages his deliverables. Given the many perils of their task, it is not surprising that many messengers seek other forms of employment. Some even join parties of adventurers, where their skills in navigation and outdoor survival are often appreciated.

Typical Trappings: A messenger will be equipped with a hand weapon and leather armour for protection, and has a swift riding horse, saddled and harnessed. He might carry a variety of maps, marked with major roads and landmarks to a varying degree of accuracy. He will also carry the identifying seal of the noble family or merchant house he is working for.

Career Ability: Each time fortune refreshes, you may immediately perform a free manoeuvre.

MYSTIC

Arcane, Basic, Rural, Social



PRIMARY CHARACTERISTICS: Fellowship, Intelligence

CAREER SKILLS: Charm or Guile, Folklore, Intuition, Magical Sight, Observation

TALENT SLOTS: Focus x2

A sociable individual with an eerie talent for premonition

Many people in the Empire are superstitious and fatalistic, believing the future to be already determined by the will of the gods. Some seek easy answers to explain their purpose, and a gifted mystic can easily make a living catering to their hopes and fears.

Mystics tread a fine line. Some rashly claim to have a personal relationship with the gods, and if they aren't careful, those with a real knack for the art may be seen as witches. Many have been burned at the stake over the years having been declared heretics. Some mystics insist that they are able to read the future through studying the casting of runes, the turning of cards, or the appearance of an animal's spilt guts.

These fortune tellers insist that they take an academic approach to their work, though most are simple entertainers who are better at reading people than the future. They are nevertheless perceptive and intuitive, able to quickly gauge their patrons' feelings, fears, and desires. A few mystics may be genuinely touched with a gift for premonition. Such sensitive people may be the recipients of disturbing dreams, or are perhaps able to perceive shifts in the Winds of Magic in an unusual manner.

Basic Career: Human, Wood Elf, or High Elf

ADVANCES	
ACTION	TALENT
1	1
SKILL	FORTUNE
2	3
CONSERVATIVE	RECKLESS
1	1
WOUND	
1	

Elves are less credulous than humans, and more at home with the existence of magic. They still take premonitions and oracles seriously, however, so there is sometimes a place in their society for a true mystic, though they won't tolerate charlatans for long.

Typical trappings: Mystics typically cultivate a somewhat casual or rustic appearance and employ equipment such as a crystal ball, tarot cards, or a set of bones carved with runes.

Special: Upon entering this career, choose Charm or Guile. The chosen skill becomes a career skill; the other skill remains a non-career skill.

Career Ability: You may spend your fortune points to add to the dice pool of any ally within close range.

NAVIGATOR

Basic, Rural, Specialist, Urban



PRIMARY CHARACTERISTICS: Toughness, Intelligence

CAREER SKILLS: Athletics, Intuition, Observation, Resilience, Ride

TALENT SLOTS: Focus x2

An intrepid explorer well versed in the lay of the land

The known world is a massive place, and much of it has yet to be properly charted or explored by the men of the Empire. Some of the more intrepid folk seek to explore the uncharted regions of the world.

Commonfolk cite stories of bold adventurers who have returned from far off lands with enough gold to keep them living in luxury for the rest of their lives. They down-play the fact that most such explorers vanish into the unknown, never to be seen again. Navigators are sought out to accompany expeditions. They are most commonly required by those who wish to journey by sea, as the sun and stars provide the only reliable landmarks in the middle of the ocean.

However, not all explorers take to the waves, some of them join merchant caravans tracking the endless miles of the Silk Road to far Cathay, or seeking to trade with dealers in the Southlands, rich in gold and ivory. Many navigators learn their craft through practical experience. They may have worked the trade routes in a more humble capacity, as bearers or muleskinners, and learned how to use navigational tools and methods from navigators in their company.

Basic Career: Any Race

ADVANCES	
ACTION	TALENT
2	1
SKILL	FORTUNE
2	1
CONSERVATIVE	RECKLESS
2	2
WOUND	
0	

Other navigators are rich enough to avoid such a hard apprenticeship, and study the theory of charting a path by the stars at one of the Empire's universities.

Many navigators join the Guild of Explorers, a club based in the University of Altdorf. The guild keeps in touch with its members and informs them, for the price of an annual fee, of up and coming opportunities to join an expedition. While membership in the guild is not a requirement, it does have its benefits, such as access to research, maps, and tools of the trade.

Typical Trappings: Navigators usually carry a number of maps and charts of places they have visited or plan to go to. Navigators use a lot of precision instruments, such as portable telescopes, brass sextants, compasses and astrolabes.

Career Ability: You may spend one fortune point to get your bearings when lost, discern true north, or add to a check to navigate in foreign terrain