



SAMPLE SKAVEN CHARACTERS

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Sample Skaven Characters

This Appendix expands the *Old World Bestiary* by presenting ready-to-use game statistics for the various types of Skaven found in the Under-Empire. Clanrats, Clan Eshin Night Runners, Clan Moulder Packmasters, Clan Pestilens Plague Monks, and Clan Skryre Skirmishers all appear in the *Old World Bestiary*. Each entry assumes the Skaven is midway through his current career.

Apprentice Grey Seer

Career: Apprentice Grey Seer

Race: Skaven (Chosen)

WS	BS	S	T	AG	INT	WP	FEL
25%	20%	35%	35%	45%	55%	50%	15%
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	2	-	-

Skills: Academic Knowledge (Magic), Channelling, Common Knowledge (Skaven), Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Queekish), Speak Language (Reikspiel)

Talents: Aethyric Attunement, Coolheaded, Fast Hands, Lesser Magic (any two), Night Vision, Petty Magic (Warp), Public Speaking, Savvy, Suave

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarter Staff

Trappings: Grey Robes, 2 Warpstone tokens

Black Skaven

Career: Black Skaven

Race: Skaven (Mighty)

WS	BS	S	T	AG	INT	WP	FEL
55%	20%	50%	40%	35%	25%	35%	20%
A	W	SB	TB	M	Mag	IP	FP
1	15	5	4	5	-	-	-

Skills: Common Knowledge (Skaven), Dodge Blow, Intimidate, Perception, Speak Language (Queekish), Swim

Talents: Coolheaded, Hardy, Night Vision, Specialist Weapon Group (Two-handed), Street Fighting, Strike Mighty Blow, Sturdy, Very Resilient

Armour: Light Armour (Leather Jack and Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: Great Weapon

Trappings: None

Censer Bearer

Career: Censer Bearer (ex Plague Monk)

Race: Skaven (Common, Clan Pestilens)

WS	BS	S	T	AG	INT	WP	FEL
60%	25%	45%	45%	45%	25%	35%	20%
A	W	SB	TB	M	Mag	IP	FP
2	13	4	4	5	-	-	-

Skills: Academic Knowledge (Theology) +10%, Common Knowledge (Skaven) +10%, Concealment, Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Fearless, Frenzy, Night Vision, Resistance to Disease, Strike Mighty Blow, Tunnel Rat, Warrior Born

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Plague Censer, 2 Hand Weapons

Trappings: Maggots, 16 Flies, Random Disease, 2 Warpstone Tokens

Clan Chieftain

Career: Clan Chieftain (ex-Clawleader, ex-Clanrat)

Race: Skaven (Common, Minor Clan)

WS	BS	S	T	AG	INT	WP	FEL
62%	37%	53%	56%	74%	40%	50%	19%
A	W	SB	TB	M	Mag	IP	FP
3	15	5	5	5	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Skaven) +10%, Common Knowledge (the Empire) +10%, Concealment +10%, Dodge Blow, Gossip, Intimidate, Outdoor Survival, Perception +10%, Scale Sheer Surface, Silent Move, Speak Language (Queekish, Reikspiel), Swim

Talents: Keen Senses, Lightning Reflexes, Master Orator, Menacing, Night Vision, Public Speaking, Seasoned Traveller, Specialist Weapon Group (Two-handed, Sling), Street Fighting, Strike Mighty Blow, Strike to Injure, Tunnel Rat, Very Resilient

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Hand Weapon, Sling, Shield

Trappings: 12 Warpstone Tokens, 15 Clanrats, 30 Slaves

Sample Skaven Characters

Grey Seer

Career: Grey Seer (ex-Apprentice Grey Seer)

Race: Skaven (Chosen)

WS	BS	S	T	AG	INT	WP	FEL
33%	28%	32%	38%	62%	67%	70%	32%

A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	3	-	-

Skills: Academic Knowledge (Magic), Channelling, Common Knowledge (Skaven), Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Queekish), Speak Language (Reikspiel)

Talents: Aethyric Attunement, Coolheaded, Dark Lore (Warp), Dark Magic, Fast Hands, Lesser Magic (any two), Meditation, Night Vision, Petty Magic (Warp), Public Speaking, Savvy

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarter Staff

Trappings: Grey Robes, 8 Warpstone tokens, 1 Skaven Magic Item

Master Moulder

Career: Master Moulder (ex-Clawleader, ex-Clanrat)

Race: Skaven (Common, Clan Moulder)

WS	BS	S	T	AG	INT	WP	FEL
49%	39%	45%	40%	48%	43%	41%	26%

A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	5	-	-	-

Skills: Academic Knowledge (Science, Strategy/Tactics), Animal Care, Animal Training, Command, Common Knowledge (Skaven) +10%, Common Knowledge (the Empire), Concealment, Dodge Blow, Intimidate, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish, Orc), Swim, Torture

Talents: Keen Senses, Master of the Lash, Menacing, Mould Flesh, Night Vision, Schemer, Seasoned Traveller, Specialist Weapon Group (Sling), Strike Mighty Blow, Strike to Injure, Surgery, Tunnel Rat, Unsettling, Wrestling

Armour: Light Armour (Full Leather Armour)

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Hand Weapon, Dagger, Shield, Whip

Trappings: Cloak, 10 Warpstone Tokens, 5 Clanrats, 3 sets of Manacles, Rat Ogre

Master Assassin

Career: Master Assassin (ex-Gutter Runner, ex-Night Runner)

Race: Skaven (Common, Clan Eshin)

WS	BS	S	T	AG	INT	WP	FEL
58%	57%	40%	55%	70%	35%	40%	25%

A	W	SB	TB	M	Mag	IP	FP
3	15	3	3	6	-	-	-

Skills: Common Knowledge (Skaven) +10%, Concealment +20%, Disguise, Dodge Blow +10%, Evaluate, Lip Reading, Navigation, Outdoor Survival, Perception +10%, Pick Locks, Scale Sheet Surface +10%, Search, Shadowing, Silent Move +20%, Sleight of Hand, Speak Language (Queekish), Swim

Talents: Art of Silent Death, Fleet-Footed, Natural Weapons, Night Vision, Orientation, Rover, Specialist Weapon Group (Crossbow, Throwing), Trapfinder, Tunnel Rat

Armour: Light Armour (Leather Jack and Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: 2 Hand Weapons, 2 Punching Dagger, 2 Rat Claws, 4 Throwing Stars, Net, Blowgun with 10 Darts, 3 Doses of Manticore Spoor Poison

Trappings: 2 Warpstone Tokens, Best Craftsmanship Rope (10 Yards)

Gutter Runner

Career: Gutter Runner (ex-Night Runner)

Race: Skaven (Common, Clan Eshin)

WS	BS	S	T	AG	INT	WP	FEL
33%	28%	32%	38%	62%	67%	70%	32%

A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	6	-	-	-

Skills: Common Knowledge (Skaven) +10%, Concealment +10%, Dodge Blow, Navigation, Outdoor Survival, Perception +10%, Scale Sheet Surface, Silent Move +10%, Speak Language (Queekish), Swim

Talents: Fleet-Footed, Night Vision, Orientation, Rover, Specialist Weapon Group (Crossbow, Throwing), Tunnel Rat

Armour: Light Armour (Leather Jack and Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: 2 Hand Weapons, Punching Dagger, 4 Throwing Stars, Crossbow Pistol with 10 bolts

Trappings: 2 Warpstone Tokens, Best Craftsmanship Rope (10 Yards)

Sample Skaven Characters

Plague Deacon

Career: Plague Deacon (ex-Plague Monk)

Race: Skaven (Common, Clan Pestilens)

WS	BS	S	T	AG	INT	WP	FEL
46%	29%	44%	51%	48%	32%	42%	28%

A	W	SB	TB	M	Mag	IP	FP
2	13	4	5	5	1	-	-

Skills: Academic Knowledge (Theology) +10%, Channelling, Common Knowledge (Skaven) +10%, Concealment, Dodge Blow, Magical Sense, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Fearless, Frenzy, Night Vision, Petty Magic (Warp), Resistance to Disease, Strike to Injure, Tunnel Rat

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Flail

Trappings: Maggots, Flies, Disease, 4 Warpstone Tokens

Plague Priest

Career: Plague Priest (ex-Plague Monk, ex-Plague Deacon)

Race: Skaven (Common, Clan Pestilens)

WS	BS	S	T	AG	INT	WP	FEL
46%	34%	44%	51%	48%	42%	52%	38%

A	W	SB	TB	M	Mag	IP	FP
2	15	4	5	5	2	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (Theology) +20%, Channelling, Common Knowledge (Lustria), Common Knowledge (Skaven) +10%, Concealment, Dodge Blow, Heal, Magical Sense, Outdoor Survival, Perception +10%, Read/Write, Scale Sheer Surface, Silent Move, Speak Arcane Language (Magick), Speak Language (Queekish), Speak Language (any two), Swim, Trade (Brewing)

Talents: Brew Contagion, Dark Lore (Plague), Fearless, Frenzy, Night Vision, Petty Magic (Warp), Public Speaking, Resistance to Disease, Strike to Injure, Strike to Stun, Tunnel Rat

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Flail

Trappings: Cauldron, Maggots, Flies, 4 Diseases, 6 Warpstone Tokens, 5 Plague Rats, 5 Plague Monks

Skaven Slave

Career: Slave

Race: Skaven (Common, Minor Clan)

WS	BS	S	T	AG	INT	WP	FEL
30%	25%	30%	30%	35%	25%	25%	15%

A	W	SB	TB	M	Mag	IP	FP
1	9	3	3	5	-	-	-

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

Talents: Acute Hearing, Flee!, Night Vision

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Teeth and Claws

Sorcerer

Career: Sorcerer (ex-Gutter Runner, ex-Night Runner)

Race: Skaven (Common, Clan Eshin)

WS	BS	S	T	AG	INT	WP	FEL
48%	47%	35%	55%	60%	50%	55%	20%

A	W	SB	TB	M	Mag	IP	FP
2	13	3	5	6	2	-	-

Skills: Academic Knowledge (Magic), Channelling, Common Knowledge (Skaven) +10%, Concealment +10%, Disguise, Dodge Blow +10%, Evaluate, Lip Reading, Magical Sense, Navigation, Outdoor Survival, Perception +10%, Pick Locks, Scale Sheet Surface +10%, Silent Move +20%, Sleight of Hand, Speak Arcane Language (Magick), Speak Language (Queekish), Swim

Talents: Dark Lore (Stealth), Dark Magic, Fleet Footed, Night Vision, Orientation, Rover, Specialist Weapon Group (Crossbow, Throwing), Trapfinder, Tunnel Rat

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon, Punching Dagger, 4 Throwing Stars, 3 Smoke Bombs,

Trappings: Cloak, Sack, 4 Warpstone Tokens, Best Craftsmanship Rope (10 Yards)

Sample Skaven Characters

Stormvermin

Career: Stormvermin (ex-Black Skaven)

Race: Skaven (Mighty)

WS	BS	S	T	AG	INT	WP	FEL
65%	30%	55%	50%	45%	25%	40%	20%

A	W	SB	TB	M	Mag	IP	FP
3	17	5	5	5	-	-	-

Skills: Common Knowledge (Skaven), Dodge Blow, Intimidate, Perception, Speak Language (Queekish), Swim

Talents: Coolheaded, Hardy, Menacing, Night Vision, Specialist Weapon Group (Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Sturdy, Very Resilient, Warrior Born

Armour: Medium Armour (Mail Shirt, Leather Jack, and Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Great Weapon

Trappings: None

Warlock Engineer

Career: Warlock Engineer (ex-Engineer, ex-Tradesman)

Race: Skaven (Common, Clan Skryre)

WS	BS	S	T	AG	INT	WP	FEL
35%	55%	32%	38%	60%	70%	35%	20%

A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	5	-	-	-

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Common Knowledge (Skaven, Tilea), Drive, Evaluate, Gossip, Haggle, Perception +10%, Read/Write, Scale Sheer Surface, Secret Language (Guild Tongue), Silent Move, Speak Language (Queekish, Tilean), Swim, Trade (Gunsmith) +10%, Trade (Smith)

Talents: Marksman, Master Gunner, Night Vision, Savvy, Sharpshooter, Specialist Weapon Group (Engineer, Gunpowder), Sure Shot, Warlock Engineering

Trappings: Light Armour (Leather Jack), Engineer's Kit, Warplock Jezzail with Ammunition for 10 Shots or 4 Poison Wind Globes, Warp Blade, Supercharged Warp-Power Accumulator, 3 pounds of Warpstone

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon, Warplock Jezzail with Ammunition for 10 Shots

Trappings: 3 Warpstone Tokens, Engineer's Kit, 6 Spikes, Supercharged Warp-Power Accumulator, 3 pounds of Warpstone