

# **The Empire at War**

**A New Finale to The Enemy Within Campaign**



## **v2 Update**

**A supplemental detailing amendments to suit  
Warhammer Fantasy Roleplay version 2**

**By  
Michael Congreve**

**With Permission of the original authors:**

**Alfred Nuñez Jr., Paul Adler,  
Timothy Eccles, and John Foody**

## Introduction

The original adventure “The Empire At War” was written as a new conclusion to the acclaimed “Enemy Within” Campaign. Since the original release of Warhammer Fantasy Roleplay, a significant change had occurred in the Warhammer Background, rendering the original conclusion “The Empire In Flames” redundant. With the release of the Second Edition of Warhammer Fantasy Roleplay by Black Industries, “The Empire At War” was written to resolve the differences in the

background and to offer a transition between the old and the new.

In keeping with the original parts of “The Enemy Within”, “The Empire At War” was written for the first Edition of Warhammer Fantasy Roleplay. This document aims to enable this adventure to be ran using the Second Edition rules, presenting the characters from the original adventure updated to the new rules.

## Return of the Knights Panther

### It Takes A Thief

#### **Knyazates** (boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	45	48	37	33	30	28	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Sword, Crossbow, 20 bolts, Total - 18 crowns, 20 shillings, 10 pence, 86 denga, 53 pulo.

**Armour:** Leather Jerkin (1 body), Helmet and Skullcap (3 head), Shield.

**Skills:** Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim.

**Talents:** Marksman, Orientation, Seasoned Traveller, Very Strong.

#### **Uruk Szeckler** (marine, ex boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50	45	48	42	42	33	47	34
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	4	4	4	0	0	0

**Equipment:** Sword, Crossbow, 20 bolts, 10 crowns, 20 shillings, 18 pence.

**Armour:** Leather Jacket and Mail Shirt (3 body/arms), Helmet Coif and Skullcap (5 head), Shield.

**Skills:** Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Dodge Blow, Gossip, Intimidate, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim +10%.

**Talents:** Cool Headed, Disarm, Orientation, Seasoned Traveller, Strike Mighty Blow, Strike to Stun, Very Resilient.

#### **The Winters Chill**

Main Profile		
M	TB	W
3	8	100

#### **Chaika Boat**

Main Profile		
M	TB	W
3	5	70

#### **Fishing Boats**

Main Profile		
M	TB	W
3	4	10

### Howls In The Distance

#### **Cultists of the Howling One** (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	39	44	38	41	29	33	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	3	4	0	0	0

**Equipment:** Sword, Dagger, Bow, 20 arrows, 8 shillings, 13 pence.

**Armour:** Leather Jacket (1 body/arms), Wolf Pelt (1 head)

**Skills:** Animal Care, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

**Talents:** Disarm, Strike Mighty Blow, Strike to Stun.

#### **Farmsteaders** (vagabond)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	42	32	32	32	43	27	27
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Equipment:** Axe, Bow, 15 arrows.

**Skills:** Common Knowledge (Empire), Common Knowledge (Kislev), Gossip +10%, Haggle, Perception, Navigation, Outdoor Survival, Secret Signs (Ranger), Silent Move, Speak Language (Reikspiel).

**Talents:** Marksman, Rover, Savvy, Seasoned Traveller.

## Talagraad

### Conmen (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	31	28	32	38	42	30	42
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	2	3	4	0	0	0

**Equipment:** Dagger, 8 crowns, 15 shillings.

**Skills:** Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

**Talents:** Flee, Luck, Public Speaking, Savvy, Suave.

### Servant of Helmut Sternwald (servant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
28	28	29	38	27	30	36	34
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	11	2	3	4	0	0	0

**Skills:** Animal Care, Blather, Common Knowledge (Empire), Dodge Blow, Search, Haggle, Gossip +10%, Perception, Read/Write, Speak Language (Reikspiel).

**Talents:** Acute Hearing, Etiquette, Very Resilient.

### Footpads (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	26	43	31	32	25	36	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Cudgel, 12 pence.

**Armour:** Leather Jerkin (1 body)

**Skills:** Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

**Talents:** Coolheaded, Disarm, Quick Draw, Strike to Injure, Strike to Stun, Very Strong.

## The Captain

### Bruno Zuber (racketeer, ex thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54	48	49	48	41	37	39	42
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	4	4	4	0	0	0

**Equipment:** Mace, Dagger, Crossbow, 10 Bolts.

**Armour:** Mail Shirt and Leather Jacket (3 body/arms)

**Skills:** Command, Common Knowledge (Empire), Consume Alcohol, Dodge Blow +10%, Gamble, Gossip, Intimidate +10%, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

**Talents:** Disarm, Lightening Reflexes, Quick Draw, Resistance to Disease, Strike to Injure, Strike to Stun.

### Footpads (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36	31	41	34	41	28	33	39
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	4	3	4	0	0	0

**Equipment:** Sword, Dagger, Crossbow, 10 Bolts, 2 Incendiary.

**Armour:** Mail Shirt and Leather Jacket (3 body/arms)

**Skills:** Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

**Talents:** Disarm, Lightening Reflexes, Quick Draw, Strike to Injure, Strike to Stun, Very Strong.

### Captain Heins (navigator, ex boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	41	34	35	34	64	37	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	3	3	4	0	0	0

**Equipment:** Cudgel, Trade Tools (Navigator's Instruments).

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Read/Write, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim +10%, Trade (Cartographer).

**Talents:** Orientation, Savvy, Seasoned Traveller.

### Count Von Zorlov (politician, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
47	35	38	46	44	54	41	53
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	15	3	4	4	0	0	0

**Equipment:** Best Craftmanship Sword, Main Gauche, 42c, Golden Chain (38c), 83 crowns, 34 shillings.

**Armour:** Best Craftmanship Leather Jacket (1 body/arms)

**Skills:** Academic Knowledge (History), Academic Knowledge (Law), Blather, Common Knowledge (Empire) +10%, Charm +10%, Gossip +10%, Performer (Musician), Read/Write, Ride, Speak Language (Reikspiel) +10%.

**Talents:** Etiquette, Luck, Master Orator, Public Speaking, Savvy, Schemer, Specialist Weapon (Fencing), Specialist Weapon (Parrying).

### Counts Bodyguards (bodyguard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48	32	42	47	37	27	27	27

Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	11	4	4	4	0	0	0

**Equipment:** Sword, Buckler.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Common Knowledge (Empire), Dodge Blow, Gossip, Heal, Intimidate, Perception, Speak Language (Reikspiel).

**Talents:** Disarm, Specialist Weapon (Parrying), Specialist Weapon (Throwing), Street Fighting, Strike to Stun, Very Resilient, Warrior Born.

### The Hangman's Inn

**Natassia Hess** (assassin, ex spy, ex charlatan, ex thief)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
61	57	41	53	64	60	64	57
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	15	4	5	4	0	0	1

**Equipment:** Duellists Dagger, Swordbreaker, Amulet of Thrice Blessed Copper, Vial of Green Scorpion Venom.

**Armour:** Mail of the Waywarden (5 body/arms/legs)

**Skills:** Blather, Charm +20%, Common Knowledge (Bretonnia), Common Knowledge (Empire) +10%, Common Knowledge (Tilea), Concealment +10%, Disguise +20%, Evaluate, Gamble, Gossip +10%, Lip Reading, Pick Lock +10%, Perception +10%, Performer (Actor), Prepare Poison, Read/Write, Scale Sheer Surfaces, Search, Secret Language (Thieves Tongue), Secret Signs (Thief), Shadowing +20%, Silent Move +20%, Sleight of Hand, Speak Language (Breton), Speak Language (Empire), Speak Language (Tilean).

**Talents:** Alley Cat, Flee, Lightning Parry, Linguistics, Mimic, Public Speaking, Quick Draw, Schemer, Seasoned Traveller, Sharpshooter, Sixth Sense, Specialist Weapon (Parrying), Specialist Weapon (Throwing), Streetwise, Strike to Stun, Suave, Swashbuckler, Trapfinder.

#### **The Duellists Dagger**

(Academic Knowledge: Magic)

Inflicts SB-1 Damage. Possesses the Magic Quality. When wielded (even if not in the principle hand) grants +10% to Initiative.

#### **Amulet of Thrice Blessed Copper**

(Academic Knowledge: History)

When placed within an inch of poison, turns green, regaining its colour when moved away. The wearer gains +20% to all Tests to resist the effects of poison. Whenever the wearer suffers Wounds from any source, the amount of Wounds suffered is reduced by one.

#### **Mail of the Waywarden**

(Academic Knowledge: Magic)

Functions as mail armour, providing 4 Armour Points to all locations. May be combined with leather, but not plate armour. Grants +10% to Silent Move and Shadowing (offsetting the -10% to Agility suffered for wearing mail armour).

### Looking for a Few Good Men

**Baron Konrad Von Heerden** (sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	49	46	45	41	44	44	52
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	4	4	4	0	0	0

**Equipment:** Sword, Greatsword, 33 crowns, 28 shillings.

**Armour:** Full Mail, Breastplate, Bracers, Greaves (3 head, 5 body/arms/legs), Shield

**Skills:** Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Dodge Blow +10%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Speak Language (Reikspiel).

**Talents:** Disarm, Quick Draw, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun.

**Hochland Infantry** (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

**Equipment:** Sword, Dagger, Firearm, 10 shots.

**Armour:** Full Mail Armour (3 all), Shield

**Skills:** Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

**Talents:** Quick Draw, Strike Mighty Blow, Specialist Weapon (Gunpowder), Rapid Reload, Mighty Shot, Strike to Stun.

**Conscripts** (peasant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	25	28	37	31	29	37	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	11	2	3	4	0	0	0

**Equipment:** Axe.

**Armour:** Shield.

**Skills:** Animal Care, Common Knowledge (Empire), Concealment, Drive, Gamble, Gossip, Row, Silent Move, Speak Language (Reikspiel), Swim, Trade (Cook), Trade (Farmer).

**Talents:** Flee, Rover.

### Thrown to the Wolves

**Drunk Thug** (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	28	34	37	36	29	39	37
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

**Equipment:** Improvised Weapons.

**Armour:** Leather Jacket (1 body/arms)  
**Skills:** Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate,

Secret Language (Thieves Tongue), Speak Language (Reikspiel).  
**Talents:** Coolheaded, Disarm, Resistance to Poison, Strike to Stun, Wrestling.

## **Enter The Wolf's Den**

### **On The Hunt**

**Wolfgang Blitzen** (knight of the inner circle, ex knight, ex sergeant, ex mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
68	30*	60	62	58	52	57	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	19	6	6	4	0	4	0

**Equipment:** Best Craftmanship Sword, White Wolf Hammer, Buckler, Wolf Head medallion, writing kit, wolf's head signet ring, paper, sealing wax, 32 crowns 12 shillings, 8 pence.

**Armour:** Leather Jacket (1 body/arms).

**Skills:** Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology), Animal Care, Charm, Command +10%, Common Knowledge (Empire), Common Knowledge (Kislev), Common Knowledge (Tilea), Dodge Blow +20%, Gossip, Haggle, Intimidate, Perception +10%, Read/Write, Ride +10%, Search, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Tilean), Swim.

**Talents:** Disarm, Lightning Parry, Menacing, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Specialist Weapon (White Wolf Hammer), Stout Hearted, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Very Strong, Wrestling.

\*Lost left eye

**Günter Carstens** (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	41	41	35	42	32	32	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	3	4	0	0	0

**Equipment:** Sword, Dagger, 6 crowns 10 shillings, 8 pence.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Common Knowledge (Empire), Common Knowledge (Tilea), Dodge Blow, Drive, Gamble, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Swim.

**Talents:** Disarm, Strike Mighty Blow, Strike to Stun.

**Recruit** (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	30	33	35	30	25	35	28

Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	11	3	3	4	0	0	0

**Equipment:** Sword, 3 crowns 18 shillings.

**Skills:** Common Knowledge (Empire), Common Knowledge (Tilea), Dodge Blow, Drive, Gamble, Gossip, Haggle, Perception, Secret Language (Battle Tongue), Swim.

**Talents:** Disarm, Strike Mighty Blow, Strike to Stun.

**Torsten Gauss** (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	41	36	38	42	32	32	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	3	3	4	0	0	0

**Equipment:** Mace, Dagger, Firearm, 10 shots, 7 crowns 8 shillings, 6 pence.

**Armour:** Full Leather Armour (1 all), Shield

**Skills:** Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

**Talents:** Quick Draw, Sharpshooter, Specialist Weapon (Gunpowder), Rapid Reload, Mighty Shot.

**Markus Staudiger** (sergeant, ex militiaman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	51	46	42	52	42	42	41
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	15	4	4	4	0	0	0

**Equipment:** Sword, Dagger, Halberd, Lantern, 12 crowns, 15 shillings, 7 pence.

**Armour:** Full Mail Armour (3 all), Shield

**Skills:** Animal Care, Command, Common Knowledge (Reikspiel), Dodge Blow +10%, Drive, Gamble, Gossip, Intimidate, Outdoor Survival, Perception +10%, Search, Trade (Smith), Speak Language (Reikspiel).

**Talents:** Lightning Reflexes, Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Stun, Wrestling.

**'Elite' Watchmen** (mercenary, ex pit fighter)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	41	41	42	42	30	32	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	4	4	0	3	0

**Equipment:** Sword, Dagger, Buckler, Crossbow, 10 Bolts, 2 crowns, 12 shillings, 10 pence.

**Armour:** Leather Jacket (1 body/arms).



**Skills:** Common Knowledge (Empire), Dodge Blow +10%, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

**Talents:** Disarm, Quick Draw, Rapid Reload, Specialist Weapon (Flail), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Strong Minded, Wrestling.

### Meeting Of Minds

**Leberecht Eucken** (sergeant, ex mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54	52	46	40	51	42	45	41
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	4	4	4	0	0	0

**Equipment:** Axe, Dagger, Crossbow and 10 bolts, 15 crowns, 13 shillings, 18 pence.

**Armour:** Sleeved Mail Coat and Coif, Leather Jack and Cap, Helmet (5 head, 3 body/arms)

**Skills:** Animal Care, Command, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow +10%, Drive, Gamble, Gossip, Haggle, Intimidate, Perception, Ride, Search, Secret Language (Battle Tongue), Swim.

**Talents:** Disarm, Lightning Reflexes, Seasoned Traveller, Strike Mighty Blow, Strike to Stun, Very Strong.

**Bernd Kuster** (witch hunter, ex anointed priest, ex priest, ex friar, ex wolf-kin)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63	61	41	43	57	42	76	43
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	4	4	4	2	5	0

**Equipment:** Best Quality Sword, Best Quality Dagger, 4 Throwing Knives, Crossbow Pistol, 20 bolts, Silver Medallion of Upright Wolf Holding Sword, 7 crowns, 8 shillings, 6 pence.

**Armour:** Full Plate Armour (5 body/arms/legs).

**Skills:** Academic Knowledge (Strategy/Tactics), Academic Knowledge (History), Academic Knowledge (Magic), Academic Knowledge (Theology) +20%, Animal Care, Channelling +20%, Charm, Command, Common Knowledge (Empire), Common Knowledge (Kislev), Gossip, Heal, Intimidate +20%, Outdoor Survival, Perception +10%, Public Speaking, Read/Write, Ride, Magical Sense +10%, Silent Move, Speak Arcane Language (Magick), Speak Language (Kislevite), Speak Language (Reikspiel).

**Talents:** Aethyric Attunement, Armoured Casting, Coolheaded, Divine Lore (Ulric), Fast Hands, Frenzy, Hardy, Lightning Parry, Lesser Magic (Blessed Weapon, Silence), Lightning Reflexes, Menacing, Petty Magic (Divine), Seasoned Traveller, Specialist Weapon (Throwing), Specialist Weapon (Two Handed), Stout Hearted, Strike Mighty Blow, Strike to Injure.

### The Gathering

**Reinhardt Von Kutenholtz** (outlaw chief, ex demagogue, ex cult acolyte of tzeentch, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58	51	45	45	54	46	48	59
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	16	4	4	4	1	4	0

**Equipment:** Sword, Bow, 20 arrows, Holy Symbol Of Ulric, 18 crowns, 10 shillings, 6 pence.

**Armour:** Full Chain Armour, (3 all)

**Skills:** Academic Knowledge (Daemonology), Academic Knowledge (History), Academic Knowledge (Law), Academic Knowledge (Magic), Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology) +10%, Blather, Channelling +20%, Charm +20%, Command +10%, Common Knowledge (Empire), Common Knowledge (Kislev), Concealment +10%, Disguise +10%, Dodge Blow +10%, Evaluate, Gossip +10%, Heal, Intimidate +10%, Magic Sense, Perception +20%, Prepare Poison, Read/Write, Ride, Secret Language (Battle Tongue), Silent Move, Speak Arcane Language (Daemonic), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Reikspiel).

**Talents:** Armoured Casting, Controlled Corruption, Coolheaded, Dark Magic, Dealmaker, Etiquette, Frenzy, Inured to Chaos, Lightning Parry, Lightning Reflexes, Linguistics, Mighty Shot, Public Speaking, Quick Draw, Resistant to Magic, Schemer, Seasoned Traveller, Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave, Sure Shot, Petty Magic (Divine), Petty Magic (Chaos), Warrior Born.

**Mutations:** Telepathy (can read surface thought of others on successful opposed Will Power Test).

**Sons Of Ulric** (outlaw)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
49	35	42	31	40	31	36	32
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Sword, Dagger, Bow, 20 arrows, Face Paint, 8 shillings, 6 pence.

**Armour:** Leather Jacket (1 body/arms), Wolf Pelt (1 head)

**Skills:** Animal Care, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

**Talents:** Disarm, Strike Mighty Blow, Strike to Stun, Very Strong.

**Chedwic Wanner** (veteran, ex flagellant, ex anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

53	45	47	48	40	40	55	42
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	4	4	4	2	3	0

**Equipment:** Warhammer, Holy Symbol Of Ulric, Component Pouch.

**Armour:** Leather Jacket, Sleeved Mail Shirt (3 body/arms), Wolf Pelt (1 head), Shield

**Skills:** Academic Knowledge (History) +20%, Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology) +20%, Channelling +20, Charm, Common Knowledge (Empire), Common Knowledge (Kislev), Common Knowledge (Norsca), Dodge Blow, Heal +10%, Intimidate, Gossip +20%, Magical Sense, Perception +20%, Read/Write, Ride, Secret Language (Battle Tongue), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Kislevite), Speak Language (Reikspiel) +10%, Speak Language (Norscan).

**Talents:** Aethyric Attunement, Armoured Casting, Divine Lore (Ulric), Fast Hands, Fearless, Frenzy, Lesser Magic (Blessed Weapon, Silence), Petty Magic (Divine), Public Speaking, Specialist Weapon (Flail), Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong, Warrior Born.

#### Cultists of the Howling One (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	39	43	35	41	29	33	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	4	3	4	0	0	0

**Equipment:** Sword, Dagger, Bow, 20 arrows, 6 shillings, 13 pence.

**Armour:** Full Leather Armour and Mail Shirt (3 body/arms, 1 legs), Shield

**Skills:** Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gamble, Gossip, Haggle, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

**Talents:** Disarm, Strike Mighty Blow, Strike to Stun.

#### Ambush

**Lector Nikolaus Auerbach** (high priest, ex anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
57	52	55	53	57	51	61	60
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	5	5	4	3	0	0

**Equipment:** Warhammer, Holy Symbol of Sigmar, Religious Robes, Small Wooden Coffer on Chain around Neck.

**Armour:** Chain Shirt and Leggings (3 body/arms/legs).

**Skills:** Academic Knowledge (Astronomy) +10%, Academic Knowledge (History) +10%, Academic Knowledge (Theology) +20%, Channelling +20%,

Charm +10%, Command, Common Knowledge (Dwarves) +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Gossip +10%, Heal +10%, Magical Sense +20%, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazalid), Speak Language (Kislevite), Speak Language (Reikspiel) +10%, Swim.

**Talents:** Aethyric Attunement, Armoured Casting, Divine Lore (Sigmar), Fast Hands, Lesser Magic (Exorcise, Dispel), Lightening Reflexes, Mighty Missile, Petty Magic (Divine), Seasoned Traveller, Strike Mighty Blow, Strike to Stun, Strong Minded, Suave, Very Strong, Warrior Born.

#### Sigmarite Priests (priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	34	41	34	36	38	41	41
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	4	3	4	1	0	0

**Equipment:** Warhammer, Holy Symbol of Sigmar, Religious Robes, 14 crowns, 12 shillings, 6 pence.

**Armour:** Chain Shirt (3 body/arms)

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Gossip +10%, Heal +10%, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazalid), Speak Language (Reikspiel) +10%.

**Talents:** Armoured Casting, Lightening Reflexes, Petty Magic (Divine), Strike Mighty Blow, Strike to Stun, Suave, Very Strong.

#### Knight Templar (templar of the fiery heart, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	33	39	55	43	33	46	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	3	5	4	0	0	0

**Equipment:** Claymore, Sword, Holy Symbol Of Sigmar.

**Armour:** Full Plate Armour (5 all), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Dodge Blow +10%, Gossip, Perception, Ride, Speak Language (Reikspiel) +10%.

**Talents:** Disarm, Etiquette, Grudge Born Fury, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Stout Hearted, Strike Mighty Blow, Sturdy, Warrior Born.

#### At the Sword and Axe

**Johann Weissbach** (innkeeper, ex burgher, ex soldier)

Main Profile							
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WS	BS	S	T	Ag	Int	WP	Fel
41	36	36	40	45	36	40	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	3	4	4	0	0	0

**Equipment:** Club, Dagger, 15 shillings.

**Armour:** Leather Jerkin (1 body).

**Skills:** Blather, Common Knowledge (Empire), Consume Alcohol +10%, Dodge Blow, Drive, Evaluate +10%, Gossip +10%, Haggle +10%, Intimidate, Perception +10%, Search, Sleight of Hand, Speak Language (Kislevite), Speak Language (Reikspiel).

**Talents:** Acute Hearing, Dealmaker, Disarm, Savvy, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong.

**Artur Mahler** (spy, ex camp follower)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	42	39	43	53	51	73	53
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	3	4	4	0	0	0

**Equipment:** 2 Daggers, Coin-blade, Lock Picks, 4 pence, Lucky Penny (Lucky Charm).

**Skills:** Animal Care, Charm, Common Knowledge (Empire), Concealment, Disguise, Evaluate, Gossip +10%, Haggle, Perception, Search, Shadowing, Sleight of Hand +10%, Silent Move, Speak Language (Reikspiel).

**Talents:** Dealmaker, Flee, Hardy, Seasoned Traveller, Sixth Sense, Suave.

## Into The Maelstrom

### Night Moves

**Beastmen** (caprigors)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

**Equipment:** Axe.

**Skills:** Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

**Talents:** Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods.

**Mutations:** Animalistic Legs, Bestial Appearance, Horns.

- #1: Pointed Head (Int 16).
- #2: Additional Eye (+5% sight-based Perception), Multiple Arms (A 2, T 51).
- #3: Frog-like Eyes (Fel 19), Crown of Flesh – Eyes, Blood Substitution – Wax, Frightening.
- #4: Fangs (SB-2, precise quality), Hunchback, Transparent Skin, Frightening.
- #5: Strong (S 41).

### Get Back

**Gerd Hollweg** (flagellant, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	40	51	52	44	35	47	43
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	5	5	4	1	3	0

**Equipment:** Sword, Prayer Book, Holy Symbol of Ulric, Face Paint, 4 crowns, 12 shillings, 9 pence.

**Armour:** Full Leather, Mail Shirt and Leggings (3 body/arms/legs), Wolf Pelt (1 head), Shield.

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (Theology) +10%, Channelling, Charm, Common Knowledge

(Empire), Common Knowledge (Kislev), Gossip, Heal +10%, Intimidate, Magical Sense, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel) +10%, Speak Language (Kislevite), Swim.

**Talents:** Armoured Caster, Fearless, Strike Mighty Blow, Strike to Injure, Strike to Stun, Petty Magic (Divine), Very Strong, Warrior Born.

**Sons Of Ulric** (outlaw)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	35	40	31	40	31	36	32
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Sword, Dagger, Bow, 20 arrows, Face Paint, 7 shillings, 8 pence.

**Armour:** Leather Jacket (1 body/arms), Wolf Pelt (1 head)

**Skills:** Animal Care, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

**Talents:** Disarm, Strike Mighty Blow, Strike to Stun, Very Strong.

**Franz Lessing** (sergeant, ex roadwarden)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	46	36	31	50	52	41	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

**Equipment:** Sword, 2 Pistols, 20 shot.

**Armour:** Leather Jacket, Mail Shirt (3 body/arms), Shield.

**Skills:** Animal Care, Command, Common Knowledge (Empire) +10%, Dodge Blow, Drive, Follow Trail, Gossip, Navigation, Outdoor Survival, Perception, Ride, Search, Secret Signs (Scout).



**Talents:** Quick Draw, Rapid Reload, Specialist Weapon (Gunpowder), Strike to Stun.

#### Roadwardens (roadwarden)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36	41	34	31	43	36	41	32
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

**Equipment:** Sword, Pistol, 10 shot.

**Armour:** Leather Jacket, Mail Shirt (3 body/arms), Shield.

**Skills:** Animal Care, Common Knowledge (Empire) +10%, Drive, Follow Trail, Gossip, Navigation, Outdoor Survival, Perception, Ride, Search, Secret Signs (Scout).

**Talents:** Quick Draw, Rapid Reload, Specialist Weapon (Gunpowder).

#### The Banner of the Red Crown

**Anders Köhler** (chaos knight, ex chaos warrior, ex acolyte of tzeentch, ex outlaw)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	40	38	46	44	47	44	40
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	3	4	5	2	5	0

**Equipment:** Sword, Dagger.

**Armour:** Mail Shirt and Leggings (3 body/arms/legs)

**Skills:** Academic Knowledge (Daemonology), Academic Knowledge (Magic), Animal Care, Channelling, Command +10%, Common Knowledge (Chaos Wastes), Common Knowledge (Empire) +10%, Common Knowledge (Norsca), Concealment, Disguise, Dodge Blow +10%, Evaluate, Follow Trail, Gossip, Intimidate +10%, Magical Sense, Navigation, Outdoor Survival, Perception +20%, Prepare Poison, Read/Write, Ride, Search, Secret Signs (Thief), Scale Sheer Surfaces, Set Trap, Silent Move, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue), Speak Language (Reikspiel), Speak Language (Norscan), Swim.

**Talents:** Aethyric Attunement, Armoured Caster, Chosen of Chaos, Controlled Corruption, Coolheaded, Dark Lore (Tzeentch), Dark Magic, Etiquette, Inured to Chaos, Linguistics, Orientation, Petty Magic (Chaos), Public Speaking, Resistant to Magic, Rover, Schemer, Seasoned Traveller, Sharpshooter, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave.

**Mutations:** Evil Eye (8 yards, WP test or permanent -10% to all tests until casters death), Bestial Appearance, Animalistic Legs.

**Rewards of Chaos:** Mark of Tzeentch (+10% to all interactions with followers of Tzeentch).

#### Beastmen (caprigors)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

40	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

**Equipment:** Axe.

**Skills:** Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

**Talents:** Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods.

**Mutations:** Animalistic Legs, Bestial Appearance, Horns.

**#1:** Blood Lust (Frenzy, -10% WP test to regain control), Feathered Hide.

**#2:** Foul Stench (all within 2 yards suffer penalty of -5 to all rolls), Warty Skin (1 AP all).

**#3:** Poisonous Bite (SB-2, precise, if wound T test or suffer D10/2 damage), Spiked Tail (SB, pummelling quality).

**#4:** Bestial Appearance – Bear (Natural Weapons, Keen Senses), Long Spines (opponents AG test or suffer Damage 1 hit).

#### Mutants (marauder)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	29	41	36	30	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Hand Weapon, Tattered Clothing.

**Skills:** Animal Care, Common Knowledge (Empire), Concealment, Consume Alcohol, Follow Trail, Navigation, Perception, Ride, Search, Silent Move, Speak Language (Reikspiel).

**Talents:** Flee, Orientation, Specialist Weapon (Two Handed), Strike to Injure.

**Mutations:**

**#1:** Scaly Skin (1 AP all).

**#2:** Tail (Ag 38), Transparent Skin, Vampire, Frightening.

**#3:** Head Crest, Iron Hard Skin (3 AP all).

**#4:** Albino (T 30, -5% sight-based perception), Bestial Appearance – Goat (Fel 17, Keen Senses).

**#5:** Moronic (Int 14).

**#6:** Midnight Skin (+20% Concealment), Weapon Master (WS 49)

**#7:** Uncontrollable Flatulence (when attacked, centre small template. See TOC pg 53)

**#8:** Spit Acid (range 10 yards, Damage 5 if hit, 1d10 rounds recharge).

**#9:** Overgrown Body Part – Feet x3 (Ag 16, W 13, M 2).

**#10:** Large Ears (Acute Hearing).

**Templars of Sigmar** (templar of the fiery heart, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	33	39	55	43	33	46	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	3	5	4	0	0	0

**Equipment:** Claymore, Sword, Holy Symbol Of Sigmar.

**Armour:** Full Plate Armour (5 all), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Dodge Blow +10%, Gossip, Perception, Ride, Speak Language (Reikspiel) +10%.

**Talents:** Disarm, Etiquette, Grudge Born Fury, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Stout Hearted, Strike Mighty Blow, Sturdy, Warrior Born.

**Templars of Ulric** (templar of the white wolf, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58	33	50	45	43	33	46	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	5	4	4	0	0	0

**Equipment:** White Wolf Hammer, Hammer, Holy Symbol of Ulric

**Armour:** Full Plate Armour (5 body/arms/legs), Wolf Pelt (1 head), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Animal Care, Animal Training, Charm, Common Knowledge (Empire), Dodge Blow +10%, Gossip, Intimidate, Perception, Ride, Speak Language (Reikspiel) +10%.

**Talents:** Disarm, Etiquette, Fearless, Frenzy, Menacing, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Specialist Weapon (White Wolf Hammer), Stout Hearted, Strike Mighty Blow, Strike to Injure.

**Priests of Sigmar** (anointed priest, ex priest, ex initiate, ex student)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46	50	43	45	43	54	53	50
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	4	4	4	2	0	0

**Equipment:** Best Craftmanship Hammer, Holy Symbol of Sigmar

**Armour:** Chain Shirt and Leggings (3 body/arms/legs), Shield

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (History) +10, Academic Knowledge (Theology) +20%, Channelling, Charm +10%, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Consume Alcohol, Gossip +10%, Heal +20%, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazalid) +10%, Speak Language (Reikspiel) +10%.

**Talents:** Aethyric Attunement, Armoured Casting, Divine Lore (Sigmar), Lightning Reflexes, Linguistics, Petty Magic (Divine), Seasoned Traveller, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave, Very Strong.

**Priests of Ulric** (anointed priest, ex priest, ex initiate, ex mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46	50	43	45	43	49	53	50
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	4	4	4	2	0	0

**Equipment:** Best Craftmanship Greathammer, Holy Symbol of Ulric

**Armour:** Chain Shirt and Leggings (3 body/arms/legs), Wolf Pelt (1 head)

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gamble, Gossip +10%, Haggle, Heal +10%, Intimidate, Magical Sense, Perception, Read/Write, Search, Secret Language (Battle Tongue), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Kislevite), Speak Language (Reikspiel) +10%, Swim.

**Talents:** Aethyric Attunement, Armoured Casting, Disarm, Divine Lore (Ulric), Frenzy, Lightning Reflexes, Petty Magic (Divine), Quick Draw, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave, Very Strong.

### When Things Go Boom

**Seigfried Von Walfen** (captain, ex noble lord, ex spy, ex courtier, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
66	50	54	55	59	59	71	66
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	19	5	5	4	0	0	0

**Equipment:** Rapier, Swordbreaker, Nobles clothing, Disguise kit, 600 crowns, amulet (200c), gold ring (75c), silver ring (25c), jewelled cuff links (100c), Emerald collar pin (100c).

**Skills:** Academic Knowledge (Arts), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (History), Academic Knowledge (Strategy/Tactics), Blather, Command +20%, Common Knowledge (Bretonnia), Common Knowledge (Empire) +10%, Common Knowledge (Estalia), Common Knowledge (Kislev), Common Knowledge (Tilea), Concealment, Consume Alcohol, Charm +20%, Dodge Blow, Disguise, Evaluate, Gamble, Gossip +20%, Lip Reading, Perception +10%, Performer (Actor) +10%, Performer (Musician), Pick Lock, Read/Write, Ride, Secret Language (Thieves Tongue), Shadowing, Silent Move, Sleight Of Hand, Speak Language (Breton), Speak Language (Classical), Speak Language (Estalian), Speak Language (Reikspiel) +10%, Speak Language (Tilean).

**Talents:** Dealmaker, Disarm, Etiquette, Flee, Lightning Parry, Linguistics, Luck, Master Orator, Public Speaking, Quick Draw, Savvy,

Schemer, Sixth Sense, Specialist Weapon (Fencing), Specialist Weapon (Parrying), Suave.

**Reiksguard Knights** (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

**Equipment:** Sword, Halberd.

**Armour:** Full Plate Armour (5 all), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

**Talents:** Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

### Streets Of Aldorf

**Watchman** (watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	41	35	41	29	30	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Halberd, Club, 2 crowns, 5 shillings, 10 pence.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Academic Knowledge (Law), Common Knowledge (Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel).

**Talents:** Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

**Templars of Sigmar** (templar of the fiery heart, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	33	39	55	43	33	46	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	3	5	4	0	0	0

**Equipment:** Claymore, Sword, Holy Symbol Of Sigmar.

**Armour:** Full Plate Armour (5 all), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Dodge Blow +10%, Gossip, Perception, Ride, Speak Language (Reikspiel) +10%.

**Talents:** Disarm, Etiquette, Grudge Born Fury, Specialist Weapon (Cavalry), Specialist Weapon

(Two Handed), Stout Hearted, Strike Mighty Blow, Sturdy, Warrior Born.

### Purple Haze

**Inga Von Rabespeicher** (knight of the inner circle, ex templar of the raven, ex anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
68	51	56	51	47	50	60	59
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	5	5	5	2	0	0

**Equipment:** Silver Claymore, Main Gauche, Holy Symbol of Morr, Vial of Garlic Essence, 3 Vials of Holy Water.

**Armour:** Best Craftmanship Full Plate Armour (5 all), Shield.

**Skills:** Academic Knowledge (History) +10%, Academic Knowledge (Necromancy) +20%, Academic Knowledge (Philosophy), Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology) +20%, Command, Common Knowledge (Border Princes), Common Knowledge (Empire), Common Knowledge (Tilea), Channelling +10%, Charm, Dodge Blow +10%, Gossip, Heal +20%, Intimidate +10%, Perception +20%, Magical Sense +10%, Read/Write, Ride, Scale Sheer Surfaces, Secret Signs (Templar), Shadowing, Silent Move, Speak Arcane Language (Magick), Speak Language (Classical) +10%, Speak Language (Reikspiel), Speak Language (Tilea).

**Talents:** Aethyric Attunement, Armoured Casting, Disarm, Divine Lore (Morr), Fast Hands, Fleet Footed, Lesser Magic (Exorcise, Dispel), Lightning Parry, Menacing, Petty Magic (Divine), Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Crossbow), Specialist Weapon (Parrying), Stout Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Strong Minded, Suave, Unsettling, Very Strong, Warrior Born.

**Acolytes of Morr** (initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	36	33	38	34	40	40	40
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Equipment:** Robes, Holy Symbol of Morr

**Skills:** Academic Knowledge (History), Academic Knowledge (Theology), Charm, Heal, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel).

**Talents:** Lightning Reflexes, Public Speaking, Suave.

### The Blackpowder Plot

**Templars of Sigmar** (templar of the fiery heart, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

53	33	39	55	43	33	46	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	3	5	4	0	0	0

**Equipment:** Claymore, Sword, Holy Symbol Of Sigmar.

**Armour:** Full Plate Armour (5 all), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Dodge Blow +10%, Gossip, Perception, Ride, Speak Language (Reikspiel) +10%.

**Talents:** Disarm, Etiquette, Grudge Born Fury, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Stout Hearted, Strike Mighty Blow, Sturdy, Warrior Born.

### There's No Place Like Home

**Simon Helmholtz** (master thief, ex spy, ex servant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50	49	40	46	78	56	61	61
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	4	4	4	0	0	0

**Equipment:** Rapier, 3 Throwing Knives, Best Craftmanship Lock Picks, Disguise Kit.

**Skills:** Blather, Charm +10%, Common Knowledge (Bretonnia), Common Knowledge (Empire), Concealment +10%, Disguise +10%, Dodge Blow +10%, Evaluate +10%, Gossip +20%, Haggle, Lip Reading, Perception +10%, Performer (Actor), Pick Lock +10%, Read/Write, Scale Sheer Surface, Search, Secret Language (Thieves Tongue), Secret Signs (Thief), Shadowing, Silent Move, Sleight of Hand +20%, Speak Language (Bretonnia), Speak Language (Eltharin), Speak Language (Reikspiel), Trade (Cook).

**Talents:** Acute Hearing, Etiquette, Flee, Hardy, Lightening Reflexes, Linguistics, Savvy, Schemer, Sixth Sense, Specialist Weapon (Throwing), Streetwise, Suave, Trapfinder, Very Resilient.

### Magic Carpet Ride

**Crista Feldmann** (doomweaver, ex maledictor, ex wizard lord, ex master wizard, ex journeyman wizard, ex apprentice wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55	51	42	53	50	74	85	60
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	17	4	5	4	4	4	1

**Equipment:** Shining Eagle, 3 Goldstones, Best Craftmanship Robes, 150c.

**Skills:** Academic Knowledge (Daemonology) +20%, Academic Knowledge (Engineering), Academic Knowledge (History), Academic Knowledge (Magic) +20%, Academic Knowledge (Science) +10%, Charm +20%, Channelling +20%, Common Knowledge (Chaos Wastes), Common

Knowledge (Empire) +10%, Common Knowledge (Estalia), Common Knowledge (Kislev), Common Knowledge (Norsca) +10%, Gossip, Haggle, Intimidate +20%, Magical Sense +20%, Perception +20%, Read/Write, Ride, Search, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Daemoniac) +10%, Speak Arcane Language (Magick) +10%, Speak Language (Classical), Speak Language (Estalian), Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Norscan), Trade (Apothecary).

**Talents:** Aethyric Attunement, Arcane Lore (Metal), Dark Lore (Tzeentch), Dark Magic, Fast Hands, Hardy, Lesser Magic (Aethyric Armour, Bind, Dispel, Exorcism, Hand of God, Magic Lock, Silence, Skywalk, Tremor), Meditation, Mighty Missile, Petty Magic (Arcane), Petty Magic (Chaos), Resistant to Magic, Stout Hearted, Strong Minded, Savvy, Very Resilient.

**Arcane Mark:** Quicksilver Tears

**Mutations:** Fear of Blood, Withering Gaze (WP test, -10 to enemy WS).

**Rewards of Chaos:** Might of Chaos.

### Shining Eagle

(Academic Knowledge: Magic or Runes)

Best Craftmanship Sword, inscribed with the Rune of Striking (attacks made with this weapon gain a +10% to Weapon Skill), and the Rune of Might (attacks with this weapon inflict SBx2 Damage against creatures with a Toughness Characteristic of 50% or greater).

### Goldstone

(Academic Knowledge: Magic)

When attempting to cast a spell of the Lore of Metal, a caster may roll up to two extra casting dice than their Magic Characteristic would normally allow. This destroys the Goldstone.

### What's Going On?

**Karstin Largsdottir** (guild master, ex merchant, ex artisan, ex tradesman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	40	40	50	43	62	48	59
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	4	5	3	0	0	0

**Equipment:** Hand Axe, 132 crowns.

**Armour:** Mail Shirt (3 body/arms).

**Skills:** Academic Knowledge (History), Charm +10%, Common Knowledge (Dwarves), Common Knowledge (Empire), Common Knowledge (Wasteland), Drive, Evaluate +20%, Gossip +20%, Haggle +20%, Perception +20%, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton), Speak Language (Khazalid), Speak Language (Reikspiel), Speak Language (Tilean), Trade (Goldsmith), Trade (Merchant) +10%, Trade (Smith).

**Talents:** Artistic, Dealmaker, Dwarfcraft, Etiquette, Grudge-Born Fury, Linguistics, Night Vision,

Resistance to Magic, Savvy, Stout Hearted, Streetwise, Sturdy, Super Numerate.

#### **Guild Guards** (shieldbreaker)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	37	44	53	23	24	36	21
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	5	3	0	0	0

**Equipment:** Hammer, Crossbow, 10 bolts.

**Armour:** Full Leather Armour, Mail Shirt and Coif, Helmet (5 head, 3 body/arms, 1 legs), Shield.

**Skills:** Common Knowledge (Dwarves), Dodge Blow, Navigation, Perception, Scale Sheer Surfaces, Shadowing, Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Miner).

**Talents:** Acute Hearing, Coolheaded, Dwarfcraft, Grudge-Born Fury, Night Vision, Orientation, Resistance to Magic, Stout Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy.

#### **What The Dead Tell**

#### **Philip Nachtrenner / Albert Schwarzrabe**

(anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	44	38	42	49	50	61	50
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	3	4	4	2	0	0

**Equipment:** Sword, Holy Symbol of Morr.

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Necromancy), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Common Knowledge (Bretonnia), Common Knowledge (Empire), Gossip +10%, Heal +10%, Intimidate, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Breton), Speak Language (Classical), Speak Language (Reikspiel) +10%, Trade (Embalmer).

**Talents:** Aethyric Attunement, Armoured Casting, Divine Lore (Morr), Lightning Reflexes, Petty Magic (Divine), Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave.

#### **Priests of Morr** (priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	39	33	42	44	45	56	45
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	15	3	4	4	1	0	0

**Equipment:** Sword, Holy Symbol of Morr.

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Common Knowledge (Empire), Common Knowledge (Tilea), Gossip +10%, Heal +10%, Intimidate, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language

(Classical), Speak Language (Reikspiel) +10%, Speak Language (Tilean), Trade (Embalmer).

**Talents:** Armoured Casting, Lightning Reflexes, Petty Magic (Divine), Strike to Stun, Suave, Very Strong.

#### **Acolytes of Morr** (initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	36	33	38	34	40	40	40
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Equipment:** Robes, Holy Symbol of Morr

**Skills:** Academic Knowledge (History), Academic Knowledge (Theology), Charm, Heal, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel).

**Talents:** Lightning Reflexes, Public Speaking, Suave.

#### **Someone Is Watching**

#### **Purple Hand Cultist** (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Equipment:** Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.

**Armour:** Leather Jacket (1 body/arms).

**Skills:** Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

**Talents:** Flee, Luck, Public Speaking, Savvy.

#### **Brother Marcus Returns**

**Brother Marcus** (scholar, ex priest, ex friar, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32	33	28	38	36	58	49	52
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	16	4	4	4	1	0	0

**Equipment:** Holy Symbol of Sigmar

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (History) +10, Academic Knowledge (Law), Academic Knowledge (Philosophy), Academic Knowledge (Theology) +20%, Animal Care, Channelling, Charm +10%, Common Knowledge (Border Princes), Common Knowledge (Dwarves) +10%, Common Knowledge (Empire) +20%, Gossip +10%, Heal +20%, Outdoor Survival, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Breton), Speak Language (Classical), Speak Language (Khazalid) +10%, Speak Language (Reikspiel) +10%, Trade (Cartographer).

**Talents:** Aethyric Attunement, Armoured Casting, Lightening Reflexes, Linguistics, Petty Magic (Divine), Savvy, Seasoned Traveller, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave.

### Death of an Engineer

**Vikram Greathammer** (guild master, ex engineer, ex artisan, ex tradesman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	46	44	52	46	53	51	58
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	4	5	3	0	0	0

**Equipment:** Military Pick, Repeater Handgun, 2 Magazines, Duck Foot Pistol, Engineers Kit, 116 crowns.

**Armour:** Full Chain Armour, Breastplate, Bracers, Greaves (5 body/arms/legs, 3 head).

**Skills:** Academic Knowledge (Engineering), Academic Knowledge (History), Academic Knowledge (Science), Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Tilea), Drive, Evaluate +20%, Gossip +10%, Haggle +10%, Perception +20%, Read/Write, Secret Language (Guild Tongue), Speak Language (Estalian), Speak Language (Khazalid), Speak Language (Reikspiel), Speak Language (Tilean), Trade (Armourer), Trade (Gunsmith) +20%, Trade (Smith), Trade (Weaponsmith) +10%.

**Talents:** Artistic, Dealmaker, Dwarfcraft, Etiquette, Grudge-Born Fury, Linguistics, Master Gunner, Night Vision, Resistance to Magic, Savvy, Specialist Weapon (Engineer), Specialist Weapon (Gunpowder), Stout Hearted, Sturdy.

**Guild Guards** (shieldbreaker)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	37	44	53	23	24	36	21
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	5	3	0	0	0

**Equipment:** Hammer, Crossbow, 10 bolts.

**Armour:** Full Leather Armour, Mail Shirt and Coif, Helmet (5 head, 3 body/arms, 1 legs), Shield.

**Skills:** Common Knowledge (Dwarves), Dodge Blow, Navigation, Perception, Scale Sheer Surfaces, Shadowing, Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Miner).

**Talents:** Acute Hearing, Coolheaded, Dwarfcraft, Grudge-Born Fury, Night Vision, Orientation, Resistance to Magic, Stout Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy.

### Murderer's Found

**Viktor Kahl and Otto Bauer** (boatmen)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	30	44	31	44	42	27	28
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP

1	14	4	3	4	0	0	0
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**Equipment:** Cudgel, Dagger.

**Armour:** Leather Jacket (1 body/arms).

**Skills:** Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim.

**Talents:** Orientation, Seasoned Traveller, Very Strong.

**Gustav Fokker** (demagogue, ex anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	39	38	42	42	37	52	50
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	4	4	4	2	3	0

**Equipment:** Sword, Dagger, Holy Symbol of Sigmar, Sling bag of ingredients, 14 crowns, 10 shillings, 18 pence.

**Armour:** Chain Shirt and Leather Jacket (3 body/arms).

**Skills:** Academic Knowledge (History) +20%, Academic Knowledge (Law), Academic Knowledge (Philosophy), Academic Knowledge (Theology) +20%, Blather, Channelling +20%, Charm, Common Knowledge (Dwarves), Common Knowledge (Empire), Common Knowledge (Tilea), Concealment, Dodge Blow, Disguise, Gossip, Heal, Magical Sense (Wp), Perception, Read/Write, Ride, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazalid), Speak Language (Reikspiel) +10%, Speak Language (Tilean), Swim.

**Talents:** Aethyric Attunement, Armoured Caster, Divine Lore (Sigmar), Fast Hands, Lesser Magic (Silence, Blessed Weapon), Lightening Reflexes, Master Orator, Petty Magic (Divine), Public Speaking, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave.

**Thomas Carstens, Joachim Windhaus, Thomas Pauli** (rogue, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	39	32	41	43	32	32	43
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	4	4	0	0	0

**Equipment:** Sword, Dagger, 24 crowns, 16 shillings, 12 pence, 40 crowns jewellery.

**Armour:** Chain Shirt and Leather Jacket (3 body/arms).

**Skills:** Blather +10%, Charm, Command, Common Knowledge (Empire) +10%, Consume Alcohol, Evaluate, Gamble, Gossip, Haggle, Perception, Read/Write, Ride, Search, Speak Language (Reikspiel) +10%.

**Talents:** Etiquette, Flee, Luck, Public Speaking, Specialist Weapon (Fencing), Schemer, Very Resilient.

**Watchman** (watchman)



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	41	35	41	29	30	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Halberd, Club, 2 crowns, 5 shillings, 10 pence.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Academic Knowledge (Law), Common Knowledge (Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel).

**Talents:** Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

### Burning Down the House

**Mayer Gauss** (agitator)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	36	31	44	46	35	48
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

**Equipment:** Sword, 11 Anti-Ulrican Pamphlets, 2 crowns, 12 shillings, 14 pence.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Academic Knowledge (History), Academic Knowledge (Law), Common Knowledge (Empire), Concealment, Charm, Gossip +10%, Perception, Read/Write, Speak Language (Breton), Speak Language (Reikspiel) +10%.

**Talents:** Coolheaded, Flee, Lightning Reflexes, Public Speaking, Savvy, Street Fighting.

**Angry Mob** (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	28	34	37	36	29	39	37
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Equipment:** Improvised Weapons.

**Skills:** Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

**Talents:** Disarm, Lightning Reflexes, Quick Draw, Strike to Injure, Strike to Stun.

### Unwanted Attention

**Purple Hand Cultist** (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Equipment:** Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.

**Armour:** Leather Jacket (1 body/arms).

**Skills:** Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

**Talents:** Flee, Luck, Public Speaking, Savvy.

### Late Night Visitor

**Quintus Fassbinder** (scholar, ex student)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	44	39	46	48	66	43	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	3	4	4	0	0	0

**Equipment:** Stout Walking Cane, Pistol, 10 shots, Journal, Writing Kit.

**Skills:** Academic Knowledge (Daemonology) +10%, Academic Knowledge (History), Academic Knowledge (Law), Academic Knowledge (Science), Charm, Common Knowledge (Empire) +10%, Common Knowledge (Norsca), Evaluate, Gossip, Perception +10%, Read/Write, Search, Speak Language (Classical) +10%, Speak Language (Reikspiel), Trade (Cartographer).

**Talents:** Etiquette, Linguistics, Savvy, Suave, Super Numerate.

### Looking For Herr Heinz

**Knights of the High Helm** (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

**Equipment:** Sword, Halberd.

**Armour:** Full Plate Armour (5 all), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

**Talents:** Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

**Watchman** (watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	41	35	41	29	30	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Halberd, Club, 2 crowns, 5 shillings, 10 pence.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Academic Knowledge (Law), Common Knowledge (Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel).

**Talents:** Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

### Things Lurking in the Dark

#### 12 Pink Horrors of Tzeentch

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	0	33	35	36	45	60	15
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3(5)	4	3*	0	0

**Skills:** Channelling +20%, Dodge Blow, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue).

**Talents:** Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Night Vision, Will of Iron.

#### **Special Rules:**

**Divide:** When a Horror is reduced to 0 wounds, there is a 20% chance of an unusual occurrence. On a 1-5 it divides into two identical Blue Horrors. On a 6-10 it explodes, all within the small template must pass a Willpower Test or gain one mutation.

**Instability:** On a round in which a Horror is injured in melee combat, but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back into the Realm of Chaos.

**Living Magic:** Once four Pink Horrors have been killed, the survivor's Magic characteristic is reduced to 2. Once a further six have been killed, the survivor's Magic characteristic is reduced to 1.

**Mutations:** Claws, Daemonic Aura

- #1: Agile (Ag 44).
- #2: Shrink - Half (S 28, SB 2, AG 46, W 11, M 3).
- #3: Tail (Ag 40).
- #4: Cyclops.
- #5: Bestial Appearance – Bat (Acute Hearing, Keen Senses, Fel 0).
- #6: Bestial Appearance – Weasel (Keen Senses, Fel 0).
- #7: Pointed Head (Int 35).
- #8: Emaciated Appearance (S 30, T 25, TB 2).
- #9: Beak (SB-1).

#### Blue Horrors of Tzeentch

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
34	0	28	35	36	20	32	15
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	6	2	3(5)	4	0	0	0

**Skills:** Channelling +20%, Dodge Blow, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue).

**Talents:** Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Night Vision, Will of Iron.

**Mutations:** Claws, Additional as "Parent".

#### **Special Rules:**

**Instability:** On a round in which a Horror is injured in melee combat, but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back into the Realm of Chaos.

### This Masquerade

**Johann Heinz Lieberung** (politician, ex charlatan, ex cult acolyte of tzeentch, ex journeyman wizard, ex apprentice wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	49	42	51	48	61	55	62
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	19	4	5	4	2	0	0

**Equipment:** Swordbreaker, Dagger, Best Craftmanship Clothing, 100 crowns.

**Skills:** Academic Knowledge (History), Academic Knowledge (Law), Academic Knowledge (Magic) +10%, Academic Knowledge (Daemonology) +10%, Blather +10%, Charm +10%, Channelling +20%, Command +10%, Common Knowledge (Empire) +20%, Common Knowledge (Tilea), Disguise +10%, Evaluate +10%, Gamble, Gossip, Haggle, Intimidate +10%, Magical Sense +20%, Perception +20%, Prepare Poison, Read/Write, Ride, Search, Secret Language (Thieves Tongue), Speak Arcane Language (Daemonic), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Reikspiel), Speak Language (Tilean), Sleight of Hand, Trade (Merchant).

**Talents:** Aethyric Attunement, Dark Lore (Tzeentch), Dark Magic, Dealmaker, Controlled Corruption, Coolheaded, Etiquette, Flee, Fast Hands, Inured to Chaos, Lesser Magic (Dispel, Magic Lock), Linguistics, Meditation, Mighty Missile, Mimic, Petty Magic (Arcane), Petty Magic (Chaos), Public Speaking, Resistant to Magic, Savvy, Schemer, Seasoned Traveller, Streetwise, Suave, Very Resilient.

**Mutations:** Resilient.

#### **Herbert Krebs** (steward, ex valet)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39	40	37	37	48	66	56	58
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	16	3	3	4	0	0	0

**Equipment:** Dagger, Best Craftmanship Nobles Garb.

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Law), Common Knowledge (Empire), Blather, Evaluate, Gossip +20%, Haggle, Intimidate, Perception, Read/Write, Search, Speak Language (Reikspiel), Trade (Merchant).

**Talents:** Coolheaded, Dealmaker, Etiquette, Suave, Super Numerate.

#### **Chancellery Guards** (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

35	30	33	35	30	25	35	28
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	11	3	3	4	0	0	0

**Equipment:** Sword, Crossbow, 10 bolts, 4 crowns, 9 shillings, 12 pence.

**Armour:** Mail Shirt, Leather Jacket and Leggings (3 body/arms, 1 legs)

**Skills:** Animal Care, Common Knowledge (Empire), Common Knowledge (Tilea), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Tilea), Swim.

**Talents:** Disarm, Strike Mighty Blow, Strike to Stun.

### Abduction

**Dieter Kucinich** (anointed priest, ex acolyte of tzeentch, ex priest, ex initiate, ex witch, ex hedge wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	38	48	42	50	58	47	48
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	16	4	4	4	2	2	0

**Equipment:** Dagger, Holy Symbol of Sigmar (subtly desecrated), Religious Robes, 8 crowns, 15 shillings, 10 pence.

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (Daemonology) +20%, Academic Knowledge (Theology), Command, Common Knowledge (Bretonnia), Common Knowledge (Dwarves), Common Knowledge (Empire), Charm +20%, Channelling +20%, Disguise, Evaluate, Gossip, Haggle, Heal +20%, Hypnotism, Intimidate +10%, Magical Sense +20%, Perception +20%, Prepare Poison, Read/Write, Search, Speak Arcane Language (Daemonic), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazalid), Speak Language (Reikspiel), Swim, Trade (Herbalist) +10%, Trade (Apothecary).

**Talents:** Aethyric Attunement, Armoured Caster, Controlled Corruption, Coolheaded, Dark Magic, Divine Lore (Sigmar), Etiquette, Fast Hands, Hedge Magic, Inured to Chaos, Lesser Magic (Dispel, Silence, Move, Aethyric Armour), Lightning Reflexes, Linguistics, Petty Magic (Hedge), Petty Magic (Chaos), Petty Magic (Divine), Public Speaking, Resistant to Magic, Savvy, Schemer, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave, Very Strong, Witchcraft (Claws of Fury [Amber], Fireball [Bright], Banish, Shimmering Cloak [Light], Bewilder, Cloak Activity [Grey]).

**Mutations:** Scales (1 body).

**Anika Heisenburg** (assassin, ex targeteer, ex bounty hunter)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65	66	40	52	63	56	54	50
Secondary Profile							

A	W	SB	TB	M	Mg	IP	FP
3	17	4	5	4	0	0	0

**Equipment:** Sword, Main-Gauche, Longbow, 20 arrows, 4 Throwing Daggers, Garrote, Rope and Grapple, 5 Doses of Vipers Kiss.

**Armour:** Studded Leather Jacket and Leggings, Bracers (4 arms, 2 body/legs).

**Skills:** Common Knowledge (Empire) +10%, Concealment, Disguise, Follow Trail, Gossip +10%, Intimidate, Outdoor Survival, Perception +10%, Prepare Poison, Scale Sheer Surfaces, Search, Shadowing, Silent Move, Sleight of Hand, Speak Language (Reikspiel).

**Talents:** Lightning Parry, Marksman, Mighty Shot, Quick Draw, Rapid Reload, Sharpshooter, Specialist Weapon (Entangling), Specialist Weapon (Longbow), Specialist Weapon (Parrying), Specialist Weapon (Throwing), Streetwise, Strike Mighty Blow, Strike to Stun, Sure Shot, Swashbuckler, Very Resilient, Warrior Born.

**Oskar Forssmann** (zealot, ex agitator)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	45	46	38	43	34	34	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	4	3	5	0	7	0

**Equipment:** Sword, 3 Incendiaries, Tinderbox, 8 crowns, 5 shillings, 23 pence.

**Armour:** Studded Leather Jacket and Leggings (2 body/arms/legs).

**Skills:** Common Knowledge (Empire) +10%, Concealment, Charm, Gossip +10%, Intimidate, Perception, Read/Write, Speak Language (Tilean), Speak Language (Reikspiel) +10%.

**Talents:** Coolheaded, Flee, Fleet Footed, Hardy, Lightning Reflexes, Public Speaking, Specialist Weapon (Flail), Street Fighting, Very Strong.

**Insanity:** Pyromania.

**Purple Hand Cultist** (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	22	36	31	40	30	30	24
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Club, Dagger, Best Craftmanship Clothing, Incendiary, 3 crowns, 10 shillings, 22 pence.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

**Talents:** Disarm, Lightning Reflexes, Quick Draw, Strike to Injure, Strike to Stun.

### Crush The Wolf Worshippers

**Templars of Morr** (templar of the raven, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

58	43	40	55	43	33	51	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	4	5	5	0	0	0

**Equipment:** Mace, Spear, Crossbow, 20 bolts, Holy Symbol of Morr, 3 Wooden Stakes

**Armour:** Full Plate Armour (5 all), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Necromancy), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Common Knowledge (Empire), Dodge Blow +10%, Gossip, Intimidate, Perception, Ride, Shadowing, Silent Move, Speak Language (Reikspiel) +10%.

**Talents:** Disarm, Etiquette, Fleet Footed, Specialist Weapon (Cavalry), Stout Hearted, Strike Mighty Blow, Strong Minded, Unsettling.

#### Purple Hand Cultist (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Equipment:** Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.

**Armour:** Leather Jacket (1 body/arms).

**Skills:** Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

**Talents:** Flee, Luck, Public Speaking, Savvy.

#### Desperate Acts

#### Watchman (watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	41	35	41	29	30	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Halberd, Club, 2 crowns, 5 shillings, 10 pence.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Academic Knowledge (Law), Common Knowledge (Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel).

**Talents:** Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

#### Watch Sergeant (watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	49	46	44	46	39	40	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	0	4	0	0

**Equipment:** Sword, Crossbow, 20 bolts, 8 crowns, 16 shillings.

**Armour:** Leather Jacket and Mail Shirt (3 body, 1 arms)

**Skills:** Academic Knowledge (Law), Command, Common Knowledge (Empire), Dodge Blow +10%, Follow Trail, Gossip +10%, Intimidate +10%, Perception +10%, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel).

**Talents:** Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

#### Sewer Jack (sewer jack)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	33	41	41	29	30	28
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	4	0	0	0

**Equipment:** Shortsword, Club, Lantern, Crossbow, 20 bolts, 2 crowns, 8 shillings, 12 pence.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Common Knowledge (Empire), Concealment, Dodge Blow, Follow Trail, Gossip, Perception, Scale Sheer Surface, Secret Signs (Scout), Search, Swim, Silent Move, Speak Language (Reikspiel).

**Talents:** Quick Draw, Resistance to Disease, Tunnel Rat.

#### Palace Guard (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

**Equipment:** Sword, Imperial Surcoat, 3 crowns, 11 shillings.

**Armour:** Helmet, Sleeved Mail Shirt and Leather Jacket (2 head, 3 body/arms), Shield

**Skills:** Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

**Talents:** Disarm, Quick Draw, Specialist Weapon (Gunpowder), Strike Mighty Blow, Strike to Injure, Strike to Stun.

#### Reiksguard Knights (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

**Equipment:** Sword, Halberd, 12 crowns, 7 shillings.

**Armour:** Full Plate Armour (5 all), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

**Talents:** Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon

(Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

**Eva Herzberg** (priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29	31	24	40	41	42	51	55
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	2	4	4	1	0	0

**Equipment:** Jewelled Holy Symbol of Shallya, Best Craftmanship Robes.

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Common Knowledge (Empire), Common Knowledge (Tilea), Gossip +10%, Heal +20%, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Reikspiel) +10%,

Speak Language (Tilean), Trade (Apothecary), Trade (Herbalist).

**Talents:** Lightning Reflexes, Master Orator, Petty Magic (Divine), Resistance to Disease, Strike to Stun, Suave.

**Standard Garrison** (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

**Equipment:** Sword, Imperial Surcoat, 4 crowns, 9 shillings.

**Armour:** Full Mail Armour and Helmet (5 head, 3 body/arms/legs), Shield

**Skills:** Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

**Talents:** Disarm, Quick Draw, Specialist Weapon (Gunpowder), Strike Mighty Blow, Strike to Injure, Strike to Stun.

## War!

### In Through the Out Door

**Axel Quiddle** (interrogator, ex jailor)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	28	48	50	28	28	38	24
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	16	4	5	4	0	2	0

**Equipment:** Club, Bunch of keys, Bottle of Cheap Wine, 3 sets of Manacles.

**Skills:** Common Knowledge (Empire), Command, Consume Alcohol, Dodge Blow, Intimidate +10%, Perception +10%, Search, Sleight of Hand, Speak Language (Reikspiel), Torture.

**Talents:** Menacing, Resistance to Disease, Resistance to Poison, Specialist Weapon (Entangling), Very Resilient, Wrestling.

### Triumphant Return

**Greta Cranach** (charlatan, ex entertainer, ex acolyte of slaanesh, ex scribe)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	38	39	32	58	55	52	73
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	3	3	4	1	2	0

**Equipment:** Sword, 3 Throwing Knives, Writing Kit, Books in Satchel, Disguise/Make-up Kit, Best Craftmanship Clothing.

**Skills:** Academic Knowledge (Daemonology), Academic Knowledge (Law), Blather, Channelling, Charm +20%, Consume Alcohol, Common Knowledge (Bretonnia), Common Knowledge (Empire), Disguise +10%, Evaluate

+20%, Gamble +10%, Gossip +10%, Haggle, Hypnotism, Intimidate, Magical Sense, Perception, Performer (Actor) +10%, Performer (Dancer), Read/Write, Secret Language (Guild Tongue), Secret Language (Thieves Tongue), Sleight of Hand, Speak Arcane Language (Daemonic), Speak Language (Breton), Speak Language (Classical), Speak Language (Reikspiel) +10%, Trade (Calligrapher), Swim.

**Talents:** Coolheaded, Dark Magic, Dealmaker, Etiquette, Inured to Chaos, Keen Senses, Lightning Reflexes, Linguistics, Mimic, Petty Magic (Chaos), Schemer, Specialist Weapon (Throwing), Streetwise, Suave.

**Mutations:** Alluring (+5% Charm Tests), Evil Eye (8 yards, WP test or permanent -10% to all tests until casters death), Minor Cosmetic Change – Emerald Green Eyes.

### First Strike

**Purple Hand Cultist** (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Equipment:** Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.

**Armour:** Leather Jacket (1 body/arms).

**Skills:** Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

**Talents:** Flee, Luck, Public Speaking, Savvy.

**Purple Hand Contact** (charlatan, ex rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	30	30	41	40	38	33	35
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	3	4	4	0	0	0

**Equipment:** Sword, Dagger, Best Craftmanship Clothing, Vial of Heartkill.

**Armour:** Leather Jacket and Leggings (1 body/arms/legs)

**Skills:** Blather, Charm +10%, Common Knowledge (Empire), Disguise, Evaluate +10%, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

**Talents:** Flee, Luck, Public Speaking, Savvy, Schemer, Streetwise, Very Resilient.

**Time To Kill****Eugen Klopstock** (assassin, ex outlaw chief, ex racketeer, ex thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
67	64	46	52	64	55	54	45
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	4	5	4	0	5	0

**Equipment:** Sword, Main-Gauche, Knuckledusters, Crossbow, 20 bolts, 4 Throwing Daggers, Garrotte, 4 Bombs, 4 Incendiaries, 5 Vials of Black Lotus, Best Craftmanship Clothing, Big Floppy Feathered Hat.

**Armour:** Leather Jacket and Mail Shirt (3 body/arms).

**Skills:** Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Concealment +10%, Consume Alcohol, Disguise, Dodge Blow +10%, Follow Trail, Gamble, Gossip, Intimidate, Perception +10%, Prepare Poison, Ride, Secret Language (Battle Tongue), Secret Language (Thieves Tongue), Secret Signs (Thief), Shadowing +10%, Silent Move +10%, Scale Sheer Surfaces +10%, Speak Language (Reikspiel).

**Talents:** Disarm, Lightning Parry, Lightning Reflexes, Menacing, Mighty Shot, Quick Draw, Rapid Reload, Resistance to Poison, Sharpshooter, Specialist Weapon (Parrying), Specialist Weapon (Throwing), Strike Mighty Blow, Strike to Injure, Strike to Stun, Street Fighting, Streetwise, Sure Shot, Swashbuckler, Very Resilient, Warrior Born, Wrestling.

**Altdorf Burning**

**Karl Heinz Wasmeier** (priest, ex friar, ex scholar, ex guild master, ex acolyte of tzeentch, ex master wizard, ex journeyman wizard, ex apprentice wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	42	43	51	59	69	62	68
Secondary Profile							

A	W	SB	TB	M	Mg	IP	FP
2	16	4	5	4	3	0	1

**Equipment:** Religious Robes, Prayer Book, Unholy Symbol of Tzeentch, 3 Vials Black Lotus Poison, 2 Vials Heartkill, Bag of Components, 28 crowns, 15 shillings, 12 pence.

**Skills:** Academic Knowledge (Daemonology) +10%, Academic Knowledge (Law) +20%, Academic Knowledge (Magic) +20%, Academic Knowledge (Theology) +10%, Animal Care, Common Knowledge (Dwarves) +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Command, Charm +10%, Channelling +20%, Disguise, Evaluate, Gossip, Haggle, Heal +10%, Intimidate +20%, Magical Sense +20%, Outdoor Survival, Perception +20%, Prepare Poison, Read/Write +10%, Ride, Search, Secret Language (Guild Tongue), Speak Arcane Language (Daemonic) +10%, Speak Arcane Language (Magick) +20%, Speak Language (Classical) +10%, Speak Language (Khazalid), Speak Language (Kislevite), Speak Language (Reikspiel) +10%, Trade (Apothecary) +10%, Trade (Herbalist).

**Talents:** Aethyric Attunement, Arcane Lore (Metal), Armoured Caster, Controlled Corruption, Coolheaded, Dark Lore (Tzeentch), Dark Magic, Dealmaker, Etiquette, Fast Hands, Inured to Chaos, Lesser Magic (Aethyric Armour, Dispel, Silence, Skywalk), Lightning Reflexes, Linguistics, Meditation, Mighty Missile, Petty Magic (Arcane), Petty Magic (Chaos), Petty Magic (Divine), Resistant to Magic, Savvy, Seasoned Traveller, Schemer, Strike to Injure, Strike to Stun, Strong Minded, Suave, Very Resilient.

**Mutations:** Warped Mind.

**Rewards of Chaos:** Ecstatic Duplication (upon death, 3 blue horrors burst from remains).

**Erwin Von Muhlerberg** (captain, ex knight, ex acolyte of tzeentch, ex sergeant, ex mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65	62	62	51	53	49	44	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	20	6	5	4	1	0	0

**Equipment:** Best Craftmanship Claymore, Dagger, 14 crowns, 20 shillings, 12 pence.

**Armour:** Full Mail Armour, Breastplate, Helmet (5 head/body, 3 arms/legs), Shield.

**Skills:** Academic Knowledge (Daemonology), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics) +10%, Channelling, Command +20%, Common Knowledge (Bretonnia), Common Knowledge (Empire) +10%, Common Knowledge (Tilea), Disguise, Dodge Blow +20%, Evaluate, Gamble, Gossip, Intimidate +20%, Perception +20%, Prepare Poison, Read/Write, Ride, Search, Secret Language (Battle Tongue) +20%, Speak Arcane Language (Daemonic), Speak Language (Reikspiel), Speak Language (Tilean), Swim, Trade (Armourer).

**Talents:** Controlled Corruption, Coolheaded, Dark Magic, Dealmaker, Disarm, Etiquette, Inured to Chaos, Lightning Parry, Linguistics, Menacing,



Petty Magic (Chaos), Public Speaking, Quick Draw, Resistant to Magic, Savvy, Schemer, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Street Fighting, Suave, Very Strong, Wrestling.  
**Mutations:** Regeneration.

#### Purple Hand Sentry (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	2	3	4	0	0	0

**Equipment:** Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.

**Armour:** Leather Jacket (1 body/arms).

**Skills:** Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

**Talents:** Flee, Luck, Public Speaking, Savvy.

#### Purple Hand Bodyguards (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	41	35	36	43	30	30	22
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	3	3	4	0	0	0

**Equipment:** Sword, Dagger.

**Armour:** Sleeved Mail Shirt, Leather Jacket (3 body/arms).

**Skills:** Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

**Talents:** Quick Draw, Strike Mighty Blow, Strike to Injure, Strike to Stun.

#### Flamers of Tzeentch

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
27	45	41	46	44	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	11	4	4(6)	6	0	0	0

**Talents:** Daemonic Aura, Frightening, Hoverer, Natural Weapons.

**Mutations:** Bizarre Colouration.

**#1:** Warty Skin (1 Armour Point all locations).

**#2:** Mane of Hair.

**#3:** Horns (SB-1).

**#4:** Long Spines (All opponents in close combat must pass an Ag test or take a Damage 1 hit).

#### Special Rules:

**Flamer:** As a full action, can release a stream of flame using the cone template. All within take a Damage 4 hit, and must pass an Agility Test or catch fire.

**Mindless:** Flamers have no Intelligence, Will Power, or Fellowship, and can never take or fail tests based on these characteristics.

### Death In The Drakwald

**Gurg** (caprigor - beastman champion, ex bestigor)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
88	45	48	59	50	34	44	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	19	4	5	5	0	0	0

**Equipment:** Best Quality Dwarven Military Pick.

**Skills:** Command, Concealment, Dodge Blow +10%, Follow Trail, Intimidate +10%, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

**Talents:** Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun.

**Mutations:** Animalistic Legs, Bestial Appearance, Horns (SB), Metallic Skin (2 Armour Points all locations), Manic Fighter (Will Power test or Frenzy), Weaponmaster.

#### Beastmen (caprigors)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

**Equipment:** Axe.

**Armour:** Chain Shirt and Leather Jacket (3 body/arms)

**Skills:** Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

**Talents:** Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods.

**Mutations:** Animalistic Legs, Bestial Appearance, Horns.

**#1:** Beak (SB-1).

**#2:** Breathe Fire (range 4 yards, BS Test to hit, Damage 2 hit ignoring Armour).

**#3:** Transparent Skin, Levitation (Hoverer), Frightening.

**#4:** Hypnotic Gaze (Full action, 8 yards range, Will Power Test or may not act as long as you maintain gaze. Target allowed Will Power Test each round to break free).

#### Beastmen (caprigors)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

**Equipment:** Axe.

**Skills:** Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

**Talents:** Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods.

**Mutations:** Animalistic Legs, Bestial Appearance, Horns.

### Escort Duty

**Knights Panther** (knight panther, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63	49	50	51	42	37	47	48
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	5	5	4	0	0	0

**Equipment:** Sword, Morning Star.

**Armour:** Full Plate Armour (5 all), Shield.

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics) +10%, Animal Care, Animal Training, Command +10%, Common Knowledge (Empire), Common Knowledge (Tilea), Dodge Blow +20%, Gamble, Gossip, Heal, Intimidate +10%, Perception +10%, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Tilean), Swim.

**Talents:** Disarm, Etiquette, Menacing, Quick Draw, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy, Warrior Born, Wrestling.

### On The Talabec

#### **The Windrunner**

Main Profile		
M	TB	W
3	7	82

**Captain Halder** (captain, mate, ex seaman, ex boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
64	51	42	47	53	55	55	62
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	4	4	4	0	0	0

**Equipment:** Sword, Dagger, Rapier, Telescope, 12 crowns, 10 shillings.

**Armour:** Sleeved Mail Coat, Leather Jacket (3 body/arms, 2 legs)

**Skills:** Command, Common Knowledge (Empire), Common Knowledge (Kislev), Common Knowledge (Norsca), Common Knowledge (Wasteland), Consume Alcohol, Dodge Blow +10%, Gamble, Gossip +10%, Intimidate, Navigation, Outdoor Survival, Perception +10%, Row +20%, Sail +20%, Scale Sheer Surfaces, Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Norse), Swim +20%, Trade (Cartographer), Trade (Shipwright) +10%.

**Talents:** Hardy, Orientation, Resistance to Disease, Seasoned Traveller, Specialist Weapon (Fencing), Street Fighting, Strike Mighty Blow, Swashbuckler, Warrior Born.

#### **Windrunner Crew** (boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	41	38	33	43	33	34	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Equipment:** Sword, Bow, 20 arrows, 6 crowns, 20 shillings.

**Armour:** Leather Jack (1 body/arms).

**Skills:** Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim.

**Talents:** Orientation, Seasoned Traveller.

### Abandoned Ship

#### **Mutants** (peasant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	29	42	31	30	29	29	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	4	3	4	0	0	0

**Equipment:** Handweapon, Tattered Clothing.

**Skills:** Animal Care, Common Knowledge (Empire), Concealment +10%, Drive, Gamble, Silent Move +10%, Row, Speak Language (Reikspiel), Swim, Trade (Cook), Trade (Farmer).

**Talents:** Flee, Rover, Specialist Weapon (Sling).

#### **Mutations:**

- #1: Scaly Skin (1 Armour Point all locations).
- #2: Tentacle-like Arm (-30% to tests requiring fine manipulation, +5% to grapple).
- #3: Were (Frenzy. When frenzied, assume Were form (see below)).
- #4: Froglike Eyes (Fel 15).
- #5: Scorpion Tail (SB, target must pass Toughness Test at -10% or die in TB rounds).
- #6: Prehensile Tail.
- #7: Bestial Appearance – Stag (Keen Senses, Acute Hearing, Fel 16).
- #8: Multiple Arms – Two (A 2, T 37).
- #9: Pointed Head (Int 22).
- #10: Warty Skin (1 Armour Point all locations).
- #11: Zoological Mutation – Feet of Sheep.
- #12: Rearranged Face.

#### **Werewolf Mutant - Were Form**

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	29	52	41	50	19	19	5
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	5	4	5	0	0	0

**Skills:** Concealment +20%, Follow Trail, Perception, Silent Move +20%, Swim +10%.

**Talents:** Keen Senses, Natural Weapons, Night Vision.

### **Captain, There Be Pirates!**

#### **Pirate Vessel** (stripped down Keel)

Main Profile		
M	TB	W
4	8	85

**‘Black Manfred’ Lorenz** (sea captain, ex mate, ex marine)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58	51	50	48	52	56	56	58
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	4	5	4	0	0	0

**Equipment:** Scimitar, Dagger, Duckfoot Pistol, Telescope, Dapper Hat, 12 crowns, 10 shillings.

**Armour:** Studded Leather Jacket (2 body/arms).

**Skills:** Command, Common Knowledge (Empire), Common Knowledge (Kislevite), Common Knowledge (Wasteland), Consume Alcohol +10%, Dodge Blow +20%, Gamble +10%, Gossip +10%, Intimidate +10%, Perception, Row, Sail +10%, Secret Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Kislev), Swim +20%, Trade (Cartographer), Trade (Shipwright).

**Talents:** Disarm, Lightning Parry, Quick Draw, Resistance to Disease, Seasoned Traveller, Specialist Weapon (Fencing), Street Fighting, Strike Mighty Blow, Strike to Stun, Swashbuckler.

#### **Otto Furtwangler** (mate, ex marine)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54	54	36	47	49	42	43	35
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	15	3	4	4	0	0	0

**Equipment:** Sword, Dagger, 12 crowns, 10 shillings.

**Armour:** Leather Jacket (1 body/arms).

**Skills:** Command, Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Dodge Blow +10%, Gamble, Gossip, Secret Language (Battle Tongue), Intimidate, Row, Speak Language (Kislevite), Speak Language (Reikspiel), Swim +10%.

**Talents:** Disarm, Resistance to Disease, Street Fighting, Strike Mighty Blow, Strike to Stun.

#### **Pirates** (marine)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	41	38	31	43	33	34	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

**Equipment:** Sword, Bow, 10 arrows, Rope and Grapple, 3 crowns, 10 shillings.

**Armour:** Leather Jacket (1 body/arms).

**Skills:** Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Secret Language (Battle Tongue), Intimidate, Row, Speak Language (Reikspiel), Swim.

**Talents:** Disarm, Strike Mighty Blow, Strike to Stun.

### **On The Run**

#### **Purple Hand Cultists** (militiamen)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	39	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

**Equipment:** Sword, Bow, 10 arrows, 3 crowns, 10 shillings, 22 pence.

**Armour:** Leather Jacket (1 body/arms)

**Skills:** Animal Care, Common Knowledge (Empire), Dodge Blow, Drive, Gamble, Gossip, Outdoor Survival, Perception, Search, Speak Language (Reikspiel), Trade (Bowyer).

**Talents:** Rapid Reload, Strike Mighty Blow.

#### **Purple Hand Cultists** (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	41	31	31	43	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	3	3	4	0	0	0

**Equipment:** Sword, Dagger, 5 crowns, 12 shillings, 10 pence.

**Armour:** Mail Shirt, Leather Jacket (3 body 1 arms).

**Skills:** Common Knowledge (Empire), Dodge Blow, Gamble, Gossip, Heal, Intimidate, Perception, Ride, Speak Language (Reikspiel).

**Talents:** Disarm, Strike Mighty Blow, Strike to Injure, Strike to Stun.

### **Horse Trading**

**Helmut Todbringer** (champion, ex duellist, ex courtier, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
64	61	58	63	54	62	58	54
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	5	6	4	0	0	0

**Equipment:** Eisnir, Main Gauche, Signet Ring (30 crowns), Ulric's Ward, 18 crowns, 12 shillings, 6 pence.

**Armour:** Full Mail Armour, Wolf Pelt (3 all).

**Skills:** Academic Knowledge (History), Blather, Charm +20%, Command +10%, Common Knowledge (Empire) +10%, Common Knowledge (Tilea), Consume Alcohol, Dodge Blow +10%, Evaluate, Gamble, Gossip, Intimidate +10%, Perception +20%, Read/Write, Ride, Sleight of Hand, Speak Language (Reikspiel) +10%, Speak Language (Tilea).

**Talents:** Ambidextrous, Dealmaker, Disarm, Etiquette, Lightning Parry, Luck, Master Gunner, Mighty Shot, Public Speaking, Quick Draw, Savvy, Schemer, Sharpshooter, Specialist Weapon

(Fencing), Specialist Weapon (Flail), Specialist Weapon (Gunpowder), Specialist Weapon (Parrying), Specialist Weapon (Two-Handed), Specialist Weapon (White Wolf Hammer), Strike Mighty Blow, Strike to Injure, Swashbuckler, Wrestling.

### Eisnir

(Academic Knowledge: Theology)

Best Craftmanship Sword with the Magic Quality. At the start of combat, the wielder must take a Willpower Test. If successful, during the combat, when this weapon inflicts at least 1 Wound, the target must pass a Toughness Test or suffer an additional Damage 3 hit which ignores armour. Devout followers of Ulric automatically pass this Willpower Test.

### Ulrics Ward

(Academic Knowledge: History)

Grants the bearer +10% to Willpower Tests to ignore the effects of spells, permitting a Will Power Test even if one is not normally permitted. All Wounds inflicted on the wearer by magic spells are halved (calculated after deductions for Armour and Toughness).

### Sons Of Ulric (outlaw)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
49	35	42	31	40	31	36	32
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

**Equipment:** Sword, Dagger, Bow, 20 arrows, Face Paint, 12 shillings, 22 pence.

**Armour:** Wolf Pelt (1 head/body)

**Skills:** Animal Care, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

**Talents:** Disarm, Strike Mighty Blow, Strike to Stun, Very Strong.

### Into The Warzone

### Thugs (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	25	35	41	30	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	4	0	0	0

**Equipment:** Club, Knuckledusters, 2 shillings, 8 pence.

**Armour:** Leather Jerkin (1 body)

**Skills:** Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

**Talents:** Disarm, Lightning Reflexes, Quick Draw, Strike to Injure, Strike to Stun.

### Feodor Sachs (thief)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
26	32	28	31	43	31	29	35
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	11	2	3	4	0	0	0

**Equipment:** Dagger.

**Skills:** Charm, Common Knowledge (Empire), Concealment, Evaluate, Gamble, Gossip, Perception, Search, Secret Signs (Thief), Speak Language (Reikspiel), Silent Move, Sleight of Hand.

**Talents:** Alley Cat, Excellent Vision, Streetwise, Super Numerate.

### Reconnaissance Unit (out rider)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	41	38	34	43	30	30	28
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	3	3	4	0	0	0

**Equipment:** Sword, Dagger, Crossbow, Riding Horse with Saddle and Harness. 10 bolts, 3 crowns, 10 shillings, 16 pence.

**Armour:** Leather Jack (1 body/arms).

**Skills:** Animal Care, Common Knowledge (Empire), Follow Trail, Gossip, Navigation, Outdoor Survival, Perception, Ride, Search, Silent Move, Speak Language (Reikspiel).

**Talents:** Orientation, Specialist Weapon (Entangling), Very Strong.

### Sergeant Richard Munsterberg (sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52	49	47	44	40	36	38	48
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	15	4	4	4	0	0	0

**Equipment:** Sword, Halberd.

**Armour:** Full Mail Armour (3 all), Shield  
**Skills:** Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Dodge Blow +10%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Speak Language (Reikspiel).

**Talents:** Disarm, Quick Draw, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun.

### Ostland Infantry (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

**Equipment:** Sword, Halberd.

**Armour:** Full Leather, Mail Shirt (3 body/arms, 1 legs), Shield

**Skills:** Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).  
**Talents:** Disarm, Quick Draw, Specialist Weapon (Gunpowder), Strike Mighty Blow, Strike to Injure, Strike to Stun.

**Knights Of The Bull** (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

**Equipment:** Sword, Halberd.

**Armour:** Full Plate Armour (5 all), Shield

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

**Talents:** Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

**Ostland Generals** (captain, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	54	57	54	50	41	43	53
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	5	5	4	0	0	0

**Equipment:** Sword, Greatsword, Swordbreaker.

**Armour:** Full Mail, Breastplate, Helmet (5 head/body, 3 arms/legs), Shield

**Skills:** Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Common Knowledge (Tilea), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Read/Write, Ride, Secret Language (Battle Tongue) +10%, Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Tilean).

**Talents:** Disarm, Lightning Parry, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

### A House Divided

**Talabecland Captain** (captain, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	54	57	54	50	41	43	53
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP

3	18	5	5	4	0	0	0
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**Equipment:** Axe, Greatsword (impact, slow), Buckler (+10 to parry, +10 strike to stun).

**Armour:** Full Plate Armour (5 all)

**Skills:** Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Common Knowledge (Tilea), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Read/Write, Ride, Secret Language (Battle Tongue) +10%, Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Tilean).

**Talents:** Disarm, Lightning Parry, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

**Talabecland Infantry** (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

**Equipment:** Sword, Halberd, Crossbow, 10 bolts.

**Armour:** Full Leather Armour (1 all), Shield

**Skills:** Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

**Talents:** Disarm, Quick Draw, Specialist Weapon (Gunpowder), Strike Mighty Blow, Strike to Injure, Strike to Stun.

**Castellan of Castle Schloss** (noble, ex steward, ex valet)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	36	46	36	31	71	49	56
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	15	4	3	4	0	0	0

**Equipment:** Best Craftmanship Clothing, Chain of Office (150c).

**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Law), Blather, Charm +10%, Command, Common Knowledge (Empire) +10%, Evaluate, Gossip +20%, Haggle, Perception +10%, Performer (Musician), Read/Write, Ride, Search, Speak Language (Breton), Speak Language (Reikspiel) +10%.

**Talents:** Coolheaded, Dealmaker, Etiquette, Luck, Public Speaking, Savvy, Schemer, Specialist Weapon (Fencing), Specialist Weapon (Parrying), Suave, Super Numerate.

**Helmut Feuerbach** (captain, ex sergeant, ex duellist, ex courtier, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
60	56	57	56	47	56	59	63
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP

3	18	5	5	4	0	0	1
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**Equipment:** Runefang, Mace, Swordbreaker, Pistol, 10 shots, Bracelet (100 crowns), Earring (40 crowns), 104 crowns.

**Armour:** Full Plate Armour (5 all).

**Skills:** Academic Knowledge (History), Academic Knowledge (Strategy/Tactics), Animal Care, Charm +10%, Command +20%, Common Knowledge (Border Princes), Common Knowledge (Empire) +10%, Common Knowledge (Tilea), Consume Alcohol, Dodge Blow +20%, Evaluate, Gamble +10%, Gossip +10%, Intimidate +20%, Perception +20%, Read/Write, Ride, Secret Language (Battle Tongue), Sleight of Hand, Speak Language (Reikspiel), Speak Language (Tilean).

**Talents:** Ambidextrous, Dealmaker, Disarm, Etiquette, Quick Draw, Lightning Parry, Luck, Master Gunner, Mighty Shot, Night Vision, Public Speaking, Savvy, Schemer, Sharpshooter, Specialist Weapon (Fencing), Specialist Weapon (Flail), Specialist Weapon (Gunpowder), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Street Fighting, Suave, Swashbuckler, Wrestling.

### A Final Enemy Within

**Knights of the Empire** (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

**Equipment:** Sword.

**Armour:** Full Plate Armour (5 all), Shield  
**Skills:** Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

**Talents:** Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

**Stephan Von Raukov** (captain, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65	44	52	61	55	42	43	54
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	5	6	4	0	0	0

**Equipment:** Best Craftmanship Sword.

**Armour:** Full Mail, Breastplate (5 body, 3 head/arms/legs), Shield

**Skills:** Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Common Knowledge (Tilea), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Read/Write, Ride, Secret Language (Battle Tongue) +10%, Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Tilean).  
**Talents:** Disarm, Lightning Parry, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Wrestling.

**Mayer Feuerbach** (duellist, ex pistolier, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	52	37	44	49	46	54	46
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	3	4	4	0	0	0

**Equipment:** Sword, Main Gauche, 2 Best Craftmanship Pistols, 10 shot.

**Armour:** Studded Leather Jacket and Leggings (2 body/arms/legs)

**Skills:** Animal Care, Blather, Charm, Command, Common Knowledge (Empire) +10%, Consume Alcohol, Dodge Blow +10%, Evaluate, Gamble, Gossip +10%, Perception +10%, Performer (Musician), Read/Write, Ride +10%, Secret Signs (Scout), Sleight of Hand, Speak Language (Reikspiel) +10%.

**Talents:** Ambidextrous, Disarm, Etiquette, Luck, Master Gunner, Mighty Shot, Public Speaking, Quick Draw, Rapid Reload, Savvy, Sharpshooter, Specialist Weapon (Fencing), Specialist Weapon (Gunpowder), Specialist Weapon (Parrying), Strike Mighty Blow, Strike to Injure, Sure Shot, Swashbuckler.

### **Runefang**

(Academic Knowledge: Genealogy/Heraldry, History, or Runes)

Best Craftmanship Sword inscribed with the Master Rune of Alaric the Mad – all attacks made with this weapon ignore all Armour Points. Runefangs have the Magic Quality.

**Lushtongue** (Daemonette of Slaanesh)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	0	40	37	52	31	40	55
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	4	3(5)	5	0	0	0

**Skills:** Charm +20%, Dodge Blow, Gossip +20%, Perception, Performer (Dancer), Speak Arcane Language (Daemonic), Speak Language (Breton), Speak Language (Dark Tongue), Speak Language (Reikspiel), Torture.

**Talents:** Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Night Vision, Will of Iron.



**Mutations:** Animalistic Legs, Pincer Hand (SB, precise), Irrational Hatred – Elves (Frenzy in the presence of Elves, until all leave sight).

**Special Rules:**

**Aura of Slaanesh:** A Daemonette is so seductive and bewildering that living opponents within 4 yards take a –10% penalty to Weapon Skill and Will Power.

**Instability:** On a round in which a Daemonette is injured in melee combat, but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back into the Realm of Chaos.

**Riploose Sinewthrob – Eu'dair'kwanio** (Keeper of Secrets of Slaanesh)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
86	0	77	77	89	89	89	66
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
6	39	7	7(9)	4	0	0	0

**Armour:** Chaos Armour (5 all).

**Skills:** Academic Knowledge (Daemonology) +10%, Academic Knowledge (Magic), Channelling, Charm +20%, Command, Common Knowledge (Chaos Wastes), Common Knowledge (Empire), Common Knowledge (Kislev), Common Knowledge (Norsca), Dodge Blow, Hypnotism +20%, Intimidate +20%, Magical Sense, Perception, Performer (Actor), Performer (Dancer), Read/Write, Search, Speak Arcane Language (Daemonic), Speak Arcane Language (Magick), Speak Language (Breton), Speak Language (Dark Tongue), Speak Language (Reikspiel), Speak Language (Norscan), Torture +20%.

**Talents:** Acute Hearing, Ambidextrous, Armoured Caster, Contortionist, Daemonic Aura, Dark Lore (Slaanesh), Dark Magic, Etiquette, Excellent Vision, Frenzy, Keen Senses, Lesser Magic (Silence, Tremor), Lightning Parry, Linguistics, Master Orator, Natural Weapons, Night Vision, Petty Magic (Chaos), Public Speaking, Strike to Injure, Terrifying, Unstoppable Blows, Will of Iron.

**Mutations:** Claws, Extra Limbs – Two Arms, Horns (SB-1), Piercing Tongue (4 yards range, SB, precise), Pincer Hand (SB, precise), Poisonous Bite (SB-2, precise, if wound T test or suffer D10/2 damage), Scorpion Tail (SB, target must pass Toughness Test at –10% or die in TB rounds).

**Special Rules:**

**Aura of Slaanesh:** A Keeper of Secrets is so seductive and bewildering that living opponents within 16 yards take a –10% penalty to Weapon Skill and Will Power.

**Domination:** The Keeper of Secrets may attempt to control a single living creature within 24 yards as a full action. This is an opposed Test between the Keeper of Secrets Fellowship, and the targets Will Power. If successful, the Daemon has complete control over the target, which is permitted another Will Power Test after 1d10 minutes.

**Instability:** On a round in which a Daemonette is injured in melee combat, but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back into the Realm of Chaos.

**Rending Attack:** The Keeper of Secrets natural weapons are so razor-sharp, they count as having the Armour Piercing and Impact Qualities.

**Soporific Musk:** All living creatures within 8 yards must succeed a Challenging (-10%) Toughness Test or halve their Weapon Skill and Agility characteristics for 24 hours.

## Appendix A – Careers

Presented here are three new careers to represent the Empire's finest – the Knightly Orders of Sigmar, Morr, and Ulric.

### Templar of the Fiery Heart

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.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25	-	+15	+20	+15	+5	+15	+15
Secondary Profile							
A	W	SB	TB	M	Mg	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.

### Templar of the White Wolf

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.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30	-	+20	+15	+15	+5	+15	+5
Secondary Profile							
A	W	SB	TB	M	Mg	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 Kislevite).

**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).

## **Templar of the Raven**

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 combating 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 Siegfriedhof on the border of Sylvania.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25	+10	+15	+15	+20	+5	+20	-
Secondary Profile							
A	W	SB	TB	M	Mg	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.