HARBULL FURFOOT

HERB GATHERER

Name: Harbull Furfoot	**Age:** 29	**Species:** Halfing	**Status:** Brass 2
Career: Herbalist	**Player:**	**Career Path:** Herb Gatherer	

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	23	43	21	22	25	32	42	30	54	40
Advances					5					
Current	23	43	21	22	30	32	42	30	54	40

FATE

Fate	2
Fortune	2

RESILIENCE

Resilience	Resolve	Motivation
3	3	Curious

EXPERIENCE

Curent	Spent	Total

MOVEMENT

Movement	3	Walk	6	Run	12

BASIC SKILLS

Name	Characteristic		Adv	Skill
Art	Dex	42		42
Athletics	Ag	32		32
Bribery	Fel	40		40
Charm	Fel	40		40
Charm Animal	WP	54	5	59
Climb	S	21	5	26
Cool	WP	54		54
Consume Alcohol	T	22	3	25
Dodge	Ag	32	3	35
Drive	Ag	32		32
Endurance	T	22	5	27
Entertain	Fel	40		40
Gamble	Int	30		30
Gossip	Fel	40		40
Haggle	Fel	40		40
Intimidate	S	21		21
Intuition	I	30	3	33
Leadership	Fel	40		40
Melee (Basic)	WS	23		23
Melee	WS	23		23
Navigation	I	30		30
Outdoor Survival	Int	30	5	35
Perception	I	30	10	40
Ride	Ag	32		32
Row	S	21		21
Stealth	Ag	32		32

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill
Language (Mootish)	Int	30	5	35
Lore (Herbs)	Int	30	5	35
Ranged (Sling)	BS	43	2	45
Swim	S	23	5	29
Trade (Cook)	Dex	42	5	47
Trade (Herbalist)	Dex	42	10	52

TRAPPINGS

- Billy Cans
- Boots
- Cloak
- Clothing
- Dagger
- Pestle & Mortar
- Pouch
- Sling and 20 Stones
- Sling Bag containing an Assortment of Herbs and Rations (1 day)

TALENTS

Talent Name	Times taken	Description
Acute Sense (Taste)	1	Notice impercetable tastes
Coolheaded	1	+5 WP, already included
Night Vision	1	See 20 yards in faint light
Read/Write	1	You can read and write
Resistence (Chaos)	1	Pass 1 test per session
Small	1	See WFRP, page 341
Strider (Rural)	1	No penalties in Rural areas

ARMOUR

Name	Locations	Enc	AP	Qualities

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Sling	Sling	0	60	+4	
Dagger	Basic	0	Very Short	+6	

INITIAL WEALTH

You begin the game with 4d10 brass pennies.

1 gold crown
= 20 silver shillings
= 240 brass pennies

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	0
Armour	
Trappings	3
Max Enc.	6
Total	3

WOUNDS

SB	0
TBx2	4
WPB	5
Hardy	0
Wounds	9

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'Nothing ventured, nothing gained.'

'Nothing ventured, nothing gained.' Like many Halflings, Harbull has a child-like cheerfulness and insatiable curiosity, especially by Human standards. 'How does that work?' is his favourite question, rather than the more typical, 'What's for dinner?' However, his sunny disposition changes when confronted by Human prejudices about Halflings — in particular, in relation to food and cooking. He's of medium height, and medium stoutness for a Halfling (so still very broad), with light-brown curly hair and dark-brown eyes.

BACKGROUND

Born in Barliton on the border of Mootland to a chef and a herbalist, there was always uncertainty around Harbull's future career. Whilst he begrudgingly admits that he loves his food, he much prefers others to cook. This oft-repeated distinction sat poorly with his parents, so Harbull eventually left home to seek his own way in life. Wherever Harbull travelled, he found ready employment, though his odd jobs always turned, inevitably, to cooking. Frustrated, he travelled on, and eventually met his current companions at The Travellers' Rest coaching inn. Harbull quickly hit things off with Werner, and the group decided to try their luck travelling together, following a handbill calling for *'adventurers'*. (**Handout 1: Wanted! Bold Adventurers!** from **Enemy in Shadows**.)

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- Harbull resents cooking because it was the only work his mother could find, despite being a skilled artist. He assumes that most Halfling cooks have given up on some dream or other. Gain the Prejudice (Halfling Cooks) Psychology Trait.
- Harbull has trouble telling Humans apart, regardless of how different they look from each other.
- Harbull left home (and changed his Clan name of Stoutheart to Furfoot) because he accidentally maimed his father during a fight over his future career. If other Halflings discovered this, Harbull would be shunned.
- Harbull sees Malmir as a kindred spirit, both being travellers in foreign lands. Harbull follows him around constantly, chirpily offering advice at every turn, certain in the knowledge that Malmir both appreciates this input and benefits from it tremendously.

CORRUPTION & MUTATION

ARMOUR POINTS

01-09 ☐ Head

25-44 ☐ Right Arm (or primary arm)

90-00 ☐ Right Leg

Shield

10-24 ☐ Left Arm (or secondary arm)

45-79 ☐ Body

80-89 ☐ Left Leg

NOTES

WERNER MURRMANN

APPRENTICE ARTISAN

Name: Werner Murrmann	**Age:** 20	**Species:** Human	**Status:** Brass 2
Career: Artisan	**Player:**	**Career Path:** Apprentice Artisan	

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	37	32	43	36	31	26	32	27	35	38
Advances				5						
Current	37	32	43	41	31	26	32	27	35	38

FATE

Fate	3
Fortune	3

RESILIENCE

Resilience	Resolve	Motivation
3	3	Thrillseeker

EXPERIENCE

Curent	Spent	Total

MOVEMENT

Movement	4	Walk	8	Run	16

BASIC SKILLS

Name	Characteristic		Adv	Skill
Art	Dex	32		32
Athletics	Ag	26	5	31
Bribery	Fel	38		38
Charm	Fel	38	5	43
Charm Animal	WP	35		35
Climb	S	43		43
Cool	WP	35	5	40
Consume Alcohol	T	41	5	46
Dodge	Ag	26	5	31
Drive	Ag	26		26
Endurance	T	41	5	46
Entertain	Fel	38		38
Gamble	Int	27		27
Gossip	Fel	38	5	43
Haggle	Fel	38	3	41
Intimidate	S	43		43
Intuition	I	31		31
Leadership	Fel	38		38
Melee (Basic)	WS	37	5	42
Melee	WS	37		37
Navigation	I	31		31
Outdoor Survival	Int	27		27
Perception	I	31		31
Ride	Ag	26		26
Row	S	43		43
Stealth	Ag	26		26

INITIAL WEALTH

You begin the game with 4d10 brass pennies.

1 gold crown
= 20 silver shillings
= 240 brass pennies

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill
Animal Care	Int	27	3	30
Evaluate	Int	27	3	30
Stealth (Urban)	Ag	26	10	36
Trade (Carpentry)	Dex	32	5	37

TRAPPINGS

Chalk	Helmet
Hooded Cloak	Leather Jerkin
Clothing	Pouch
Dagger	1d10 Rags
2 Hand/Throwing Axes	Sling Bag containing Lunch
Hat	& Flask of Herbal Tea

TALENTS

Talent Name	Times taken	Description
Doomed	1	Bear not the Ox's bane
Craftsman (Carpentry)	1	Add this skill to any career
Strong Back	1	+1 Enc, +1 SL to S tests
Suave	1	+5 Fel, already included
Very Resilient	1	+5 T, already included
Very Strong	1	+5 S, already included

ARMOUR

Name	Locations	Enc	AP	Qualities
Leather Jerkin	Body	1	1	
Helmet	Head	2	2	-20 Perception, Impenetrable, Weakpoints

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Dagger	Basic	0	Very Short	+6	
Throwing Axe	Thowing	1	8	+7	Hack

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	2
Armour	3
Trappings	1
Max Enc.	9
Total	6

WOUNDS

SB	4
TBx2	8
WPB	3
Hardy	
Wounds	15

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'If you think your life is boring, have you tried drilling holes in wood all day?'

Werner has short dark-brown hair and intense dark-blue eyes. He is a trusting, scrupulously honest individual, always prepared to give people the benefit of the doubt. A lover of strong Reikland ales, Werner is slow to anger but terribly hot-headed once roused, the glare of his dark-blue eyes giving others pause for thought. Being twice the height of Harbull with a strong, muscular build, he and the stout-ish Halfling make an odd-looking couple. But despite their physical differences, the two have become fast friends. However, the young man's infectious personality has made him a good travelling companion with all members of the group.

BACKGROUND

Werner was raised at his parents' coaching inn, The Travellers' Rest, near the village of Mittelmund. But the boring, easy life of an innkeeper's son — doing odd jobs about the place, helping the coachmen, working behind the bar, mending the odd broken table — has made Werner grow tired of hearing about other people's adventures. Since his parents can now afford help running the inn, he has been on the look-out for likely travelling companions. As chance would have it, an assortment of odd individuals have recently arrived, and with the flash of Werner's easy smile, a pact was made. Now, the motley crew has set off for Altdorf: the Empire's glittering capital!

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- Werner is in love with one of his travelling companions, and has decided to follow them wherever they're going. You should discuss this secret with the GM, and perhaps with the subject of your adoration as well.
- Werner's parents were overbearing and never allowed him to leave. So he slipped away in the night with his new-found friends. A bounty has since been posted for his supposed 'kidnappers'. Werner dreams of acquiring sufficient wealth to escape his parents' grasp.
- Werner's life has been rather sheltered, and he is deathly afraid of what lurks in the Empire's forests. Gain the Afraid (Deep Forests) Psychology Trait (deep forests cause Fear 0 to Werner).
- Werner was too afraid to visit the Doomsayer on his 10th birthday and fled, meaning he hasn't been Doomed — he isn't technically an adult in the eyes of the law. This is a deep taboo in the Empire, and would cause untold trouble should it be uncovered. Lose the Doomed talent.

CORRUPTION & MUTATION

ARMOUR POINTS

01-09 [2] Head

10-24 [ ] Left Arm (or secondary arm)

25-44 [ ] Right Arm (or primary arm)

45-79 [1] Body

90-00 [ ] Right Leg

80-89 [ ] Left Leg

Shield

NOTES

WANDA WELTSCHMERTZ

WIZARD'S APPRENTICE

Name: Wanda Weltschmertz	**Age:** 24	**Species:** Human	**Status:** Brass 3
Career: Wizard	**Player:**	**Career Path:** Wizard's Apprentice	

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	34	31	26	32	33	27	29	36	29	31
Advances									5	
Current	34	31	26	32	33	27	29	36	34	31

FATE

Fate	4
Fortune	4

RESILIENCE

Resilience	Resolve	Motivation
3	3	Prove Herself

EXPERIENCE

Curent	Spent	Total

MOVEMENT

Movement	4	Walk	8	Run	16

BASIC SKILLS

Name	Characteristic		Adv	Skill
Art	Dex	29		29
Athletics	Ag	27		27
Bribery	Fel	31		31
Charm	Fel	31		31
Charm Animal	WP	34		34
Climb	S	26		26
Cool	WP	34	5	39
Consume Alcohol	T	32		32
Dodge	Ag	27	5	32
Drive	Ag	27		27
Endurance	T	32		32
Entertain	Fel	31		31
Gamble	Int	36		36
Gossip	Fel	31	3	34
Haggle	Fel	31		31
Intimidate	S	26		26
Intuition	I	33	5	38
Leadership	Fel	31	5	36
Melee (Basic)	WS	34		34
Melee	WS	34	10	44
Navigation	I	33		33
Outdoor Survival	Int	36		36
Perception	I	33	5	38
Ride	Ag	27		27
Row	S	26		26
Stealth	Ag	27		27

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill
Channelling (Azyr)	WP	34	5	39
Evaluate	Int	36	3	39
Language (Magick)	Int	36	5	41
Lore (Magic)	Int	36	5	41
Lore (Reikland)	Int	36	3	39
Melee (Polearm)	WS	34	5	39

TRAPPINGS

Clothing
Dagger
Grimoire (Containing 4 Lore of Heavens spells of your choice)
Pouch
Quarterstaff
Sling Bag containing Spell Ingredients, Writing Kit and 1d10 sheets of Parchment

TALENTS

Talent Name	Times taken	Description
Doomed	1	Thy lips sealed thy fate
Linguistics	1	Int test to learn languages
Perfect Pitch	1	Add Entertain (Sing) to career
Petty Magic	1	Learn and cast Petty spells
Read/Write	1	You can read and write
Savvy	1	+5 Int, already included

ARMOUR

Name	Locations	Enc	AP	Qualities

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Dagger	Basic	0	Very Short	+4	
Quarterstaff	Polearm	2	Long	+6	Defensive, Pummel

INITIAL WEALTH

You begin the game with 6d10 brass pennies.

1 gold crown
= 20 silver shillings
= 240 brass pennies

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	2
Armour	0
Trappings	1
Max Enc.	5
Total	3

WOUNDS

SB	2
TBx2	6
WPB	3
Hardy	-
Wounds	11

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'I understand you're a very important person, but I'm a fully licensed Wizard, don't you know! I don't have to stand here and listen to your nonsense. There's nothing you can do to make me. So, piss off!'

Wanda is not one to suffer fools gladly, and prefers to trust her instincts and first assumptions about people. She is also prone to impatience with those who aren't as clever as she is, which is sadly most of the Empire. Nevertheless, she is kind towards those less fortunate than herself, and has a soft spot for the downtrodden and oppressed. She is just shy of athletic, is of average height, and has shoulder-length blonde hair. Her sharp, blue eyes seem to measure everyone she sees.

BACKGROUND

Born into a middle-class family in the market town of Delberz in Middenland, Wanda was always a wilful child. During one of her many tantrums, her parents were horrified to note that every lock in the house flew open, and people up and down her street fell instantly asleep! Fearful of what might happen to her, her parents were only too eager for Heironymus Blitzen, a well-known local Wizard, to take her as his apprentice. Wanda had a natural talent, proved to be a quick learner, and was not to be put off by the mundane chores Blitzen assigned her. After a few years, Heironymus told her that the time had come for her to return to the world, and put her skills into practice. To that end he would teach her three spells to aid her on her adventures. When she had, 'seen the truth of our Old World', and learned enough, she could return to him. To that end, she's not sure if her new travelling companions are aware of what they've gotten themselves involved with.

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- Wanda hasn't technically been given permission from her master to travel on her own. Indeed, his exact words were: 'Wanda, don't be ridiculous! An average apprentice takes at least ten years to master Channelling Azyr!' She was having none of that!
- Wanda harbours a secret fascination with Chaos, and wants to learn more about it in order to combat it. Devise a Fascination (Chaos) Psychology Trait with your GM and give it to Wanda.
- Wanda finds most Humans endlessly dull. Elves, on the other hand, with their secrets, and their magic, are just so fascinating.
- Wanda finds it particularly difficult to deal with anyone she views as a bit dull and dim-witted, which she often judges to be anyone failing to live up to her rather inflated standards. Gain the Prejudice (Stupidity) Psychology Trait.

NOTES

ARMOUR POINTS

01-09
Head

25-44
Right Arm
(or primary arm)

90-00
Right Leg

Shield

10-24
Left Arm
(or secondary arm)

45-79
Body

80-89
Left Leg

SPELLS AND PRAYERS

Name	CN	Range	Target	Duration	Effect
Gust	0	34	Special	Instant	Creates a gust of wind.
Light	0	You	You	34 minutes	Creates a light equivalent to torchlight.
Open Lock	0	Touch	Special	Instant	Open non-magical locks.

JOHANN 'ROWLOCKS' DASSBÜT

BOAT-HAND

Name: Johann 'Rowlocks' Dassbüt	**Age:** 35	**Species:** Human	**Status:** Silver 1
Career: Boatman	**Player:**	**Career Path:** Boat-hand	

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	34	35	38	36	45	30	34	29	31	30
Advances			5							
Current	34	35	43	36	45	30	34	29	31	30

FATE

Fate	3
Fortune	3

RESILIENCE

Resilience	Resolve	Motivation
3	3	Better Himself

EXPERIENCE

Curent	Spent	Total

MOVEMENT

Movement	4	Walk	8	Run	16

BASIC SKILLS

Name	Characteristic	Adv	Skill
Art	Dex 34		34
Athletics	Ag 30		30
Bribery	Fel 30		30
Charm	Fel 30		30
Charm Animal	WP 31		31
Climb	S 43		43
Cool	WP 31		31
Consume Alcohol	T 36	5	41
Dodge	Ag 30	5	35
Drive	Ag 30		30
Endurance	T 36	5	41
Entertain	Fel 30		30
Gamble	Int 29		29
Gossip	Fel 30	10	40
Haggle	Fel 30	3	33
Intimidate	S 43		43
Intuition	I 45		45
Leadership	Fel 30		30
Melee (Basic)	WS 34	5	39
Melee	WS 34		34
Navigation	I 45		45
Outdoor Survival	Int 29		29
Perception	I 45		45
Ride	Ag 30		30
Row	S 43		43
Stealth	Ag 30		30

INITIAL WEALTH

You begin the game with 1d10 silver shillings.

1 gold crown
= 20 silver shillings
= 240 brass pennies

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill
Language (Wastelander)	Int	29	3	32
Lore (Reikland)	Int	29	5	34
Melee (Brawling)	WS	34	5	39
Sail	Ag	30	5	35
Swim	S	43	5	48

TRAPPINGS

- Cloak
- Clothing
- Dagger
- Hand Weapon (Boat Hook)
- Leather Jack
- Pole
- Pouch
- Sling Bag containing a Flask of Spirits

TALENTS

Talent Name	Times taken	Description
Doomed	1	Suffer not the frog the cross
Orientation	1	Easily find North
Sharp	1	+5 Ini, already included
Strong Swimmer	1	+1 TB when holding breath
Suave	1	+5 Fel, already included
Very Strong	1	+5 S, already included

ARMOUR

Name	Locations	Enc	AP	Qualities
Leather Jack	Arms, Body	1	1	

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Boat Hook	Basic	1	Average	+8	
Dagger	Basic	0	Very Short	+6	

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	1
Armour	1
Trappings	2
Max Enc.	7
Total	4

WOUNDS

SB	4
TBx2	6
WPB	3
Hardy	
Wounds	13

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'Whatever comes downstream, you deals with it. Then you don't worry no more. 'Less'n you're daft.'

Although very sociable, Johann prefers his own company. He says little unless absolutely sure of his facts, and prefers to reach his own conclusions. Johann often takes some time to mull over a new concept, but once he's thought about things for a while he generally arrives at the right idea. He is of medium build, around 5' 10" tall, but obviously healthy and strong as befits someone with a hard, physical job. He has mid-brown hair and a moustache which gives him a slightly sad air, and light-blue eyes that sometimes go a little distant when he is thinking.

BACKGROUND

Johann has been travelling up and down the River Reik and its many tributaries for as long as he can remember. His family was killed by bandits when he was young, so he has grown used to relying on his own skills. A boatman's lot has suited Johann's temperament, with its outdoor life, a chance to watch the world float by, and no one to rely on beyond himself. Given the opportunities for money-making are somewhat limited, and since Johann has never owned anything larger than a two-man rowing boat, he was forced to hire out his services to other barge owners. Most of his work consists of ferrying passengers and small cargoes up and down the Reik. Suffering from a mid-decade crisis, he has started to re-examine his life, and has decided that he's had enough of making money for other people. To that end, he's sold his rowing boat to his old employer, and fallen in with a group of vagabonds headed for Altdorf.

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- Johann accidently killed his old employer and burned the boat to cover his tracks. He's now on the run, wanted for murder in Delberz, Middenland.
- Johann is deeply superstitious about witches. He's got his eye on Wanda and Malmir. Gain the Prejudice (Spellcasters) Psychology Trait.
- Johann admires Harbull's self-confidence. He watches him closely to learn his ways. Gain the Camaraderie (Harbull) Psychology Trait.
- Johann remembers Kristen from a few years back when she left his ferry without paying. She doesn't seem to remember him. He's planning to get revenge on her, claiming back at least 2 shillings for the trouble she landed him in with his old boss, Travis Binckel.

NOTES

ARMOUR POINTS

01-09
Head

25-44
1
Right Arm
(or primary arm)

90-00
Right Leg

Shield

10-24
1
Left Arm
(or secondary arm)

45-79
1
Body

80-89
Left Leg

NOTES

MALMIR GILUVIEL

BUSKER

Name: Malmir Giluviel	**Age:** 20	**Species:** Wood Elf	**Status:** Brass 3
Career: Entertainer	**Player:**	**Career Path:** Busker	

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	40	43	32	34	55	41	45	42	42	29
Advances										5
Current	40	43	32	34	55	41	45	42	42	34

FATE

Fate	1
Fortune	1

RESILIENCE

Resilience	Resolve	Motivation
1	1	Explore

EXPERIENCE

Curent	Spent	Total

MOVEMENT

Movement	4	Walk	8	Run	16

BASIC SKILLS

Name	Characteristic		Adv	Skill
Art	Dex	45		45
Athletics	Ag	41	5	46
Bribery	Fel	34		34
Charm	Fel	34	5	39
Charm Animal	WP	42		42
Climb	S	32		32
Cool	WP	42		42
Consume Alcohol	T	29		29
Dodge	Ag	41		41
Drive	Ag	41		41
Endurance	T	29		29
Entertain	Fel	34		34
Gamble	Int	42		42
Gossip	Fel	34	5	39
Haggle	Fel	34	5	39
Intimidate	S	32		32
Intuition	I	55		55
Leadership	Fel	34		34
Melee (Basic)	WS	40		40
Melee	WS	40		40
Navigation	I	55		55
Outdoor Survival	Int	42	3	45
Perception	I	55	3	58
Ride	Ag	41		41
Row	S	32		32
Stealth	Ag	41		41

INITIAL WEALTH

You begin the game with 6d10 brass pennies.

1 gold crown
= 20 silver shillings
= 240 brass pennies

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill
Entertain (Sing)	Fel	34	10	44
Language (Eltharin)	Int	42	5	47
Perform (Dancer)	Fel	41	5	46
Play (Mandolin)	Dex	45	5	50
Ranged (Bow)	BS	43	5	48
Sleight of Hand	Dex	45	5	50
Stealth (Rural)	Ag	41	3	44

TRAPPINGS

Backpack containing	Dagger
Tinderbox	Mandolin
Blanket	Pouch
Bowl	Rations (1 day) Short Bow
Cloak	with 30 Arrows
Clothing	Sword

TALENTS

Talent Name	Times taken	Description
Acute Sense (Sight)	1	Notice impercetable sights
Hardy	1	+TB to Wounds
Night Vision	1	See 20 yards in faint light
Public Speaking	1	Cham Influences x 5 people
Rover	1	Pass stealthily in Rural areas
Very Resilient	1	+5 T, already included

ARMOUR

Name	Locations	Enc	AP	Qualities

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Sword	Basic	1	Average	+7	
Dagger	Basic	0	Very Short	+5	
Bow	Bow	2	50	+6	

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	3
Armour	0
Trappings	2
Max Enc.	6
Total	5

WOUNDS

SB	3
TBx2	6
WPB	4
Hardy	3
Wounds	16

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'So much to see. So much to do. So many new leaves to turn over!'

Malmir always found woodland life claustrophobic, and his kithband too detached from the world around them. He knows little of Human society, but what he has encountered fascinates him. He is eager to see more of the Empire, with its cities, towns, villages, and hamlets, and yes, the vast forests and swift-flowing rivers if he must. Though he'd never admit it, he thinks that once you've seen one tree, you've pretty much seen them all. Like most Wood Elves, Malmir is slender and tall. He has shiny chestnut-brown hair and eye-catching emerald-green eyes.

BACKGROUND

From an early age, Malmir showed an unseemly interest in life beyond the Laurelorn forest. Although he readily adopted the customs and behaviour of polite Elven society, his mind was fixated on the Empire's Humans. Their strange cities of stone and deadwood and their obsession with all matters material were so… different. Eventually, his home forest began to seem boringly familiar. Despite the hardship he knew it would cause, Malmir's will was steadfast. His kinfolk, one by one, turned their backs on him. Like all Elves who forsake their home for a life of adventure, Malmir no longer exists to his people. The last words he heard in his mother tongue came from the Priestess of Liadriel: *'Go then, Malmir. Return not, unless in dire need. But think on this: if ever one of the Chaos-touched should find their way here by your direction, we shall not rest until you are brought to justice!'* He has set his heart on seeing Altdorf, the city of gold. And so it is that he now finds himself at The Traveller's Rest, in the company of his new companions.

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- Malmir didn't just leave his home to see the wider world — he did so because on nights when Morrsleib waxed, he saw not his own face in reflections, but another's. He set out to find this person, and now travels with them on the road to Altdorf.
- Malmir stole a momento from his people, before he left. Now, they want it back, and are in hot pursuit. Discuss with your GM as to what this momento may be.
- Malmir hates the Wood Elves of the Laurelorn, who he thinks have failed as custodians of the Old World. Gain the Hatred (Eonir) Psychology Trait.
- Malmir is not Eonir, as he claims. He is actually a High Elf who fled from his duties in Altdorf. The suggested background and name for Malmir is all an act. With the GM, come up with an alternative past that justifies his skill set.

NOTES

ARMOUR POINTS

01-09 ☐ Head

25-44 ☐ Right Arm (or primary arm)

90-00 ☐ Right Leg

Shield

10-24 ☐ Left Arm (or secondary arm)

45-79 ☐ Body

80-89 ☐ Left Leg

NOTES

KIRSTEN KRANK

PROWLER

Name: Kirsten Krank	**Age:** 18	**Species:** Human	**Status:** Brass 1
Career: Thief	**Player:**	**Career Path:** Prowler	

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	31	30	34	32	38	35	35	33	29	30
Advances						5				
Current	31	30	34	38	38	40	35	33	29	30

FATE

Fate	4
Fortune	4

RESILIENCE

Resilience	Resolve	Motivation
2	2	Outwit Authority

EXPERIENCE

Curent	Spent	**Total**

MOVEMENT

Movement	4	Walk	8	Run	16

BASIC SKILLS

Name	Characteristic		Adv	Skill
Art	Dex	35		35
Athletics	Ag	40	5	45
Bribery	Fel	30		30
Charm	Fel	30	5	35
Charm Animal	WP	29		29
Climb	S	34	5	39
Cool	WP	29	8	37
Consume Alcohol	T	32		32
Dodge	Ag	40		40
Drive	Ag	40		40
Endurance	T	32	5	37
Entertain	Fel	30		30
Gamble	Int	33		33
Gossip	Fel	30	3	33
Haggle	Fel	30	3	33
Intimidate	S	34		34
Intuition	I	38	5	43
Leadership	Fel	30		30
Melee (Basic)	WS	31	5	36
Melee	WS	31		31
Navigation	I	38		38
Outdoor Survival	Int	33		33
Perception	I	38	5	43
Ride	Ag	40		40
Row	S	34		34
Stealth	Ag	40		40

INITIAL WEALTH

You begin the game with 2d10 brass pennies.

1 gold crown
= 20 silver shillings
= 240 brass pennies

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill
Evaluate	Int	33	5	38
Stealth (Urban)	Ag	40	10	50

TRAPPINGS

Clothing
Crowbar
Dagger
Leather Jerkin
Pouch
Sack
Sling Bag containing
2 Candles, 1d10 Matches,
and Hood, Sword,
3 Throwing Knives

TALENTS

Talent Name	Times taken	Description
Acute Sense (Hearing)	1	Hear impercetable sounds
Alley Cat	1	Reverse dice on Steath (Urban)
Doomed	1	Lo, I would rather not say
Lightning Reflexes	1	+5 Agi, already included
Sixth Sense	1	GM may warn you of peril
Suave	1	+5 Fel, already included

ARMOUR

Name	Locations	Enc	AP	Qualities
Leather Jerkin	Body	1	1	

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Throwing Knives	Throwing	0	6	+5	
Sword	Basic	1	Average	+7	
Dagger	Basic	0	Very Short	+5	

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	1
Armour	1
Trappings	2
Max Enc.	6
Total	4

WOUNDS

SB	3
TBx2	6
WPB	2
Hardy	
Wounds	11

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'Never look a gift horse in the mouth, not that I have much choice with horses, at my lofty height.'

For Kirsten, though, 'gift horses' are anything, horse-shaped or otherwise, that can be purloined. She's not completely dishonest: it's more that she doesn't have any kind of conscience about other people's things remaining with other people. Kirsten is short, wiry and has brown hair and mischievous pale-blue eyes. She insists on the extra inch over five feet being counted, and is about nine feet tall — if self-confidence is being measured. She is a natural rogue with a cheeky, even dangerous, sense of humour. Practical jokes, quips and blowing raspberries are all in her armoury. This even extends to authority figures when she really should know better.

BACKGROUND

Brought up in the seedier part of Delbren in Middenland, Kirsten is the youngest of a very large, very poor family. The exact number of siblings varies depending on who is listening, and the chances of a free meal or drink from her audience. Kirsten was always quick-witted, and she soon learnt that life was a battle against hunger and the rich, unless some disease took you. Her parents left her to fend for herself, and fending meant breaking the rules. Soon shopkeepers and stallholders wouldn't let her within snatching distance of their wares. She really crossed the line when she booby-trapped a chair under the backside of the master of the Merchants' Guild. After that, and the manhunt that followed, Kirsten realised life might be more pleasant and longer elsewhere. She helped herself to a pile of fliers someone had 'left lying around', and headed towards Altdorf. By strange coincidence, she learned (by asking an intelligent-looking stranger) that the leaflets she was carrying began with the words: '*Wanted! Bold adventurers!*' She could do 'bold'.

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- Kirsten discovered her real father is Graf Ardez of Delbren, who recently reached out to her. Kirsten hates authority so much that she refused to accept her noble blood and went on the run. Gain the Prejudice (Nobles) Psychology Trait.
- Kirsten picked the pockets of one of companions before they agreed to travel together — tell the GM which Character. The first time that Character attempts to pay for something, the GM should inform them that they are missing a number of pennies equal to whatever Kirsten gained from taking this secret.
- Kirsten is terrified of being on her own, and always concocts excuses to be with people. Gain the Afraid (Being Alone) Psychology Trait (being alone causes Fear 0 in Kirsten).
- After many encounters with corrupt priests in her youth, Kirsten is an avowed atheist. She doesn't believe any of the gods — barring the Chaos Gods — are real. She believes the rare blessed priest is just a self-deluding Wizard.

NOTES

ARMOUR POINTS

01-09
Head

25-44
Right Arm
(or primary arm)

90-00
Right Leg

Shield

10-24
Left Arm
(or secondary arm)

45-79
1
Body

80-89
Left Leg

NOTES