

AGENT

BASIC CAREER: HUMAN OR DWARF
Basic, Bureaucrat, Social, Urban

PRIMARY CHARACTERISTICS
Intelligence, Fellowship

CAREER SKILLS
Charm, Education, Folklore, Guile, Intuition



ADVANCES

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



REPUTATION

FOCUS

HUNTER

BASIC CAREER: HUMAN, DWARF, HIGH ELF, OR WOOD ELF
Basic, Menial, Rural, Specialist

PRIMARY CHARACTERISTICS
Toughness, Agility

CAREER SKILLS
Athletics, Ballistic Skill, Nature Lore, Observation, Stealth



ADVANCES

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



TACTIC

FOCUS

MINER

BASIC CAREER: HUMAN OR DWARF
Basic, Industrious, Menial, Rural

PRIMARY CHARACTERISTICS
Strength, Toughness

CAREER SKILLS
First Aid, Intuition, Nature Lore, Observation, Resilience



ADVANCES

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



FOCUS

TACTIC

TROLL SLAYER

BASIC CAREER: DWARF
Basic, Combat, Fanatic, Slayer

PRIMARY CHARACTERISTICS
Strength, Toughness

CAREER SKILLS
Athletics, Intimidate, Resilience, Weapon Skill



ADVANCES

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



TACTIC

TACTIC

HUNTER

BASIC CAREER: HUMAN, DWARF, HIGH ELF, OR WOOD ELF
Tough and instinctive, with a sense for the outdoors and archery

In southern provinces of the Empire and parts of the Reikland, the fertile plains and gently rolling hills provide the perfect terrain on which to grow crops and raise animals. However, most areas of the Empire are inimical to the attempts of foresters and farmers to tame them, such as swamplands, mountainsides, and dark forbidding forests. The people who live in these areas have to supplement their diets with food found by foraging and hunting.

The hunter is a valuable member of such isolated rural communities. He knows about the habits of the animals in the wilderness around him, how to track them and snare them in traps or bring them down with an expertly aimed arrow.

Hunters mostly work to provide meat for the table, but they also learn how to skin an animal, and to preserve hides and pelts that they can later trade to tanners and furriers. Some exotic skins can fetch a very high price. Some hunters also provide effective militia for their province, acting as scouts during times of war.

Some hunters even gain a measure of respectability by helping to organise hunting parties for nobles. Hunting is a very popular pastime for some members of the aristocracy, who view it more as a sport than a matter of gathering sustenance. Hunters who master the difficult art of falconry can even become cherished members of a noble household.

During times of plenty, hunters can find themselves sidelined. Should a village have a good harvest, they will have less need for the hunter's talents, and so he may take up a life of adventure. Parties of adventurers often appreciate the skills of a resourceful outdoorsman who knows how to fire a bow and where to find food if rations start to run low.

Typical Trappings: A hunter will carry a bow or crossbow (or longbow if he is an elf), and a dozen arrows, as well as a few snares or animal traps. He may also carry a variety of herbs and poultices to help deal with poisoned bites or infected wounds.

AGENT

BASIC CAREER: HUMAN OR DWARF
Resourceful and slightly dangerous, he excels at getting jobs done

There are so many demands on the time of powerful people and organisations that they struggle to look after all their interests, especially those that may be in geographically remote places, politically sensitive, or strictly confidential. As a consequence, many powerful people and organisations make use of agents: skilled individuals who act on behalf of their employer.

Most agents work exclusively for a single employer over the long term. Their day-to-day responsibilities may change, but their loyalty remains fixed. These agents proudly wear the badge of the noble house, Imperial cult, or guild that employs them, and use it as a means of getting ahead in the world.

Agents are tasked with a broad variety of assignments. Whether negotiating a new trade agreement, evaluating prospective members of a guild, or recovering missing relics, the agent is trusted to oversee his employer's interests... sometimes by any means necessary.

A smaller number of agents, particularly in cosmopolitan places such as Altdorf, perform a more restricted set of tasks on a contracted basis for whoever hires them. They may act as go-betweens for ship captains and merchant houses, or specialise in finding missing people, or acquiring rare works of art.

For every type of agent, the line between adventuring and discharging their normal duties may become blurred. Some set off on an adventure on behalf of their patron, whereas others grow tired of their responsibilities and put their skills to use for their own ends after becoming disillusioned with a patron or getting a taste for the adventuring life.

Typical Trappings: An agent travels with two sets of clothing, one formal and one nondescript for travelling incognito. He often bears a badge, seal, or letter authorising him to act on his employer's behalf (though an agent employed in clandestine work will forego this item). He carries an easily concealed weapon such as a dagger, and perhaps a less subtle weapon, such as a blackpowder pistol.

TROLL SLAYER

BASIC CAREER: DWARF
A fearsome dwarf on the first step toward a glorious death

Even in the eyes of their most steadfast allies, dwarfs can seem dour and vengeful. Dwarfs do not cope well with personal loss or humiliation. A dwarf who is crossed in love, fails to do his duty, performs work with incompetence, or is otherwise disgraced can become morose, sometimes inconsolably so. The Slayer cult provides dwarfs who are driven to despair with a way to regain their honour and stand proud before their ancestors once again.

Troll Slayers typically dye their hair bright orange and stiffen it into spikes or a mohawk using pig grease. They often pierce their ears and noses with rings of precious metal, and have a predilection for extensive swirling blue tattoos. Part of the reason for their outlandish appearance is as a warning to others not to get in their way. Other dwarfs know not to prevent a Slayer from his self-imposed death quest.

The Slayer oath commits a dwarf to seek out a great doom fighting the enemies of his race. Many Troll Slayers journey to the wilds of the Old World in order to encounter danger-

ous monsters and slay them in single combat. This is where the name "Troll Slayer" comes from – trolls are fearsome monstrosities and not uncommon in the Old World, and are responsible for much misery and bereavement amongst the dwarfs. Troll Slayers do not hunt trolls exclusively; any worthy opponent will do. A Slayer may pursue rumours of goblin bands, lairs of Chaos creatures, or daemonic manifestations in the hope of finding a glorious death.

Troll Slayers sometimes join bands of adventurers, knowing that the exploits of such folk often take them into dangerous situations. The added advantage of joining adventurers is that with luck there will be someone alive to witness the Troll Slayer's end. A Slayer often makes his companions promise that they will take the news of his mighty doom to his people after his demise.

Typical Trappings: Troll Slayers fight with axes, some wielding an axe in each hand, others preferring the heft of a massive greataxe. Slayers care little for possessions, and eschew armour, for obvious reasons.

MINER

BASIC CAREER: HUMAN OR DWARF
A resilient and strong individual used to back-breaking labour

The Empire is bordered by vast mountain ranges to the east, west and south. These mountains are a rich source of ore and gemstones, and many prospectors scour them in the hope of a promising strike.

Miners are skilled workers whose jobs involve far more than simply swinging a pickaxe. The preparation and maintenance of mineshafts and the analysis of rock are important areas of expertise. Many miners specialise in a particular type of rock. Some mine seams of coal, some are ore workers, others seek gemstones or precious metals.

Whenever a new seam of ore or coal is discovered a ramshackle town is quickly erected, populated by those hoping to take advantage of the potential profits. These hastily constructed settlements often lack effective administration. As a result they attract fugitives and have a reputation for violence and vice. Human miners are often characterised as uncouth folk, and are often treated as little better than criminals by their social superiors.

The strength and endurance of dwarfs makes them ideal miners.

They also have an instinct for the stone, knowing where best to dig and when to shore up a tunnel. Unlike the men of the Empire most dwarfs hold miners in high esteem. Within dwarf holds the Miner's Guild is second only in prestige to the Engineer's Guild, and the resources of some dwarf clans are devoted almost entirely to mining. Dwarf mines extend from their vast underground holds, which of course wouldn't even exist were it not for the efforts of countless generations of dwarf miners.

Mining is a dangerous profession. Many miners perish in tunnel collapses, gas explosions and other occupational hazards. Mining communities make easy prey for bandits and miners sometimes break into the lairs of skaven, night goblins or other subterranean horrors. Given these perils it is small wonder that some miners take up a life of adventure.

Typical trappings: Miners make use of tools such as mattocks, shovels, hammers and chisels. Storm lanterns are used to illuminate mineshafts. Miners often wear tough leather jerkins for protection.