

## CRIMINAL

Menial, Rogue, Rural, Urban

You were arrested for a crime, but were acquitted of the charges. Since this almost never happens in the Empire, you are a minor celebrity amongst the criminals and underclass of Averheim. You seldom have to buy your own drinks at the Upright Pig and the White Horse, two taverns on the docks.

During character creation, a Criminal character may choose one of the primary characteristics on his career card to receive a fortune die, as if he had purchased one with a career advance.

Once per session, a Criminal character may add or remove 2 recharge tokens from a currently recharging action card belonging to any character within close range (including himself).

## BATTLE-SCARRED

Devoted, Combat, Military, Rural, Specialist

Approximately two years ago, you fought in the Third Battle of Black Fire Pass against a massive orc and goblin horde. It was at this battle when the Mad Count Marius Leitdorf, the Elector of Averland, was slain by the orc warboss Vorgaz Ironjaw.

During character creation, the starting wound threshold of a Battle-Scarred character is increased by 1.

Once per session, when a Battle-Scarred character inflicts or suffers a critical wound, he may draw 3 and choose which to apply. Shuffle the others back into the deck.

## ACADEMIC

Academic, Arcane, Specialist, Urban

You are a member of the Sun Society, a small group of academics that meets regularly at the Journey's End coaching inn in Averheim. It's probably the most prestigious and erudite academic society in Averheim, which sadly isn't saying very much.

During character creation, an Academic character acquires (but does not train) the advanced skill Education for free. If he already acquired Education from another source, such as the Erudite racial ability, he may instead train Education for free.

Once per session, an Academic character may add ♦♦ to the results pool of an Intelligence check.

## GENTLY BORN

Bureaucrat, Noble, Religion, Social, Urban

You grew up alongside the nobility of Averland and are familiar with their names, families, connections, and influence. With no lands or titles of your own, you must find a patron if you're going to stay in high society.

During character creation, a Gently Born character may choose to start out as affluent by investing only 2 creation points in starting wealth (instead of 3).

Once per session, when a Gently Born character performs a Social action, he may replace one □ with ■ in the dice pool.

## OUTCAST

Menial, Noble, Rogue, Rural, Elf, Dwarf, or foreign human PC

You have been cast out of your home due to a scandal or crime. Your wanderings have brought you to Averheim, where you hope you can earn enough money or glory to allow you to return home.

During character creation, an Outcast character may permanently upgrade his stance meter with either 1 conservative or 1 reckless stance piece.

Once per session, an Outcast character may reduce the difficulty of a check he is performing by removing one ♦ from the dice pool.

## FOREIGN MESSENGER

Noble, Social, Urban, Elf, Dwarf, or foreign human PC

You have come to Averheim bearing messages from your master for several people within the city. You are to deliver the messages, then wait for replies (if any) and make yourself useful to your master's correspondents.

During character creation, a Foreign Messenger character may choose one talent for free. This does not use any of the Foreign Messenger's creation points.

Once per session, when a Foreign Messenger character rolls ➤ when performing a Social action, he may recover 3 stress in addition to the normal ➤ effects.

## CRIMINAL

- + You were arrested a few years ago by a soldier named Marcus Baerfaust. What was the crime you were accused of? Did you do it?
- + You were acquitted of the crime based in part on the testimony of Frederick Grosz. What did Grosz say? Did he lie for you?
- + Two docker gangs are at each others' throats. The Wharf Rats blame the Fish for the disappearance of Rolf Haller, a Wharf Rat. How do you feel about the possibility of a waterfront gang war? Do you favour one gang over the other?
- + The criminals in Averheim are starting to bow down to a new boss, the "man in the black hood." People who won't comply with the new order are starting to turn up dead. Has anyone you know been killed? Do you have an opinion on "the man in the black hood"?
- + You know something the Gently-Born character wishes you didn't, but you've agreed to keep quiet... for now. What is it?
- + You got into a fight (verbal or physical) with the Battle-Scarred character once. What was it over?

## BATTLE-SCARRED

- + You were injured at Third Black Fire. What injuries did you sustain? How long did it take you to recover?
- + You are no longer a member of the army of Averland. Why not? Were you only ever a mercenary or an ally?
- + During the battle, you fought alongside Marcus Baerfaust. Some people say he was a hero, keeping the Averheim Greatswords in the fight. Others say he could have saved the Mad Count, if he'd wanted to. What do you say?
- + After your injury, you spent some time in a Shallyan temple hospice, where you met Gravin Clothilde von Alptraum, a noblewoman of Averland who was donating her time and money to the hospice. What is your opinion of Gravin Clothilde?
- + Someone you knew from the war has gone missing. He or she was last seen near the Averheim docks. Who is it?
- + You heard a rumour that the Outcast character abandoned his or her comrades in battle. What do you think of that?
- + You spent all of a week acting as a guard in the service of the Gently-Born character's father. Why did you leave?

## ACADEMIC

- + One of the regulars at the Sun Society is a Light Wizard named Konrad Mauer. He read the most recent paper you are considering submitting to the Society. What was the paper about? What was Mauer's opinion of it?
- + Graf Friedrich von Kaufman is a patron of the Sun Society and the natural sciences. The expedition he funded to the Southlands, led by Johann Templemann, is due back soon. What are you most looking forward to when the expedition returns? Is it an artefact, a creature, a person?
- + The Sun Society Notes recently published a paper by Robertus von Oppenheim, a scholar from Middenheim. The paper was titled "The Power of the Gods: How the Gods Affect the Winds of Magic." What did you think of it?
- + You are eager to speak with the Foreign Messenger player. Why? Is his or her Master an expert in your field?
- + One day down by the docks, you realized you were missing your bag, that contained several pages of your research notes and a sizable amount of money. You can't prove it, but you think the Criminal character might be involved in its disappearance. Why?

## GENTLY BORN

- + Your father had a business arrangement with Graf Friedrich von Kaufman. What was it?
- + Someone in your family proposed marriage to Gravin Clothilde von Alptraum (she declined). Who?
- + You don't stand to inherit any land or titles. Why not? Are you not nobility, or is someone else in your family going to inherit instead?
- + It seems likely that either the Leitdorf family or the von Alptraum family will hold the Elector's seat in Averland, to replace Marius Leitdorf. Which family do you favour?
- + A spot of financial trouble recently saw you sell something to a woman on the docks named Mathilda Durbein. Now you'd like to buy it back. What was it? Does Mathilda still have it?
- + It seems like every time you visit the Journey's End coaching inn, you see a gaggle of scholars including the Academic character. What's your opinion of this group?
- + You've heard rumours that the Outcast character was exiled for dallying with a nobleman's daughter. Do you believe the gossip?

## OUTCAST

- + Why were you cast out of your home? Were you wrongfully accused?
- + In your travels since your exile, you've come across a criminal, racketeer, and sometime-smuggler named Frederick Grosz. Did he help you, or hinder you?
- + One night you nearly drowned in a storm, but were rescued by a fisherman named Jurgen Klinski. Now Jurgen's wife Olga is asking for help finding her missing husband. Do you feel any compulsion to help her?
- + Luminary Konrad Mauer, a Light Wizard, is in Averheim. He has been referred to you as someone who may be able to help reverse your exile. Why? How?
- + The very first person you met in Averheim was another player character. Who was it? What did you think of him or her? Was he or she helpful?
- + Are you and the Foreign Messenger from the same homeland? Did his or her Master play a role in the events that led to your exile?

## FOREIGN MESSENGER

- + Who is your master, and what is your relationship to him or her?
- + One of your messages is for Graf Friedrich von Kaufman or Gravin Clothilde von Alptraum. Which? How does he or she know your master?
- + Another of your messages is for the head priest at the temple of Shallya, Sigmar, or Verena in Averheim. Which? How does he or she know your master?
- + Another of your messages is for Captain Marcus Baerfaust or the wizard Luminary Konrad Mauer. Which? How does he know your master?
- + You also have a message for another player character. Who? Do you know him or her personally?