



RAPID FIRE

3

BALISTIC SKILL (A6) vs. TARGET DEFENCE

Bow or repeating ranged weapon equipped, disengaged from target

Special: If you hit with this attack, you may immediately perform this action again, choosing either the same target or a new target in the same engagement as the first, and adding ♦ to your dice pool. You may fire up to three times, as long as you still meet the requirements for the attack and as long as you continue to hit, but you must add another ♦ to your dice pool each time you perform this action
 ♦♦♦ You hit the target for normal damage
 ♦♦♦♦ You hit the target for +2 damage
 ♦♦♦♦♦ Perform a free manoeuvre after this action is completed
 ♦♦ One opponent within close range who is not engaged with you may engage you
 ♦♦♦ Suffer 1 fatigue

Focus

MYSTIC

BASIC CAREER: HUMAN, WOOD ELF OR HIGH ELF
 Arcane, Basic, Rural, Social

PRIMARY CHARACTERISTICS
 Fellowship, Intelligence

CAREER SKILLS
 Charm or Guile, Folklore, Intuition, Magical Sight, Observation



ADVANCES

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



Focus

SMASHED FINGERS

The fingers on one of your hands (GM's choice) have been smashed. Add ■ to all your checks made with that hand – including attacks made wielding a two-handed weapon.

2

CONCUSSION

Add ■ to all your checks while you have any cards recharging. If you ever acquire two Concussions, you collapse unconscious until one of them is healed.

3

CONCUSSION

Add ■ to all your checks while you have any cards recharging. If you ever acquire two Concussions, you collapse unconscious until one of them is healed.

1

SEPPING TEETH

When you receive this critical wound, you immediately suffer a number of additional wounds equal to the highest Severity Rating among all the critical wounds you are suffering from.

3

MORAL WOUND

You may not recover from any other critical wounds while you are affected by this critical wound.

4

DEEP WOUND

This wound has no special effect aside from its high severity.

5

MANGLED EYE

One of your eyes is badly damaged (GM's choice). Add ■ to all your checks requiring vision.

4

ENVOY

BASIC CAREER: HIGH ELF OR WOOD ELF
 Basic, Bureaucrat, Noble, Social

PRIMARY CHARACTERISTICS
 Intelligence, Fellowship

CAREER SKILLS
 Charm, Folklore, Intuition, Leadership, Observation



ADVANCES

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



Reputation

Reputation

BALLISTIC SKILL (AG) vs. TARGET DEFENCE

Bow or repeating ranged weapon equipped, disengaged from target

Special: If you hit with this attack, you may immediately perform this action again, choosing either the same target or a new target in the same engagement as the first, and adding ♦ to your dice pool. You may do this only once and only if you still meet the requirements for the attack

♦ You hit the target for normal damage

♦♦♦ You hit the target for +2 damage

♦♦♦ Perform a free manoeuvre after this action is completed

♦♦♦ One opponent within close range who is not engaged with you may engage you



ENVOY

BASIC CAREER: HIGH ELF OR WOOD ELF

A socially savvy, well-spoken representative of the elf people

Relations between the elves and the men of the Empire are generally cordial. The two peoples face common enemies and have formed military alliances on many occasions. However, humans and elves do not always see eye to eye. Elves often dismiss men as a short-lived and reckless race, whereas humans tend to see elves as haughty and inscrutable whilst envying their longevity and grace.

Various elfen kingdoms and institutions nurture diplomatic relations with noble courts and important businesses in the Empire. These envoys are usually young elves as they have an easier time relating to the race of men. Envoys from the high elf kingdoms usually act as the public face of great elfen mercantile families. They negotiate contracts, make deals, and try to soothe areas of contention with the humans of trading hubs such as Altdorf or Bogenhafen.

Envoys from the wood elf realms are rare and their motivations are much harder to discern. There is little trade between the Empire and Athel Loren, and many humans feel

there is something fey and unnerving about wood elves. Nevertheless, where there is a common interest, or a potential for conflict, wood elf envoys do sometimes approach human courts to state their case. These individuals are afforded a degree of respect, but generally mistrusted. They are commonly regarded as being little more than spies.

One thing that these elves and the men of the Empire stand firmly together on is thwarting the powers of Chaos, and should an elf hear rumours of the Ruinous Powers, he will usually wish to investigate. Elves can also find life amongst the humans rather claustrophobic and intellectually stifling. For such reasons, envoys who have no pressing matters to attend to may take up a life of adventure.

Typical Trappings: An envoy will be finely dressed in most circumstances, and will usually have two sets of good quality clothes. He will often carry a pen, ink, and parchment to note his observations and send messages to interested parties.

MYSTIC

BASIC CAREER: HUMAN, WOOD ELF, OR HIGH ELF
A sociable individual with an eerie talent for premonition

Many people in the Empire are superstitious and fatalistic, believing the future to be already determined by the will of the gods. Some seek easy answers to explain their purpose, and a gifted mystic can easily make a living catering to their hopes and fears.

Mystics tread a fine line. Some rashly claim to have a personal relationship with the gods, and if they aren't careful, those with a real knack for the art may be seen as witches. Many have been burned at the stake over the years having been declared heretics.

Some mystics insist that they are able to read the future through studying the casting of runes, the turning of cards, or the appearance of an animal's spilt guts.

These fortune tellers insist that they take an academic approach to their work, though most are simple entertainers who are better at reading people than the future. They are nevertheless perceptive and intuitive, able to quickly gauge their patrons' feelings, fears, and desires.

A few mystics may be genuinely touched with a gift for premonition. Such sensitive people may be the recipients of disturbing dreams, or are perhaps able to perceive shifts in the Winds of Magic in an unusual manner.

Elves are less credulous than humans, and more at home with the existence of magic. They still take premonitions and oracles seriously, however, so there is sometimes a place in their society for a true mystic, though they won't tolerate charlatans for long.

Typical trappings: Mystics typically cultivate a somewhat casual or rustic appearance and employ equipment such as a crystal ball, tarot cards, or a set of bones carved with runes.

Special: Upon entering this career, choose Charm or Guile. The chosen skill becomes a career skill; the other skill remains a non-career skill.

High Elf Longbow

Bow

The longbows of the High Elves are constructed from alternating layers of wood, taken from the many forests around Ulthuan, which endow them with great power and range. Each Archer maintains his own weapons, and a great deal of pride and care is placed into the act of fletching new arrows for war.

Qualities: Pierce 1, Two-Handed

Extreme Range: This weapon can fire a target at extreme range by adding ♦ to the dice pool.

Superior Craftsmanship: Adds □ to the dice of all attacks made while wielding it.

If you spend at least 1 fortune point on a Ranged attack with the bow, it gains +1 Pierce and reduced Extreme Range penalty down to

MENTAL MUTATION

Claos, Violence

When fatigued or distressed, add twice the normal number of ■ to your dice pools.

Obviously, something is wrong with your body. You can't see it, but sometimes you can feel it lurking inside you. It's only a matter of time before it happens...



SOLITISM

Enigma, Supernatural

Add ■ to your dice pool on all actions that target characters aside from yourself.

You're no longer convinced that anything besides yourself truly exists.



MORAL WOUND

You may not recover from any other critical wounds while you are affected by this critical wound.

4

BLOOD IN THE EYES

When you receive this wound, the GM may place a number of recharge tokens equal to the number of critical wounds you have on any combination of your action cards.

2

WEeping SORe

You may not recover fatigue or stress during the rally step.

If left untreated for a day, this wound's severity increases to 3.

2

LACK OF CONfIDENCE

Enigma, Trauma

Add ■ to any check you make in which the dice pool includes at least one expertise die ■

You're fairly certain you used to be able to do these things but you're less and less certain as time goes on...



High Elf Double Bladed Sword

Sword

Crafted from Ithilmar, the double bladed

elven swords are high and deadly. The High elves elite warriors treat this weapons as an extension of their own body and as such no High Elf will ever sell or trade such a masterful weapon.

Elven double bladed swords are always best quality and add □ to all attacks.

It can be wielded with two hands in which case increase the DR by +1. Changing from one to two hands wielding costs one manoeuvre.

Fast : Attacks made with this weapon gain:

♦. Place one fewer recharge token on this action

COACHMAN

BASIC CAREER: HUMAN OR DWARF

Basic, Rural, Specialist, Urban

PRIMARY CHARACTERISTICS

Toughness, Agility

CAREER SKILLS

Animal Handling, Ballistic Skill, Coordination, Resilience, Ride



ADVANCES

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



Tactic

Reputation

high Elf Longbow



5 3 4

high Elf Double Bladed Sword



5 3 3



COACHMAN

BASIC CAREER: HUMAN OR DWARF

A rugged individual who can safely get cargo to its destination

The Empire is a populous nation, but it is also vast. Travelling between settlements involves long journeys along lonely roads that wend through miles of dangerous wilderness. The wilds of the Empire are home to bandit gangs, herds of beastmen, goblin raiders, and worse.

Taking a trip by coach is, relatively speaking, one of the safer ways to travel, and a number of Imperial chartered coaching lines operate services. These are designed to get their customers from one destination to another securely and with some degree of comfort. The coaching lines own a fleet of coaches that travel to their destination in stages. Coaching inns dot strategic points along the roads of the Empire, providing a safe place for long-distance travellers to rest at night. In more remote parts, these inns are quite heavily fortified.

Coaches are well defended by a pair of coachmen, one of whom keeps a look out for trouble whilst the other drives the coach. Should a highwayman or outlaw band interrupt the journey, the coachmen will attempt to see off the threat with their intimi-

dating blunderbusses. The coachmen are also tasked with looking after the packages of mail that the coaches carry from city to city. Diligent coachmen also learn a few jaunty tunes to play on their coach horn in order to keep their passengers entertained.

During the cold winter months, most of the coaching lines limit their services, and coachmen can find themselves at a loose end. Under such circumstances, a coachman might be tempted by the opportunity to join a party of adventurers. A coachman who wants to spend a long time chasing after adventure may have to come to some understanding with his bosses in the coaching line though, as they might want their expensive blunderbuss back.

Typical Trappings: The coaching lines provide their coachmen with adequate protection in the form of a mail coat and leather jack, as well as a blunderbuss and ammunition for a dozen shots. Coachmen often carry a coach horn for signalling to other road users.