

Background Material For The Foreign Lands

If you extend your searches far into the old Warhammer forums you will find that there is already considerable user created content on the foreign lands of Araby, Cathay and Nippon. The following are summaries of the abundant internet content, including links and references for further reading, and also my own take on these foreign lands.

Araby

The area south of the Old World, across the Southern Sea, is known as Araby. A dry and arid land, beyond the fertile coastlines it is a land of trackless desert wastes interspersed by the rare oasis. It is hard and inhospitable, but a land rich with trade. In fact trade is the lifeblood of Araby.

Araby is ruled by powerful and rich sultans, and its cities, rich in spices, gold and slaves, run a brisk and beneficial trade with the Empire and Norsca. The principle cities of Araby are: Lashiek, Corsair city; Copher, the Spirit Port; Martek; and Al-Haikk, the City of Thieves. The cities are nestled on the coast of the continent, the centre being dominated by the Great Desert of Araby where nomads dwell.

Information

Older, but still useful unofficial information on Araby can be found at <http://www.ourlair.com/slayer/gameinfo/lands/araby/default.htm>

while an extensive unofficial overview of Araby in the Warhammer universe can be found in http://homepages.ihug.co.nz/~dpken/warhammer/WH_Araby.pdf

These documents are fairly consistent, which is unsurprising since one routinely paraphrases the other.

While these documents are good, it is my opinion that one should shy away from conventional treatments of Arabyan society that liken it to an Islamic near and middle east, and instead it is more exciting to consider Arabyan society to be a highly polytheistic society, one that worships many Gods with Old World equivalents, and also Gods specific to their culture. It should also be noted that while, in 1448, a bloody 200 year war was initiated against Estalia and the Old World, the war was not an analogue of the religious crusades. Instead, the skaven convinced Sultan Jaffar, a powerful sorcerer of the time, to invade Estalia, and war was waged without a religious basis. This is contrast to the paragraph of description provided in WFRP version 1, but I think that the treatment of Araby in the Warhammer world has evolved since then, as described in various Warhammer Army books, White Dwarf magazines, etc.

Society

Arabyan society shares many similarities to those found throughout the Old World. Araby society is split into two segments, the nomadic tribe people who travel the deserts in a similar way to the Gypsies of the Old World, and the citizens of the coastal cities of Araby.

The huge empire of Araby is composed of many provincial regions termed Caliphates, rules over by the Caliphs. In essence, a Caliphate is formed by the concentration of tribal groups that elect a tribal leader as the head of state. Though analogous to the fundamental form of administration that was the only form of government fully sanctioned in early Islamic theology, in the context of the Warhammer world, and in the absence of the on true god, it may be better to simply consider the Caliphs as despotic rulers of Arabyan cities who claim legitimacy based upon their own noble heritage related to their nomadic past, and that a great majority of the Araby elite are descended from the Leaders of the desert nomads who first settled the Arabyan cities. These Caliphates are not necessarily theocratic, just that the Caliphs are more readily than not high ranking religious figures of great influence in their societies.

Like the Arabyan society in general, the Arabyan social hierarchy is similar to that of the Old World. At the top are the Caliphs and their children, and just below them are those nobles who can trace their heritage from the Caliphs family. These Caliphs occupy an inherited social position in an equivalent manner to the noble houses of the Old World. Lesser nobility exists below these pure bloods, these tracing their heritage from powerful Emirs who became allied with the Caliph. The final strata of nobility are those that somehow have bought their nobility or lay claim with spurious or poorly-documented genealogy. The lives of these nobles are opulent beyond Old World standards, and large portions of Arabyan cities are comprised of giant palace complexes that glitter with gold and gems, and which can be seen from miles away.

Below the noble families are the artisans, burghers and peasants of the larger cities. However, unlike in the Old World where slavery has been recently mostly abolished, the very bottom of Arabyan society is slaves.

Language

Arabyan and the various Old Worlde languages are mutually unintelligible, but most Arabyan merchants speak at least one Old World language. Otherwise, all Arabyans characters have Speak Language (Arabyan) in place of Speak Language (Reikspiel etc).

Elves, Dwarves, and Halflings

Elves, Dwarves, and Halflings are much less common in Araby compared to the Old World. There are no permanent Dwarven communities in the region, and few dwarfs travel there. More adventurous Halflings may travel to Araby to discover some new ways of cooking, though few stay for long due to the oppressive heat and lack of lush countryside to which they are accustomed.

Elves, on the other hand, are a somewhat common sight in the coastal cities of Araby. Sea and High Elven traders have brought goods to and from Araby since the first cities, and all coastal cities have had permanent Elven community for more than a thousand years. Wood Elves, however, are all but completely unknown in the dune sea of Araby.



Religion

Like the people of the Old World, the Arabyan populace are a deeply religious lot. For the most part they worship the same Gods as their Empire and Bretonian counterparts, but under vastly different names and often in different capacities. There are some Gods that are either unique to Araby, or that scholars have so far not been able to identify as Old World Gods. Note that a lot of this section has been extrapolated by me and is not even in the now semi-accepted unofficial canon, so disregard it as you will.

Examples of Old World Gods include:

Moshar: God of Death

Is confusingly worshipped in three aspects that are contradictory to the Old World equivalents. As the God of the afterlife, he is the guardian of all dead and all souls travel to his domain. In this aspect he is worshipped as the God *Mórr*. However, Moshar is also worshipped by soldiers and called upon for blessings before a battle, and also as a guardian of caravans. In this aspect he is a God of war, and in this case worshipped as *Mórr's* daughter, *Myrmidia*. Finally, he is worshipped as the God of the Blade in Darkness by Assassins, thieves, and other underhanded undesirables. In this aspect it is *Mórr's* elder brother *Khaine* that becomes the worshipped deity

– a source of great amusement for *Khaine*, but certainly not for *Mórr*.

Anan: God of the Sea

Anan is a fairly young god, first appearing when the Arabyans settled in their coastal cities and took their first voyages into the World Sea. Anan is worshipped by all who travel the open seas, fishermen, pirates and sailors, and is an aspect of *Manann*.

Dhuram: God of Justice

Dhuram is worshipped as the God of Justice, and also as the God of Trade and the God of Learning, and is an aspect of *Verena*.

Asah: Goddess of Fertility &

Hadal: God of the Moon

Asah is worshipped primarily in the city gardens, and elusive desert oases. Sacrifices are made to Her in the hope of receiving rain or to preserve the flow of a desert spring. *Uzza's* husband, Hadal, is also worshiped as the God of the moon, and is an important minor God in many nomadic tribes since the moon is their guide and protector at night when they undertake their wanderings. Asah and Hadal are worshipped in the Old World as *Rhya* and *Taal*.

Other Gods more specific to Araby include:

Ghedan: God of the Desert

It is unsurprising that for a country that is mostly covered in desert, that the worship of Ghedan is widespread. The desert God is the giver and taker of life in the harsh Arabyan desert, and his fury fuels the monstrous sand-storms that rage across the deserts from time to time. Ghedan is the most ancient of all Arabyan gods, and is most heavily worshipped among the nomadic desert tribes.

Church Skills & Talents: Initiates of Ghedan start with Very Resilient in addition to their normal career skills and talents. Priests of Ghedan can, at their option, learn the following skills are talents as part of their careers: Outdoor Survival, Navigation and Orientation.

Ormazd: God of the Sun

Ormazd is the Arabyan Sun God, and is worshipped throughout Araby as the bringer of life and light to the land, but is also shown deference to abate the remorseless assault of the midday sun. In the cities Ormazd is often worshipped in conjunction with Dhuram, the God of Justice, since as the sun disperses darkness, so Ormazd brings wrong and injustice to light.

Church Skills & Talents: Initiates of Ormazd start with Command. Priests of Ormazd can, at their option, learn the following skills and talents as part of their careers: Academic Knowledge (Law), Navigation and Excellent Vision.

Azyat: The Snake God

The Cult of Azyat gained considerable influence with the Sultan and the major Caliphs in the period before the great Wars. Their assassins and spies undermined the power of the more established cults, and in a short time they had an unprecedented hold on the Azure Throne. However, in modern days the cult of Azyat is outlawed and worshipped only in secret by assassins and dark magicians. The followers of Azyat are firm believers of magic, vengeance, and human sacrifices, and along with their devastating and debilitating magics are a much feared cult in Araby.

Church Skills & Talents: Initiates of Ormazd start with Resistance to Poison. Priests of Ormazd can, at their option, learn the following skills and talents as part of their careers: Disguise, Prepare Poison, and Lightning Reflexes.

Magic

Lacking the prominence of the colleges of magic, and because of the religious affiliations of many of the ruling Caliphs, clerics and priests are the most wide-spread of the magic-users in Araby. Wizards are even more distrusted in Araby than in the Old World, owing partly due to their lack of formal training which results in greater than average magical disasters. Wizards that wish to operate openly are wise to seek the patronage of one of the major temples, and perhaps there they can also gain enough tutelage to prevent them killing themselves and others.

Of the various schools of magic, only Necromancy is officially forbidden. Even so, the study of Necromancy is sanctioned by the Sultan for the intent of protection against the Undead Hordes that threaten Araby's northern borders. These great sorcerers and court magicians of the Sultans receive a level of training and expertise that rivals the teachings of the Old World Colleges. In particular, these desert sorcerers are known to be practiced in Pyromancy, Celestial Magic, and the White Wind of Magic. In fact, the manipulation of *Hysh* as practised in the Colleges of Light has roots in Araby where the worship of the Sun God has influenced the rituals and symbology of the College of Light.

Bestiary

The desert land of Araby holds many creatures that are both fascinating and dangerous to travellers from the Old World. Giant scorpions lie in wait in rocky outcrops ready to sting and poison sleepers at night, while brave and notoriously savage camel riders navigate their way across the shifting sands of Araby by an uncanny instinct unfathomable and mysterious to mere city dwellers, but perhaps most frightening of all are the gigantic elephants, exotic creatures from the lush bushlands that lie between Araby and the jungles of the Southlands.



Camel

The camels of Araby are curiously ugly and temperamental animals, but the advantage that they have in the harsh desert environments is without question. The desert nomads and caravan trains of Araby utilise the endurance of these animals when crossing the great expanses of desert, and mounted camel raiders are a common spectacle along the Arabyan roads. Camels can travel longer distances without food and water and can also carry more weight than horses, and are ideally suited to the desert.

- Camel Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
23%	0%	39%	43%	25%	14%	10%	10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
0	13	3	4	7	0	0	0

Skills: Perception, Swim

Talents: Acute Hearing, Keen Senses

Special Rules:

- **Fearful Smell:** The sight and smell of a camel is fearful to horses unused to camels. Horses find camels Unsettling (WFRP 102), and while a horse is under the influence of the Unsettling Talent any Ride Tests to control the horse are made at -20%.
- **Hump:** You have it on good authority that a camel stores water in its hump, allowing it to survive for longer in the harsh desert. A camel need only test for Starvation (WFRP 114) after 12 days without food and 8 days without water.
- **Stubborn:** Camels are temperamental and disagreeable animals. Any Ride Tests or Command Tests related to riding a camel are made with a -10% penalty.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Slaughter Margin: Very Easy

Elephant

Elephants are an exotic creature even in Araby for they come from the lush bushlands that lie between Araby and the jungles of the Southlands. The Sultans like to collect all kinds of wild and monstrous beasts, and they eagerly compete against each other when it comes to maintaining the largest and most impressive herd of Elephants. These are ferocious and dangerous creatures, all the more so in combat when each carries a wooden tower upon its back, within which ride Arabyan warriors armed with long spears and assorted missiles that they hurl at their enemies below.

- Elephant Statistics -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	68%	61%	20%	18%	29%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	48	6	6	4	0	0	0

Skills: Perception, Swim

Talents: Natural Weapons, Strike Mighty Blow, Terrifying, Unstoppable Blows

Special Rules:

- **Tough Hide:** The thick hide of the elephant is equivalent to leather armour and provided 2 AP on all locations.
- **Trample:** A charging elephant can gore and trample targets without stopping, and can attack twice with the Charge Action instead of once.

Armour: Tough Hide

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Tusks and Trample

Slaughter Margin: Very Hard

Giant Scorpion

Giant Scorpions are dangerous and deadly opponents, and are extremely difficult to kill. Their pincers are powerful, and larger specimens can crush a man's chest even through armour. They are however most feared for their menacing and poisonous tails that curve forward over the creature's back. Giant scorpions measure between 10 and 15 feet in length, and are usually black or dark brown in colour.

Giant scorpions are generally found in the rocky outcrops of the dune seas of Araby, but can often be found in ruins of old settlements, tombs, and temples. Local superstitions claim that these giant scorpions are left by ancestors as guardians of these sacred temples and burial places, but whatever the truth, bold tomb robbers and adventures alike must always be wary of these formidable foes.

- Giant Scorpion Statistics -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	0%	41%	42%	40%	15%	35%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	25	4	4	6	0	0	0

Skills: Concealment, Perception + 10%, Silent Move

Talents: Frightening, Keen Senses, Natural Weapons, Night Vision

Special Rules:

- **Armoured Skin:** The chitinous exterior of the Giant Scorpion provides 3 Armour Points on all locations.
- **Tail Attack:** At the end of any round in which a Giant Scorpion made a Swift Attack, after all other attacks have been resolved (including the Scorpion's attacks), the Scorpion may make a tail attack as a free action. This is resolved normally except that it is poisoned and counts as having the Fast Quality. A target stung by a Giant Scorpion's tail attack must make a Poison Test or suffer -10% penalty to all main characteristics and 1 Wound of damage (regardless of TB) for each degree of failure, in addition to normal damage from the attack. Subsequent poisonings are cumulative and the target will fall paralysed and helpless if any characteristic is reduced to 0.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Two claws (and tail)

Slaughter Margin: Hard



Cathay

Imperial Cathay is a land of large bamboo forests, steep cloud covered mountains, terraced rice-fields, deserts, swamps, moors, steppes and airy plateaus. Animals and plants are abundant. In the more settled Jade-Chang river basin the land is usually covered with rice paddies, all divided into rectangular plots, while in mountainous or hilly areas, the slopes are terraced with paddies, sometimes covering an entire hill or mountain.

Cathay is in a unique position among the great nations of the Known World in that it is almost completely cut off from its neighbours, while enjoying a rich and fertile terrain. Its boundaries are formed by the Chaos wastes to the north, the inhospitable and dangerous Dark Lands to the west, and the Great Heavenly Sea to the east.

Despite the main human population, Cathay is filled with hundreds of smaller and distinct tribes. Some are established in cities, but many form nomadic groups in desert and steppe areas. One such nomadic tribe is the barbaric Ungols that still exist today throughout northern Cathay and southern Kislev.

Information

Without doubt, the best unofficial source for Cathay would be the Cathay sourcebook by Brian Scot Hoover:

[http://nagashworld.iframe.com/telecharg/warhammer-cathay\(sourcebook\).pdf](http://nagashworld.iframe.com/telecharg/warhammer-cathay(sourcebook).pdf)

Other sources of information do exist, such as http://homepages.ihug.co.nz/~dpken/warhammer/WH_Orient.pdf, and various other Cathay/Nippon combined source books for Warhammer Fantasy Battle. However, since B. Scot Hoover has done such a stand-up job, and also focuses on WFRP in particular, there is really no point reinventing the wheel. In my summary below I have removed mention to the religious sect of Vimtaoism. Instead, I've let the unofficial Gods of Cathay, The Nine Sages, be equivalent to the worship of the more familiar Old World Gods, and focussed on the cults of Law, including the Cult of The Celestial Dragon as detailed by Rev. Garrett Lepper, <http://www.ourlair.com/slayer/gameinfo/lands/cathay/celestial.htm>

Society

The Empire of Cathay is unique in that it is a nation founded on the principles of the Gods of Law. Its highly complex, and at times, elaborate bureaucracy is a direct result of the belief in an orderly, systematic approach to government. The Ruler of the Earth (the Emperor) is said to be spiritually chosen by Solkan, himself at the head of the Heavenly Bureaucracy. In practice, the empire is made up of a strong Imperial central core (the various Ministries in the capital and the Emperor), a widespread and fairly well educated middle bureaucracy, relatively self-governing provinces, and a huge, by Old World standards, local peasantry.

Cathayan society is highly stratified, but not so much so as some other nations of the east, such as Nippon. There are six general classes in society, which are roughly equivalent to the social ordering in the Old World. While moving from one to the other is not common, it is possible.

These classes are in decreasing social rank are:

- Imperial family and descendants
- Bureaucracy, Scholar families, Old nobility
- Military Officials
- Merchants, Artisans, Local Landowners
- Commoners
- Peasants

It should be noted that the military class is not inclusive of all soldiers. Only those who are Imperial officers or members of their families are included in this class. In many cases these families will actually be members of the old nobility. As for rank and file troops, they are largely made up of peasants and commoners.

Unlike in Nippon, and similar to the Old World, there are no special rights and privileges associated with the military in Cathay, and the real power still lies with the bureaucratic officials and old nobility.

Language

In the context of Warhammer it is probably easier to consider Cathayans as speaking a universal Cathayan language that is distinct from any Old World or other world language. All Cathayan characters have Speak Language (Cathayan) in place of Speak Language (Reikspiel etc). Cathayans, even Cathayan merchants, are rarely multilingual.

Elves, Dwarves, and Halflings

There are not a lot of non-humans living in Cathay and the Emperor is content to see things stay that way. An exception is made for a few Sea Elves that are allowed to live in some carefully controlled island trading communities, but contact with them is strictly forbidden, except for trade purposes.

Dwarves are known, especially from the mountains of Kitsevara. However, they are regarded as strange and exotic. Halflings are entirely unknown and would probably be regarded as freaks, or worse mistaken for a 'niang' (daemon child).

Religion

Besides the worship of the ancestral cults of the *Nine Sages*, there are a number of overt and covert Law cults operating within Cathay. The worship of Solkan is relatively widespread, as its beliefs coincide with the state cult of the Emperor - *The Cult of the Celestial Dragon*. The Cult of the Celestial Dragon is the official religion of Imperial Cathay, just as Sigmar is the primary religion of

the Empire. It should also be noted that the religions in Cathay are not generally as intolerant and exclusive as those in the Old World. In many cases, an individual may follow many deities with great fervour, and not just many with lip service as in the Old World. In particular, it is common place to devote oneself almost equally to each of the Nine Sages.

Although contact with Cathay has remained limited, great scholars from the Old World believe that many of the Nine Sages are aspects of many Gods worshipped in the Old World. The sages are:

Tse Ran: God of Wild Places, Nature and Creation

Tse Ran is portrayed as a bearded ancient, and is known for creation and control. He is believed to be an aspect of *Taal*, the Lord of Nature.

Chang Er: Goddess of Fertility and Growth

Chang Er was supposedly exiled to the moon and is rarely worshipped as many of her attributes have been taken on by that of Guan Mei. She is believed to be an aspect of *Rhya*, the Mother Goddess.

Mei Mao: God of Wisdom, Truth and Learning

Mei Mao is an aged, stooped old man with incredibly long eyebrows-reaching to his feet. This symbolises his great wisdom. Mei Mao is the celestial advisor, but in his lifetime during the Huang dynasty he was a famed sage-king credited with introducing writing. He is believed to be an aspect of *Verena*, the Goddess of Learning and Justice.

Pang Gu: God of Weather and the Sea

Pang Gu is portrayed in the form of a great dragon turtle. As lord of the seas he is worshipped by fishermen, and is believed to be an aspect of *Manann*, the Gods of the Sea.

Tsen Wo : The Guardian of the Afterworld

Tsen Wo is portrayed as a wise and powerful judge. It is he who consults the Great Records of Hell and pronounces judgement on the souls of men. He is only rarely worshipped, but believed to be an aspect of *Mórr*, the God of Death.

Lao Nian: Lord of Murder and the Undead

Liao Niang resembles the Lord of Muder, Khaine, in the form of a fresh, rotting corpse. He has been worshipped sporadically throughout Cathay, since its introduction from Indhya. While officially outlawed, large monasteries of this god are believed to exist.

Guan Mei: Goddess of Healing and Mercy

Guan Mei is probably the most popular of the sages. Guan Mei is the mother goddess of mercy, who freely comforts and aids all who pray to her. There is strong evidence that Guan Mei is an aspect of *Shallya*, the Goddess of Healing and Mercy.

Scholars have failed to identify Gong Fei and Tu Bo as aspects of any Old World God, and many

consider it equally likely that they are Gods unto themselves, or simply an obscure aspect of a lesser known deity.

Gong Fei: God of Longevity and Health

Gong Fei is a sacred holy man who is well known as the author of the *Gong Yao Bu*, the central work in Cathayan herbalism. He supposedly lived during the Soo dynasty - dying at the auspicious age of 1010. He is still a popular figure, especially during festivals, birthdays, or in old age. Symbols or statues of Gong Fei are considered lucky in one's home. Shrines will be frequented by the aged as well as herbalists and surgeons.

Church Skills & Talents: Initiates of Gong Fei start with Resistance to Disease. Priests of Gong Fei can, at their option, learn the following skills and talents as part of their careers: Trade (Apothecary), and Trade (Herbalist), and Green Fingers and Precise Measures.

Tu Bo: God of War and the Guardian of Heaven

Tu Bo is portrayed as a great general with black skin and bright red hair. Always clad in armour and brandishing a large iron club. He is believed to protect, defeat evil spirits, and provide strength. Some scholars have entertained the notion that Tu Bo represents an aspect of Myrmidia, though an equal number consider this concept absurd, and the theological and academic communities of the Old World remain divided on the issue.

Church Skills & Talents: Initiates of Tu Bo start with Command. Priests of Tu Bo can, at their option, learn the following skills and talents as part of their careers: Dodge Blow, Strike Mighty Blow and Specialist Weapon Group (Two-Handed).

In addition to these nine "universal" deities, each province, city, village or neighbourhood has its own ancestral heroes, spirits, and local sages that are worshipped in that place. Families and clans will also worship prominent ancestors and the spirits of those recently departed. Nearly every home will have a small table to the spirits, on which libations, food, and incense are placed.

In Cathay, like almost every other civilised place in the Known world, worship of the gods of Chaos is strictly forbidden and usually punishable by death. In Cathay the Chaos Gods are known as:

Khornc - Liu Shuc Mo Gui "The Bloody Demon Warrior", "Inscrutable Emperor of the Legions of Mayhem", "Bold Lord of Destruction" "The Consumer of Flesh"

Tzeentch - Tien Tsin "Lord of the Orchestra of Fifteen Devils", "Lord of the Invisible Empire" "The Sorcerous General of Illusion"

Nurgle - Si Shen "The Crawler in Excrement", "The Great Contagion"

Slaanesh - Bien Tai "The Pervert", "The Insatiable", "That Which Copulates with Three"

The Cult of the Celestial Dragon

This cult is not a formalised religion per se; rather it is an agglomeration of various traditions regarding the Heavenly Bureaucracy, the roles of the Emperor, the earthly bureaucracy and the masses. All Cathayan deities and spirits, at least those approved by the state, are assumed to be a part of an all-encompassing Heaven, of which *Solkan* (Tien Di) is the supreme monarch. For information on Solkan you can see my previous document on Non-Human and Forbidden Worship, or browse the Black Industries Forums for alternate views and spell lists.

Church Skills & Talents: The skills and talents granted to the followers of the Cult of the Celestial Dragon depend on the aspect followed, which ranges from the vengeance of Solkan, to aspects of a scholarly or bureaucratic nature. Besides skills and talents available to Solkan worshippers, initiates may instead start with Etiquette. Priests can then, at their option, learn the following skills and talents as part of their careers: Command, Dealmaker, and Schemer.

Magic

Magic in Cathay is highly ritualised and generally focused on alchemical and elemental disciplines, and taught in formal schools of magic in a similar manner to the Old World colleges. Other minor schools of magic exist, but are usually found as sub-schools of the two most popular. The largest magical academy in Cathay was founded in Chungcheng over 1500 years ago. Spell casters that follow similar lines of magic to the Old World colleges do exist, but it is more common to find casters with a repertoire of magic that bridges several lores with an alchemical and elemental focus, however, to the Old World practitioners these spell casters are nothing more than undisciplined Hedge-Wizards or Witches.

Why not use some of these recently uncovered rules for non-college magic:
<http://www.strike-to-stun.com/Downloads/Elementalism2.pdf>
<http://www.strike-to-stun.com/Downloads/Wizardry2.pdf>

Bestiary

Cathay is host to a range of animals that are as varied as Cathay itself. Of most threat to travellers are the tigers that roam the forests and grasslands of Cathay. Elephants are found in the south of Cathay where they may be found working, logging the forests of Kun Tsou and Hanmei. Only rarely will elephants be used by the military. Statistics and rules from elephants can be found under the Arabyan bestiary above.

Tiger

Tigers roam the forests and grasslands of Cathay, especially in the more tropical southern provinces. While they rarely endanger humans in settlements they can be more than a match for a small party of travellers, especially if an individual becomes separated from the group.

- Tiger Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45%	0%	50%	44%	35%	14%	40%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	17	5	4	8	0	0	0

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

Talents: Keen Senses, Natural Weapons, Night Vision

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Bite and Claws

Slaughter Margin: Hard

Nippon

Within this island realm off the east coast of Cathay are many semi-autonomous provinces and castles ruled by powerful feudal warlords called daimyo. The theoretical head of Nippon is the Emperor, but far more powerful is the Shogun, the country's military dictator, and headman of the country's military aristocracy.

Nippon is rich in natural resources, and there are many rivers and streams with plentiful supplies of fish. Much of Nippon is heavily forested, providing ample wood for construction and burning, and mountainous regions rich in precious minerals provide security for outlaws and the monasteries of the warrior monks.

Information

The best unofficial sources for Nippon can be found at
<http://www.criticalhit.co.uk/content/view/101/52/>
and

<http://www.ourlair.com/slayer/gameinfo/lands/nippon>
However, these documents are fairly inconsistent, though they are both model Nippon on a medieval Japan. Both sites however, use different maps and geography, have different time lines, and different shoguns and religions – but does it really matter? Pick one and run with it. Personally, I have no real preference, though it would seem common sense to use the Critical Hit information since it is more popular, but also because it is focussed on WFRP. However, general information on the military ruling class and social order do remain consistent between these two sources, and the latter does supply a more concise description of the social hierarchy.

Society

The Nipponese countryside is very different from the Old World model of large cities with satellite towns and villages. Instead, as the relative safety of the forests provides, Nippon is not full of sprawling cities but full of villages and isolated temples and castles. These castles and fortifications are the focus points around which small settlements and towns prosper, with the feudal lord and his retainers providing protection against bandits, forces of opposing lords, and also the threat of occasional chaos or goblinoid attack.

Despite the fact that the Imperial Seat has lost much of its power over the last few centuries it is still nevertheless very powerful, and is it is the Emperor that officially rules the country. However, the true power in Nippon is really held by the Shogun, the ruling officer of the newly formed military aristocracy that has taken defacto control over Nippon by seizing considerable power from the old Nipponese nobility.

There are two, non-criminal, classes in Nippon; the military aristocracy that rule from castles or smaller village manors and the peasant class, in a strict feudal class system. One born in a class can almost never elevate themselves to another class, and the difference in privileges is dramatic.

The classes in Nipponese society in decreasing social rank are:

- Imperial family and descendants
- Shogun
- Daimyo (feudal lords)
- Samurai and Aristocratic Bureaucracy
- Farmers and peasants
- Craftsmen
- Merchants and shopkeepers

Although merchants and shopkeepers have the lowest non-criminal social order they often find themselves in good standing and well respected due to their considerable wealth.

Language

The language spoken throughout Nippon is Nipponese, and it is distinct from any Old World language, and also distinct from the language of Cathay. All Nipponese characters have Speak Language (Nipponese) in place of Speak Language (Reikspiel etc). Like Cathayans, the Nipponese are rarely multilingual.

Elves, Dwarves, and Halflings

Nippon has even fewer "civilised" non-human inhabitants that Cathay, even lacking the Sea and High Elf trading communities of Cathay. No Dwarfs are known to inhabit Nippon although a small number stay behind from the merchant ships sailing from the Old World in a hope to acquire engineering insight from the maze-like castles that dot the countryside of Nippon. The odd adventurous Halfling will ply a trade in Oriental cooking in Nippon, but few rarely stay

long. High Elves used to live in several of the cities of Nippon pre-Incursions of Chaos, but when Tor Elithis was attacked by the forces of Chaos the vast majority of the Elves left to defend it.

Religion

Like the Old Worlders, the Nipponese are deeply religious, but their belief involves the worship of a pantheon of deities. Priests of Nippon worship all the gods as one rather than assume the importance of any single god. Although some gods are more popular than others, it is highly unusual for anyone to take on the worship of just one god. Each peasant's and nobleman's house has a small shrine to their particular gods. The peasants often worship in natural surroundings such as caves, cliffs and on cliff tops, by offering up rice and sake (an alcoholic drink made from rice).

Similar to the treatment of Cathayan and Arabyan deities above, I would mainly consider Nipponese Gods to be some aspect of existing Old World Gods. I should also state at this stage that I don't consider these aspects of known Gods to be worshipped in the same way or to be portrayed in the same way. I wouldn't even expect that the strictures are identical between these aspects. However, it is reasonable to expect that the spell usage and church skills and talents of these aspects to be similar to the Old World counterparts.

The critical hit site contains a fairly expansive list of Nipponese deities, and I direct you there if interested. It could be assumed that several of the Gods are aspects of the same God worshipped in different ways. However overall, and because of the comparatively rural nature of Nippon and Nipponese life, the main worship of Nipponese deities, skills, talents, and magic, are more focussed on nature, harmony and elementalism.

The worship of Chaos Gods is outlawed in Nippon as these Gods provoke some kind of wrong in a person that disrupts the order of nature and the balance of the Gods. The worship of Ranald in the aspect of thief is also outlawed in Nippon. In Nippon the Chaos Gods are known as:

Ranald - Sho, Lord of Thieving and Trickery

Khaine - Akira, Lord of Murder

Khorne - Great Gojira, God of Anger and Destruction

Tzcentch - Tsien-Tsin, Master of the Fifteen Devils

Nurgle - Grand Yabu, Lord of Disease and Decay or the Lord of Gluttony

Slaanesh - Zai-Neshi, Prince of Lust

Magic

Magic in Nippon is not taught in colleges or institutions as in the Old World, Cathay, and to a lesser extent, Araby. Instead, Nipponese magic is usually divine in nature, and priests are far more common than wizards. This is partly attributed to the fact that the schools of thought, such as monasteries, are deeply religious, and therefore focus on divine teachings. However, elementalism may be encountered in Nippon. Why not use some of these recently uncovered rules for non-college elementalism magic:

<http://www.strike-to-stun.com/Downloads/Elementalism2.pdf>

Bestiary

The forests and mountains of Nippon are host to many weird and wonderful creatures, and of them, the Temple Dog is most fearsome. Many temples in the Far East, and not just in Nippon, are protected by the guardian statues of dogs; much like some buildings in the Old World are protected by gargoyles. Most of them are indeed just lifeless statues but some have been imbued with magic so that they come alive should the holy place they are bound to guard be threatened.

Temple Dog

A Temple Dog is a cross between a giant Pekinese and a lion; animated creatures of magic that do not have a mind of their own. Many temples in the Far East, and not just in Nippon, are protected by these guardian statues.

- Temple Dog Statistics -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	0%	54%	51%	30%	32%	34%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	26	5	5(7)	5	0	0	0

Skills: Perception

Talents: Daemonic Aura, Frightening, Keen Senses, Natural Weapons, Night Vision, Resistant to Magic, Will of Iron

Special Rules:

- **Crushing Charge:** A temple dog is extremely heavy, and strike with a SB of 10 when they take a Charge Action.
- **Stone Skin:** Temple Dogs are solid stone and are resistant to attacks. Their stone skin counts as 3 AP on all locations and is cumulative with their Daemonic Aura.

Armour: None + Aura

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Bite and Stomps

Slaughter Margin: Hard

Careers Of The Foreign Lands

Many careers that I wanted to have are successfully explained with existing WFRP careers if one substitutes common knowledge and speak language skills for Nipponese, Cathayan or Arabyan. Careers like imperial bureaucrat are suitably described by Politian or Noble Lord, and Arabyan corsairs and caravan guards can be described by seaman, or outrider or muleskinner etc. Also, the soldier career is encapsulates the general foot infantry of any nation rather well. Some good existing non-official careers are the Diplomat and Ambassador, if you can find them on the web or forums anywhere.

Careers

Additional basic careers that I have included in this document include:

Desert Nomad – an Arabyan career

Litter Bearer – primarily a Cathay and Nippon career, but can be used anywhere in the Old World where nobles need to be carried by their lesser

Military Aristocrat – the ruling class of Nippon and an entry into the Samurai career.

Skirmisher – a mounted career for the nomads or raiders of Araby and Cathay

Theatre Performer – a career for Cathayan or Nipponese non-combat types

Additional advanced careers that I have included in this document include:

Blackmailer – a career for any location, and modified from a career detailed at the BI forums

Geisha – an advanced entertainer from Nippon

Interpreter – a career to aid the many traders and merchants in Araby, though it may be used anywhere

Master – master martial artist of Cathay and Nippon

Money Lender – a career to aid the many traders and merchants in Araby, though it may be used anywhere. Note that this career highlights the removal of Araby from the Islamic descriptions of earlier versions (since interest is counter to Islamic beliefs)

Ninja – expert Assassin of Nippon

Philosopher – a modified scholar, mainly of Cathay, but may be used anywhere

Samurai – military aristocracy of Nippon

Samurai Officer – high ranking Nippon noble

Ungol Raider – Cathayan mounted raider

Warrior Monk – martial artist of Cathay and Nippon

Talents

A few new talents have been introduced with these new careers. These new talents include: Armoured Swimming, Evade, Specialist Weapon (Martial Art), and Unarmed Parry. The Art Of Silent Death and Birth Sword talents have been introduced in official BI supplements, but are clarified here.

Armoured Swimming

The deadly samurai warriors are trained in the art of swimming and fighting in light armour. A character with this talent halves the penalty for swimming while wearing armour.

Art Of Silent Death

A character with Art Of Silent Death is skilled in the art of unarmed fighting, inflicting +1 Damage with unarmed attacks and ignoring the doubling of armour that normally penalises unarmed strikes. Art Of Silent Death is cumulative with Street Fighting. A summary of unarmed penalties is:

Unarmed:	-4 SB	AP×2	
Street Fighting:	-3 SB	AP×2	+10 WS
Art Of Silent Death:	-3 SB		
Art Of Silent Death +			
Street Fighting:	-2 SB	+10 WS	
+ Fist Weapon	+1 SB		

Birth Sword

The character is born with a Birth Sword, passed down from generation to generation. Normally a Katana wielded by the fearsome Samurai, the character gains +5% to Weapon Skill and deals SB+1 with his Birth Sword only. The character does not gain these bonuses with any other weapon, nor does anyone else gain these bonuses from the Birth Sword. In addition, the character gains a +10% bonus to Fear and Terror Tests while carrying the sword.

Evade

A character with evade is skilled in avoiding and deflecting missile weapons and may parry and dodge missile weapons as if they were melee attacks. Otherwise normal rules for parrying and dodging apply.

Specialist Weapon (Martial Art)

The character is skilled and practiced with the obscure weapons of the Far East. Martial art weapons are complex but versatile weapons to use. They require high degrees of skill, and are generally multipurpose weapons that combine the disciplines of the flail, two-handed weapons, and entangling weapons. The Specialist Weapon (Martial Art) Talent is unique in that to purchase it a character must already have one of Specialist Weapon Flail or Two-Handed or Entangling. Martial Art Weapons are also unique in that they can be often used in WS or BS based attacks, and no -20% penalty is imposed for using them in hand-to-hand combat (WFRP 130).

Unarmed Parry

The character can deflect and catch melee weapons in combat without the needs for weapons. Weapons can be struck aside, caught between hands, or simply blocked by striking an opponent's wrist. Otherwise normal rules for parrying apply.

References

Besides the above mentioned references that contain information on the lands of Araby, Cathay and Nippon, several other sources have been used to gather information for all three documents that I have created on these subjects. These references include, but are not limited to:

Warhammer Fantasy Role-Play V1 & 2, the original *Warhammer Armies* by Nigel Stillman & Friends, *Secrets of the Samurai* by Oscar Ratti & Adele Westbrook, *Arms & Armour of the Samurai* by I. Bottomley & A.P. Hopson, and *A Glossary of the Construction, Decoration and Use of Arms & Armour in All Countries & in All Times – Together With Some Closely Related Subjects* by George Cameron Stone.

Websites and other online material I have used include:

Black Industries forums, such as

http://forum.blackindustries.com/topic.asp?TOPIC_ID=8976,

http://forum.blackindustries.com/topic.asp?TOPIC_ID=8024,

http://forum.blackindustries.com/topic.asp?TOPIC_ID=7917.

Note

The following careers often reference other careers in this document or other careers that are available at the BI forums, etc.

+ - A career from this document

* - A career available elsewhere

- Desert Nomad -

Description

Not all inhabitants of Araby dwell in the great merchant cities, and many Arabyans still pursue a nomadic lifestyle - herding camels, living in colourful tents, and trading occasionally with settlements and other tribes for goods not easily come by. Nomadic tribes roam the trackless sands of the desert in large caravans, and are experienced at locating food and water in the harsh environment. However, in times of hardship, desert nomads turn to raiding merchant caravans, rival clans, and even smaller settlements for food, livestock and slaves.

Notes: If rolling randomly for career, *Desert Nomad* can be selected instead of *Camp Follower*. Only Arabyan characters can enter this career.



- Desert Nomad Advance Scheme -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+10%	-	+10%	+5%	+5%	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Animal Care or Secret Signs (Ranger), Common Knowledge (Araby), Drive or Ride, Gossip or Performer (Story Teller), Haggle or Trade (any one but Shipwright), Navigation, Outdoor Survival, Perception

Talents: Orientation, Seasoned Traveller

Trappings: Bow and 10 Arrows or Spear and Shield, Scarf or Hood, Small Tent, Water Skin

Career Entries: Bone Picker, Peasant, Vagabond

Career Exits: Miner, Outlaw, Skirmisher*, Smuggler, Tomb Robber, Tradesman

- Litter Bearer -

Description

In Nippon and Cathay, palanquins and sedan chairs are often used to transport the nobility between venues in the larger cities. These human powered vehicles are carried by the litter bearers, freelance or permanent servants who are charged with carrying of



important or rich persons from place to place. Although litter bearers can be found throughout the Old World, they are much more prevalent in the Far East. In Cathay, the elite travel in light bamboo seats (sedan chairs) supported on a carrier's back like a backpack, while palanquins are more often used in Nippon to transport the warrior class and nobility with two or four litter bearers carrying a single palanquin.

- Litter Bearer Advance Scheme -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	+10%	+10%	+10%	-	+5%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Blather, Common Knowledge (Home Nation), Consume Alcohol or Haggle, Navigation

Talents: Etiquette or Fleet Footed, Hardy, Orientation, Sturdy, Very Strong

Trappings: Sedan Chair or Uniform

Career Entries: Beggar*, Camp Follower, Peasant

Career Exits: Bodyguard, Herald, Labourer*, Rogue, Servant, Thug, Valet

Notes: If rolling randomly, *Litter Bearer* can be taken instead of *Valet*.

- Military Aristocrat -

Description

Nippon is characterised by its class of aristocratic warriors, the privileged combination of upper class vassals and ruling landowners that are the top of the social hierarchy. This military aristocracy effectively represent both the noble and warrior class in Nippon. Nipponese aristocratic warriors often act as diplomats, and administrators during prolonged times of peace and as elite soldiers and officers during times of war. Similarly as in the Old World, lower ranked aristocrats are nothing more than slightly privileged retainers to their masters, with one of these privileges being the permission to train with and wear weapons – in particular the noble skills of archery and swordplay are emphasised. With luck, perseverance, and the favour of their ruling lord, a lowly aristocrat may advance as a political retainer or as a samurai or officer.



Notes: Character must be Nipponese to enter this career. If rolling randomly, this starting career can be taken instead of *Noble*.

- Military Aristocrat Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	-	+10%	+5%	+10%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Academic Knowledge (one of Genealogy/Heraldry, History, or Theology) or Perception, Command or Gossip, Common Knowledge (Nippon), Dodge Blow or Ride, Gamble or Performer (Musician), Read/Write, Speak Language (Nipponese)

Talents: Etiquette, Public Speaking or Special Weapon Group (Two-Handed), Schemer or Warrior Born, Strike Mighty Blow or Special Weapon Group (Long Bow)

Trappings: Great Weapon (Halberd) or Daikyu with 10 Willow Leaf arrows, Good Craftsmanship Clothes, 1d10 gc, Light Armour (Leather Jerkin)

Career Entries: Sergeant, Steward

Career Exits: Courtier, Diplomat*, Politician, Protagonist, Samurai+, Student

- Skirmisher -

Description

Skirmishers are nomadic raiders that plague the trade routes and border settlements of Araby and Cathay. They are a tough and enduring people, skilled in battle against their foes, but also experienced in battling their hostile environments. In Araby, and in times of hardship, small bands of skirmishers mounted on horses or camels raid from their desert camps in search of food and riches, while in Cathay, the tribal Ungols of the steppes of the Far East form bands of mounted archers that raid settlements and caravans along major trade routes.

Skirmishers are mounted archers that prefer to wear down their enemy by quick volleys of skilfully placed arrows, while adeptly avoiding getting pinned down in melee combat. Many merchants, caravan masters, and local rulers have been forced to acknowledge the threat that these nomad tribes represent, and many skirmishers are themselves employed to guard the very caravans that they once raided.

Notes: Only Arabyan or Cathayan characters can enter this career. If rolling randomly for career, *Skirmisher* can be selected instead of *Outrider*.



- Skirmisher Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	+15%	-	+10%	+10%	+5%	+5%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Animal Care, Common Knowledge (Araby or Cathay) or Secret Signs (Ranger), Concealment or Perception, Follow Trail or Navigation, Outdoor Survival, Ride

Talents: Orientation, Marksman or Rover, Rapid Reload

Trappings: Camel or Horse with Saddle and Harness, Crossbow or Short Bow with 10 Arrows or Bolts, Leather Jerkin, Small Tent

Career Entries: Desert Nomad*, Hunter, Outlaw

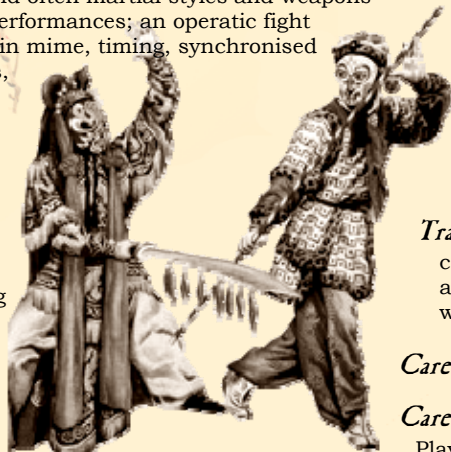
Career Exits: Horse Archer*, Mercenary, Scout, Veteran

- Theatre Performer -

Description

Opera, theatre, and other dramatic performances are a popular form of entertainment in Cathay and Nippon, and both privately owned theatre troupes, and travelling bands of performers are relatively common throughout the empires. Performances are generally exaggerated, involving grand gestures, dancing, and other body movements to express such actions as riding a horse or opening a door, and elaborate makeup designs are frequently used. Actors are well versed in dance and storytelling, and traditional string and percussion instruments provide a strong rhythmic accompaniment to the performance. Plays have a strong emphasis on flowing and graceful motion, and often martial styles and weapons are incorporated into performances; an operatic fight scene is a masterpiece in mime, timing, synchronised movement, martial arts, acting and acrobatics. Due to a great demand for their talents, and unlike entertainers of the Old World, the theatre performers of Nippon and Cathay seldom have to scratch out a living in travelling shows from town to town.

Notes: Character must be Cathayan or Nipponese to enter this career.



- Theatre Performer Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	-	-	+10%	+5%	+5%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Charm, Common Knowledge (Cathay or Nippon), any one of Gossip, Perception, or Ventriloquism, Performer (any three of Actor, Acrobat, Comedian, Dancer, Mime, Musician, Singer or Story Teller), Speak Language (Cathayan or Nipponese)

Talents: Etiquette or Lightning Reflexes, Mime or Special Weapon Group (any 1 melee), Public Speaking

Trappings: Brightly coloured good craftsmanship costume, Makeup, any one musical instrument or a poor craftsmanship (theatrical) specialist melee weapon

Career Entries: Agitator, Entertainer, Valet

Career Exits: Charlatan, Geisha+, Minstrel, Playwright*, Vagabond

- Blackmailer -

Description

Blackmailers are spies who specialise in obtaining information about others, usually wealthy nobles or merchants, that is potentially embarrassing and politically or financial devastating. A blackmailer threatens his victim and forces them to pay in exchange for silence. They will do almost anything to get at the evidence they need, from paying thieves to steal letters from wealthy homes, or doing it themselves, to bribing servants to betray their masters. Sometimes a blackmailer will even hire prostitutes to seduce people whom they then have in their iron grip. Blackmailing requires a lot of skill and patience; with a steady balance being struck to extract the maximum amount of money out of clients without forcing a desperate outcome or being caught themselves.



- Blackmailer Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	-	+10%	+15%	+15%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Concealment or Disguise, Gossip, Intimidate or Haggle, Lip Reading, Perception, Read/Write, Search, Shadowing

Talents: Acute Hearing or Cool Headed, Etiquette or Schemer, Dealmaker

Trappings: At least one piece of valuable evidence, 100gc, Writing Kit

Career Entries: Money Lender*, Servant, Spy, Thief, Valet

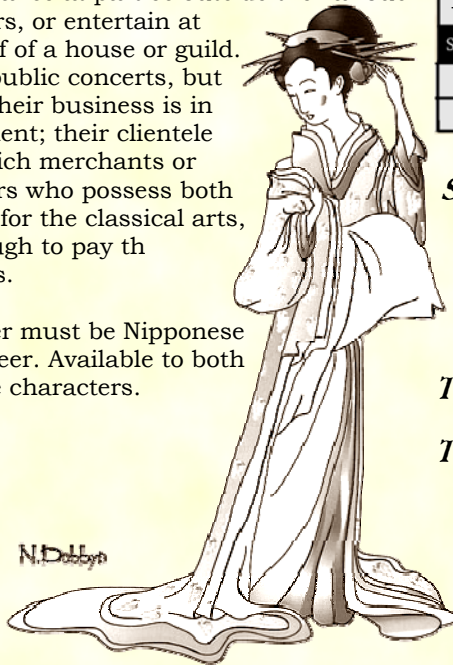
Career Exits: Crime Lord, Master Thief, Racketeer, Spy

- Geisha -

Description

Geisha are skilled professional entertainers, whose talents include music, dancing, and communication. Both male and female, Geisha work either freelance at parties outside the various pleasure quarters, or entertain at parties on behalf of a house or guild. Geisha do give public concerts, but the majority of their business is in private engagement; their clientele are most often rich merchants or nobility, or others who possess both an appreciation for the classical arts, and money enough to pay their expensive fees.

Notes: Character must be Nipponese to enter this career. Available to both male and female characters.



- Geisha Advance Scheme -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	-	+15%	+20%	+20%	+25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (any 2 of the Arts, Genealogy/Heraldry, or History), Charm, Common Knowledge (Nippon), Gossip, Perception, Performer (Dancer, Musician, and Singer), Read/Write, Speak Language (Nipponese), Trade (Calligraphy)

Talents: Etiquette, Suave

Trappings: 3 sets of Best Quality clothes, Makeup, any two musical instruments

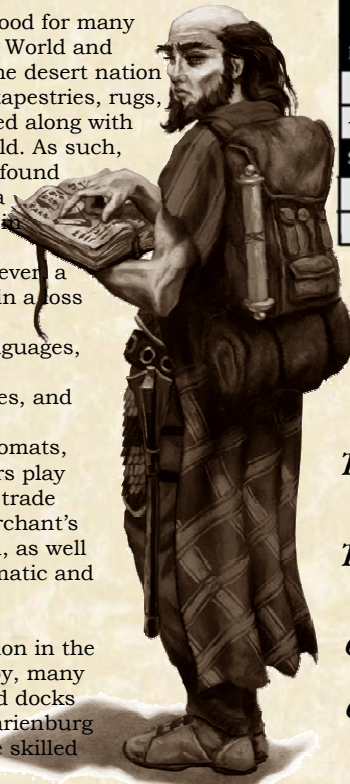
Career Entries: Theatre Performer+, Courtier

Career Exits: Guild Master, Minstrel, Spy

- Interpreter -

Description

Trade has become the lifeblood for many nations throughout the Old World and beyond, and in particular the desert nation of Araby is famous for fine tapestries, rugs, and fabrics, which are traded along with spices to the rest of the world. As such, Arabyan merchants can be found in many of the ports of Tilea and Marienburg, as well as in Cathay and as far north as the Empire and Kislev; however, a barrier in language results in a loss of profits. Interpreters are individuals fluent in the languages, as well as the customs and legislation, of many countries, and are highly sought after by merchants, nobles and diplomats, and the military. Interpreters play decisive roles in negotiating trade agreements whenever a merchant's fluency has been exhausted, as well as translating during diplomatic and military meetings involving numerous nations. Though interpreters are most common in the great trading nation of Araby, many courts of the Old World, and docks and ports of Cathay and Marienburg employ the services of these skilled individuals.



- Interpreter Advance Scheme -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+10%	+20%	+15%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (History or Law), Blather or Charm, Common Knowledge (any three), Gossip, Perception or Speak Language (any one), Read/Write, Speak Language (any three)

Talents: Etiquette, Linguistics, Seasoned Traveller

Trappings: Best Craftsmanship Clothing, Writing Kit

Career Entries: Diplomat*, Envoy, Scholar

Career Exits: Ambassador*, Explorer, Merchant, Lawyer*, Noble, Scholar

- Master -

Description

After a prolonged and rigorous training, warrior monks of the monasteries may rise to some level of rank within their order. To gain a mastery, the applicant must return to their temple or monastery, and be judged by their superiors. Only through this may they attain the instruction necessary, and become blessed with the responsibility of the training of others, or the responsibility of coordinating defences or attacks against enemies of the monasteries. Chief enemies of the warrior monks' are the samurai of the feudal lords who are eager to recruit them for their armies, and who are also resentful of the autonomy that the monasteries show against the feudal rule of law.

Notes: Character must be Cathayan or Nipponese to enter this career.

Career Entries:
Warrior Monk+

- Master Advance Scheme -

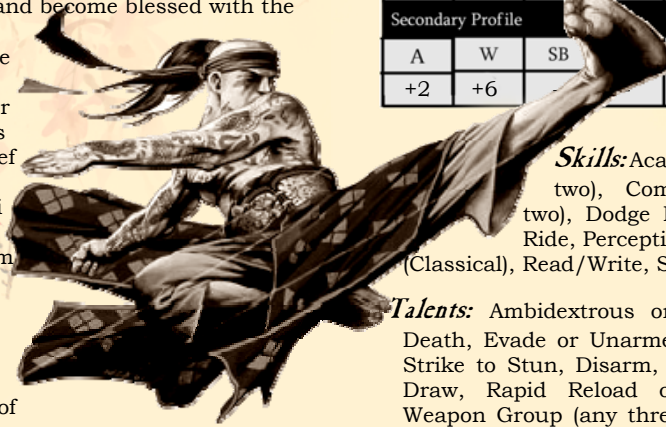
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	+20%	+15%	+25%	+35%	+15%	+25%	+10%
Secondary Profile							
A	W	SB	M	Mag	IP	FP	
+2	+6	-	-	-	-	-	-

Skills: Academic Knowledge (any two), Common Knowledge (any two), Dodge Blow, Heal, Intimidate or Ride, Perception or Speak Language (Classical), Read/Write, Speak Language (any one)

Talents: Ambidextrous or Fearless, Art of Silent Death, Evade or Unarmed Parry, Contortionist or Strike to Stun, Disarm, Lightning Parry or Quick Draw, Rapid Reload or Sixth Sense, Special Weapon Group (any three of Entangling, Fencing, Flail, Martial Arts, Parrying, Throwing Two-Handed)

Trappings: Any Three Specialist Weapons, Healing Draught or Poultice, Quarter Staff or Short Staff, Robes

Career Exits: Grand Master (Champion), Philosopher+, Priest, Scholar



- Money Lender -

Description

The old adage, "one must spend money to make money", is all well and good only if one has money to start off with. For the rest of the world be entrepreneurs, money must be borrowed from rich friends, or otherwise from money lenders. Even richer merchants and tradesman must borrow money from time to time if they find themselves strapped for cash or favours when a juicy deal comes by. Money lenders make their money by imposing a fixed fee or interest based fee based on the money lent. Other times, the lender may expect a favour to be carried out by the borrower, or even a percentage of the future earnings of the invested money. Sometimes the interest payment maybe relatively light, but at other times it can be not only heavy but also increasing every time the borrower fails to make a payment. A continual failure to pay often results in payment being extracted by confiscation of the borrower's house or possessions, or perhaps solved by violence.



- Money Lender Advance Scheme -

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+10%	+15%	+15%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Evaluate, Gamble, Gossip, Haggle, Perception, Secret Language (Thieves' Tongue) or Secret Signs (Thief)

Talents: Deal Maker or Street Wise, Super Numerate

Trappings: Leather Jerkin, Two Body Guards, 500 gc in coin

Career Entries: Charlatan, Forger*, Thief, Toll Keeper

Career Exits: Black Mailer*, Outlaw Chief, Fence, Merchant, Racketeer

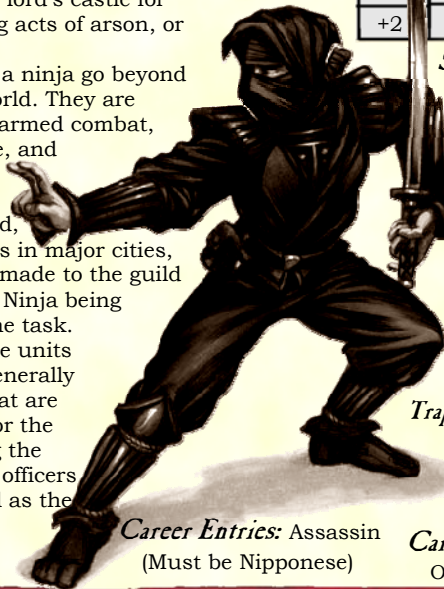
- Ninja -

Description

Ninja are assassins, arsonists, saboteurs and spies rolled into one. Clad in black so that only their eyes are seen, and with their ability to despatch targets ruthlessly and silently, a ninja is both feared and despised - but a necessary evil in the island land of Nippon. Ninja are hired by feudal lords to carry out tasks which their noble samurai would not do either through code of behaviour or because they were simply unable to, such as secretly gaining access to another lord's castle for assassination, committing acts of arson, or intelligence gathering.

The skills and training of a ninja go beyond any warrior of the Old World. They are masters of armed and unarmed combat, concealment and disguise, and psychology and science.

Unlike the solitary assassins of the Old World, the Ninja operate in guilds in major cities, and a request of services made to the guild will result in one or more Ninja being dispatched to complete the task. Besides the administrative units of the city guilds, ninja generally live in training villages that are built to provide defence for the key inhabitants including the head ninja, the executive officers and hiring agents, as well as the various rank of ninja.



Career Entries: Assassin
(Must be Nipponese)

- Ninja Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+30%	+15%	+20%	+35%	+25%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Concealment, Disguise, Dodge Blow, Follow Trail or Sleight of Hand, Heal or Pick Locks, Hypnotism or Intimidate, Perception, Prepare Poison, Row or Swim, Scale Sheer Surface, Silent Move, Shadowing

Talents: Ambidextrous or Flee!, Art of Silent Death or Unarmed Parry, Contortionist, Disarm, Rapid Reload or Strike Mighty Blow, Resistance to Poison or Trade (Apothecary), Strike to Injure, Strike to Stun or Wrestling, Special Weapon Group (Blowpipe or Explosives or Martial Arts), Specialist Weapon Group (any one)

Trappings: Blowpipe or Martial Art Weapon (any) or Flash Pot, Black Hooded Cloak, Grappling Hook, Hand Claws (Fist Weapon), 10 yards of Rope, 2 doses of Poison (any), Short Bow & 10 Arrows, 6 Throwing Stars, Wakizashi or Ninjato

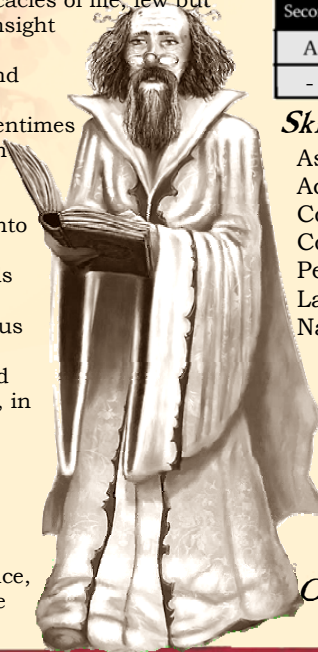
Career Exits: Champion, Crime Lord, Guild Master, Outlaw Chief

- Philosopher -

Description

Many citizens of the Old World and beyond, after having successful careers in business, politics, or religion, find time in their leisure to ask esoteric questions about the nature of things: life, nature, knowledge, will, science, reality, the gods, humanity - why are we here. While anyone can contemplate the intricacies of life, few but philosophers have the time and insight required to develop their ideas.

Philosophers typically can be found gathered in cosmopolitan cities to discuss their ideas, which are oftentimes controversial and in contravention of typical political, military, and religious views. As such, the authorities are often threatened into action by these quite revolutionaries. The Imperial lands of Cathay are famous for their philosophers, and there are obvious distinctions between the philosophical focuses of Old World and Cathayan philosophy. In fact, in many ways, the Old World and Cathayan philosophies are the antithesis of each other. Old philosophy emphasises ambition, individualism, rationality, power, and liberty, while Cathayan philosophy emphasises benevolence, harmony, wisdom, family, and the honouring of one's ancestors.



- Philosopher Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+5%	+10%	+25%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (any two of Astronomy, History, Science, Theology), Academic Knowledge (Philosophy), Blather, Common Knowledge (any one), Charm or Consume Alcohol, Gossip, Perception, Performer (Story Teller), Read/Write, Speak Language (Classical), Speak Language (Home Nation)

Talents: Savvy or Super Numerate

Trappings: Three textbooks corresponding to Knowledge Skills, Writing Kit

Career Entries: Agitator, Charlatan, Friar, Priest, Student, Warrior Monk+

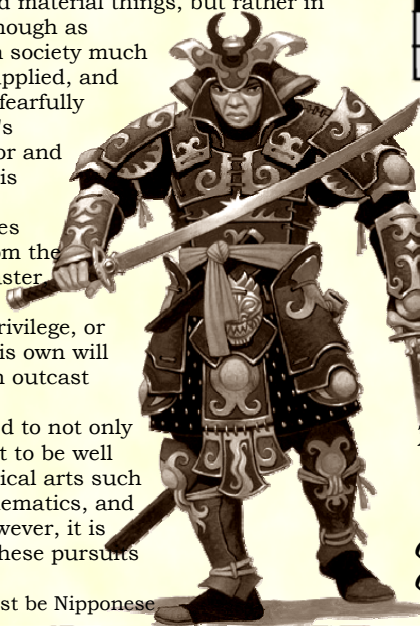
Career Exits: Demagogue, Friar, Initiate, Inventor*, Scholar

- Samurai -

Description

Of the military aristocracy of Nippon are the samurai, famous for their codes of honour, loyalty to their feudal warlords, and skill in battle. Samurai are the backbone of the Nippon armies, forming local ranks of troops skilled in both close combat and archery. Unlike Old World nobles, samurai tend to live frugal lives with little interest in riches and material things, but rather in honour and pride, though as privileged persons in society much of their needs are supplied, and respect and honour fearfully enforced. A samurai's loyalty to the emperor and his local feudal lord is unsurpassed, and a samurai that becomes masterless either through the ruin or fall of his master after the loss of his master's favour or privilege, or otherwise through his own will becomes a Ronin, an outcast mercenary for hire. Samurai are expected to not only be great warriors but to be well versed in more classical arts such as calligraphy, mathematics, and song and dance. However, it is often the case that these pursuits are overlooked.

Notes: Character must be Nipponese



- Samurai Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+15%	+10%	+10%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	-	-	-	-	-	-

Skills: Academic Knowledge (one of Astronomy, Genealogy/Heraldry, History, Science, or Theology), Heal or Perception, Command or Ride, Common Knowledge (any two), Dodge Blow, Gossip or Speak Language (Classical), Intimidate, Perception, Performer (Musician) or Read/Write, Secret Language (Battle Tongue), Swim or Trade (Calligrapher)

Talents: Armoured Swimming or Menacing, Birth Sword, Quick Draw or Sharp Shooter, Special Weapon Group (Longbow or Two-Handed), Street Fighting or Wrestling, Strike Mighty Blow

Trappings: Katana and Wakizashi, Two-Handed Weapon (any kind) or Daikyu with 20 arrows, Full Leather Lamellar Armour (without mask), 10 gc, sponsorship from feudal lord

Career Entries: Military Aristocrat+

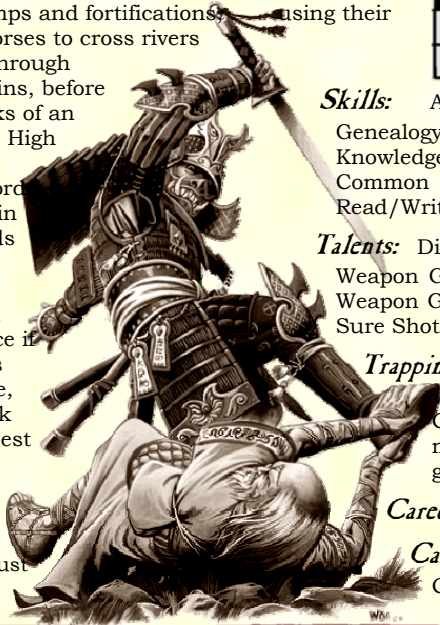
Career Exits: Courtier, Initiate, Samurai Officer+, Ronin (Sergeant or Veteran), Warrior Monk+

- Samurai Officer -

Description

The riding of horses into battle is reserved for the highest ranking officers and aristocracy. Although capable of leading troops, samurai officers are more commonly banded into small groups of mounted shock troops that demoralise, harass, and cut down the enemy ahead of the foot soldiers. Units of specially trained mounted samurai are also famous for running daring night time raids on enemy camps and fortifications, using their lightly armoured horses to cross rivers and move quickly through woods and mountains, before striking at the flanks of an unprepared enemy. High ranking samurai commanders and lords are often able to gain following from bands of loyal troops, and can petition more powerful lords for a better offer of service if their current lord is cramping their style, or otherwise embark on a military conquest of their own into neighbouring provinces or lands.

Notes: Character must be Nipponese



- Samurai Officer Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+25%	+20%	+20%	+25%	+15%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+7	-	-	-	-	-	-

Skills: Academic Knowledge (one of Astronomy, Genealogy/Heraldry, History, Science, or Theology), Academic Knowledge (Strategy/Tactics), Animal Care, Command, Common Knowledge (any three), Dodge Blow, Gossip, Read/Write, Ride, Secret Language (Battle Tongue)

Talents: Disarm or Sharp Shooter, Lighting Parry, Special Weapon Group (Cavalry or Longbow or Two-Handed), Special Weapon Group (any one) or Stout Hearted, Strike to Injure or Sure Shot, Trick Riding

Trappings: Katana and Wakizashi, Any two of Two-Handed Weapon (any kind) or Daikyu with 10 arrows or Cavalry Spear, Full Metal Lamellar Armour (with mask), Light Warhorse with Saddle and Harness, 25 gc, sponsorship from feudal lord

Career Entries: Samurai+

Career Exits: Noble Lord, Ronin (Captain or Outlaw Chief)

- Ungol Raider -

Description

The Ungols are the nomadic people of the displaced Ungol Empire of the steppes of Cathay. They are unparalleled horseman, and masters of the bow. When not trading goods made in their portable settlements, the nomadic Ungols reserve the right to inflict a choke hold on all trade moving across the steppes. The Ungols are masters at moving quickly around their enemies, surrounding them, and cutting them down with withering fire from crossbows or bows. As such, these highly manoeuvrable and resilient warriors are much sought after as mercenaries in the standing armies of Cathay.

Note: Only Cathayan characters can enter this career.



- Ungol Raider Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+25%	+5%	+15%	+20%	+10%	+10%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Animal Care, Animal Training or Navigation, Dodge Blow, Outdoor Survival, Perception, Ride

Talents: Mighty Shot, Sharp Shooter or Specialist Weapon Group (Crossbow), Sure Shot, Trick Riding

Trappings: Horse with Saddle and Harness, Crossbow, Chu-ko-nu or Short Bow with 10 Arrows or Bolts, Leather Jacket

Career Entries: Skirmisher*

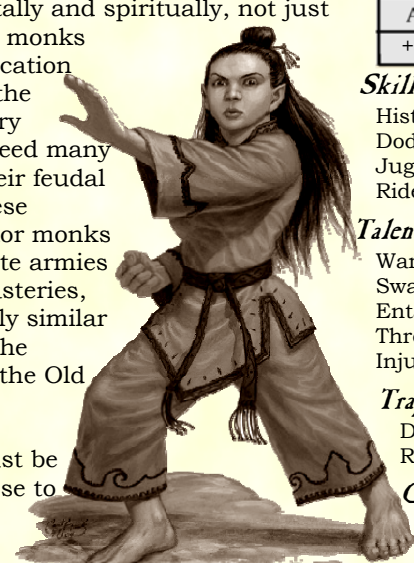
Career Exits: Highwayman, Outlaw Chief, Scout, Targeteer, Veteran

- Warrior Monk -

Description

Deep in the inaccessible areas of Nippon and Cathay lie the many mountain retreats of religious warrior monks. In these martial monasteries, monks not only study religious and academic texts, but also a variety of martial arts. The studying of martial arts is seen as a means to improve oneself mentally and spiritually, not just physically, and these monks show a skill and dedication that surpasses even the samurai of the military aristocracy – and indeed many Samurai abandon their feudal lord to learn from these master monks. Warrior monks are the de facto private armies of the secluded monasteries, and are fundamentally similar in many respects to the religious templars of the Old World.

Notes: Character must be Cathayan or Nipponese to enter this career.



- Warrior Monk Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+10%	+5%	+15%	+20%	+10%	+20%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Academic Knowledge (any one of Astronomy, History, Theology), Common Knowledge (any one), Dodge Blow, Heal, Perception, Performer (Acrobat or Juggler) or Speak Language (Classical), Read/Write, Ride or Swim

Talents: Disarm or Stout Hearted, Lightning Reflexes or Warrior Born, Street Fighting, Strike to Stun or Swashbuckler, Specialist Weapon Group (any one of Entangling, Fencing, Flail, Martial Arts, Parrying, Throwing Two-Handed), Strike Mighty Blow, Strike to Injure or Unarmed Parry, Wrestling

Trappings: Any One Specialist Weapon, Healing Draught or Poultice, Quarter Staff or Short Staff, Robes, Writing Kit

Career Entries: Friar, Initiate, Priest, Samurai+

Career Exits: Flagellant, Master+, Philosopher+, Priest, Scholar