

# — INVENTOR —

## DESCRIPTION

Visionary, often eccentric, inventors dedicate themselves to designing and creating new marvels, be these elementary constructs of minor utility such as automatic chicken pluckers, or grand masterpieces of engineering such as underwater ships. Little exists that an inventor believes can not be improved with the application of a creative mind and knowledge of scientific principles. Of all the nations of the Old World, Tilea and the Empire embrace the spirit of invention the most, inventors inspired by the example of Leonardo of Miragliano, the deceased genius and inventor of the Imperial steam tank. The brilliance of many inventors can be seen on the battlefields of the Old World, in the printing presses designed by Gunthur Johans of Middenheim, in the madcap creations of the inventor Wolfgang Kugelschreiber. Of the other races, Dwarfs show the most appreciation of invention as evidenced by such strange contraptions as the gyrocopters of the King's Flying Corps.



## — Inventor Advance Scheme —

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+5%	+10%	+30%	+20%	-

### Secondary Profile

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

**Skills:** Academic Knowledge (Engineering), Academic Knowledge (Science), Drive, Evaluate, Haggle, Perception, Read/Write, Search, Speak Arcane Language (Runic) or Speak Language (Classical), Speak Language (Khazalid or Tilean), Trade (any three)

**Talents:** Savvy, Super Numerate

**Trappings:** Blank Book, Trade Tools (Engineer's Kit), Trade Tools (other tools appropriate to Trade Skills), Writing Kit, Workshop

**Career Entries:** Artisan, Engineer, Scholar

**Career Exits:** Artisan, Engineer, Scholar