

- Forger -

Description

Forgers are essentially artists, but rather than producing works of art they turn their hands to reproducing items which can command a high price, such as documents, letters and seals. They can accurately copy handwriting, provided they are given a sample to work from, and are familiar with a wide variety of documents, inks, seals and writing materials. Besides forging documents, forgers may take on the role of counterfeiters, making their own coinage with coin dies.



Simon Sullivan, <http://www.geocities.com/leonpoi19/wfrp.html>

- Forger Advance Scheme -

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Evaluate, Perception, Read/Write, Secret Language (Thieve's Tongue), Secret Signs (Thief), Trade (Artist or Smith)

Talents: Streetwise, Super Numerate or Artistic

Trappings: Coin Die or Magnifying Glass, Trade Tools (Artisan or Engraver's Kit), Writing Equipment or 30 gc and 15 counterfeit gc

Career Entries: Scribe, Thief, Artisan, Charlatan, Fence

Career Exits: Charlatan, Crime Lord, Fence, Master Thief, Racketeer

- Herbalist and Pharmacist -

Description

Herbalists and Pharmacists are a sub-set of the Old World Tradesman that specialise more in the making and supplying of medicines than in the running of shop fronts in busy cities. Though a herbalist or pharmacist in a busy city may be represented using the Tradesman Career, the available skills and talents do not describe well the day-to-day practices of these Old World healers.

Medicine in the Old World is primitive, unreliable and expensive, so many people rely on traditional herbal cures and medicines handed down from generation to generation. Pharmacists are the counterpart of the Herbalist, dealing with mineral and chemical preparations rather than herbal.

Both Herbalists and Pharmacists are respected members of the community, trading in herbs and draughts, and providing medical aid for those that cannot find or afford the ministrings of a physician.

Note: Both Herbalists and Pharmacists are provided here under the same career because their advance schemes are essentially identical. If determining Careers by the Background method, Herbalists are more likely in Rural settings, though herbalists exist in larger cities if they can find space for a garden allotment.



- Herbalist Advance Scheme -

Main Profile

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

Secondary Profile

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

Skills: Heal, Perception, Read/Write, Secret Language (Guilder), Outdoor Survival or Speak Language (Classical), Haggle or Secret Signs (Ranger), Gossip or Search, Trade (Herbalist) or Academic Knowledge (Science), Trade (Apothecary) or Prepare Poison

Talents: Three of Dealmaker, Savvy, Orientation, Resist Poison, Green Fingers or Precise Measures

Trappings: Trade Tools (Herbalist or Apothecary), Pestle and Mortar, Healing Draught or Healing Poltice, 1-10 Assorted Jars/Pouches of chemical powders or herbs

Career Entries: Burgher, Camp Follower, Corpse Handler, Peasant, Student

Career Exits: Artisan, Barber-Surgeon, Charlatan, Hedge Wizard

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- Investigator -

Description

In the Old World, safety on the streets of the major cities is enforced by local watchmen who patrol the city's districts and are empowered to make arrests and issue on-the-spot fines. These watchmen, however, have only a limited capacity and ability to pursue elusive and dangerous criminals, and while professional bounty hunters are often recruited on a case-by-case basis, in the largest cities local Investigators are employed to act as a second line of defence against the criminal underworld.

Investigators piece together criminal events by examining physical evidence and gathering information from witnesses and victims.

Trained in tracking and also professional warriors, investigators are skilled in surveillance and the finer arts of obtaining evidence by break and entering. The best investigators earn great respect by solving serial murders or unearthing local cults and criminal underworlds.

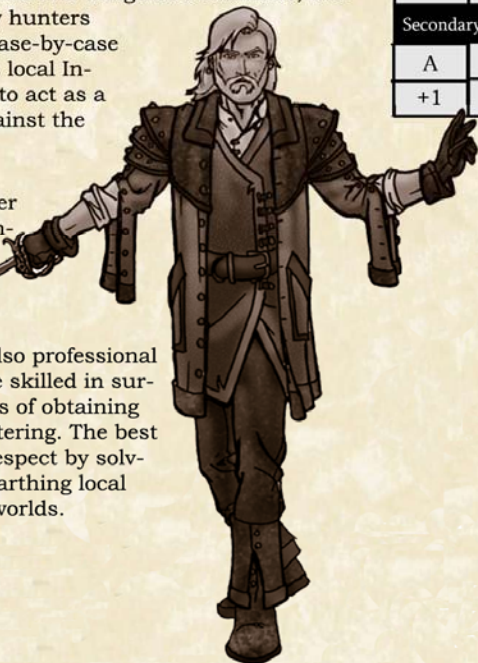


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<http://welcometo/pozas>

- Investigator Advance Scheme -

Main Profile

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

Secondary Profile

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

Skills: Academic Knowledge (Law), Common Knowledge (any two), Dodge Blow, Follow Trail, Gossip, Intimidate, Perception, Pick Lock, Read/Write, Search, Shadowing

Talents: Disarm, Street Fighting or Wrestling, Strike to Stun

Trappings: Leather Jack and Leather Sculcap, Manacles, Knuckle Dusters, Lock Picks

Career Entries: Bounty Hunter, Roadwarden, Watchman, Interrogator, Sergeant

Career Exits: Captain, Lawyer, Racketeer, Spy, Vampire Hunter

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- Lawyer -

Description

Lawyers make a long study of the processes of law in the Old World, and of the legal system in general. They are professionals, occupy a fairly high station in life, and are generally respected. Their most prized possession is their reputation – their own reputation as lawyers, and the reputation of their home town and its legal system. Their reputation is what ensures a steady stream of customers, and many lawyers will be extremely wary of taking on a case which they are not sure they can win.

Although legal systems differ from town to town and region to region, they have many aspects in common, and a lawyer will be able to cope with an unfamiliar legal system after a little research.

In the Old World, Civil, Religious and Military cases are generally handled differently and in entirely different courts of law. For this reason, practicing Old World lawyers can originate from a variety of schools and sources.



- Lawyer Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	+10%	+10%	+35%	+20%	+15%

Secondary Profile

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

Skills: Academic Knowledge (Law), Academic Knowledge (any one), Charm, Common Knowledge (any one), Perception, Performer (Actor), Read/Write, Secret Signs (Lawyer), Speak Language (Classical), Speak Language (Reikspiel)

Talents: Etiquette, Public Speaking

Trappings: Lawyers Wig and Gown, Good Craftmanship Hand Weapon, Writing Equipment, Book or Thesis of Local Law, 40 gc

Career Entries: Agitator, Diplomat, Scribe, Student, Anointed Priest, Consecrated Cleric, Journeyman Wizard, Herald, Investigator, Scholar

Career Exits: Demagogue, Merchant, Politician, Scholar, Steward

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- Pit King -

DESCRIPTION

Few pit fighters truly desire to repeatedly risk life and limb on the blood-soaked floors of the fighting pits, and fewer still possess the skill or luck required to do so successfully. These few are the Pit Kings, the renowned champions of the arena, heavily-scarred veterans grown to love the cheers of the crowds, the visceral thrill of combat, the spectacle and drama of bloody triumph. Pit Kings have invariably purchased or won their freedom, but continue to fight still, often enjoying the spoils to be gained in the gambling surrounding their heavily touted fights.

Note: The Pit King provides an alternate route to Judicial Champion without having to go through careers such as Veteran. The Pit King provides a quicker route without requiring the purchase of military based advancements.



- Pit King Advance Scheme -

Main Profile

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

Secondary Profile

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

Skills: Charm or Intimidate, Dodge Blow, Gamble or Consume Alcohol

Talents: Ambidextrous or Street Fighting, Disarm or Wrestling, Menacing or Public Speaking, Quick Draw or Strike to Injure, Specialist Weapon (any one non-ranged), Very Resilient or Very Strong

Trappings: Great Weapon, Flail or Morning Star, Shield or Buckler or Main Gauche, Any other weapon, Medium Armour (Full Mail Armour), Fans or Admiring Crowd or Notoriety

Career Entries: Pit Fighter, Duclist, Outlaw Chief, Sergeant, Veteran

Career Exits: Assassin, Judicial Champion, Sergeant, Veteran

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- Playwright -

Description

The theatre is much beloved of both nobility and commoner alike, a source of entertainment by turns witty, bawdy, and melodramatic. Many popular plays are performed including such favourites as Das Vampir Genevieve and Ooh Sir, That's a Big Sausage! The plays penned by playwrights weave history, legend, and current events into tales of romance, humour, tragedy, and satire, though in this latter case many playwrights have fallen afoul of political censors and the victims of their lampooning. Inspired by the success of Wilhelm Klappernlanze of Altdorf, some playwrights seek out and gain noble sponsorship, though many more eke out a meagre existence, barely earning monies enough for rent and beer.



- Playwright Advance Scheme -

Main Profile

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

Secondary Profile

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

Skills: Academic Knowledge (History), Blather, Charm, Common Knowledge (Bretonnia, the Empire, Estalia, or Tilca), Consume Alcohol, Gossip, Gamble or Haggle, Performer (Actor), Read/Write, Speak Language (Breton, Classical, Estalian, Reikspiel, or Tilcan), Trade (Playwright)

Talents: Etiquette, Public Speaking, Savvy, Suave

Trappings: One set of Good Craftsmanship Clothing, Writing Kit

Career Entries: Agitator, Courtier, Entertainer, Minstrel, Noble, Scholar, Scribe, Student

Career Exits: Charlatan, Demagogue, Minstrel, Noble, Outlaw, Spy