

# Lizardmen

The Lizardmen live far away from the Empire, in the jungles of deepest Lustria. Despite what those in the Old World might think, these denizens of the New World are neither savages nor beasts, but an intelligent race with a highly developed culture – and they don't worship Chaos, either. They are however, keepers of incredibly ancient magic, and gifted with an entirely alien biology, perfectly suited to the harsh land they live in

## Background

The Lizardmen call themselves the Children of the Old Ones, and rightly so, for they were spawned by the Slann when both they and the Old Ones still inhabited the great temples of Itza, in deepest Lustria. Although the Old Ones have vanished, the frog-like Slann priests still rule over their skink brethren, and although some of their temples have fallen into ruin, they remain a proud, vibrant and illuminated culture, steeped in tradition but embracing the future.



Like every race in the world, however, their history has been one of constant warfare. Even before the hordes of Old World armies arrived in 1492 they faced constant attacks by the Vampire Counts and the Dark Elves, and fought a thousand-year-long conflict with their arch-enemies the Skaven. In response to these constant invasions, the Slann created the saurus, horned and scaled near-animals that can fight much harder than the comparatively weak skinks. The saurus are fearsome in battle, and have defended the great Kingdom from all who have tried to pull it down.

As long as their land remains so abundant in gold and jewels, however, these invasions are likely to continue. That the only time they have met outsiders is in battle has caused the lizardmen to become insular and terrified of the outside world. Yet some forward-looking Slann priests have decided to send emissaries to the Old World and other shores, in an attempt to circumvent the need for so much killing in their jungle homes. These skinks have overcome their fears in the hope of educating the benighted barbarians who come to their shores lusting only for blood and conquest.

Coming from a meritocracy, they value strength and wisdom that they can see in action above any sort of title or stature. They do however have a strong caste system, with only the Slann allowed to rule, the skinks acting as their servants and the saurus designed to fight. As such, the blurred-lines of the battle-hardened rulers and warrior-priests of the Empire confuse them greatly.

## Roleplaying Hints

Lizardmen come from a completely isolated culture and as such have little understanding the strange rituals and customs of the Empire. This means they typically prefer to stand back and observe whatever is going on until they can understand it, lest they make a mistake. Many races consider them cold and cruel, for they show little emotion, in or out of battle. The truth is, however, that their cold blood means they are slow to express their emotions and slower to give their favour, not that they have none to express or to give. They are cautious and slow to anger, but decisive when they find the moment to strike, and relentless once their anger is evoked.

**Table 1: Characteristic Generation**

Characteristic	Skink	Saurus
<b>Weapon Skill (WS)</b>	20+2d10	20+2d10
<b>Ballistic Skill (BS)</b>	20+2d10	20+2d10
<b>Strength (S)</b>	10+2d10	30+2d10
<b>Toughness (T)</b>	20+2d10	20+2d10
<b>Agility (Ag)</b>	30+2d10	20+2d10
<b>Intelligence (Int)</b>	20+2d10	20+2d10
<b>Will Power (WP)</b>	20+2d10	20+2d10
<b>Fellowship (Fel)</b>	20+2d10	10+2d10
<b>Attacks (A)</b>	1	
<b>Wounds (W)</b>	Roll 1d10 and consult Table 2: Starting Wounds	
<b>Strength Bonus (SB)</b>	Equal to the first digit of your Strength	
<b>Toughness Bonus (TB)</b>	Equal to the first digit of your Toughness	
<b>Movement (M)</b>	5	4
<b>Magic (Mag)</b>	0	0
<b>Insanity Points (IP)</b>	0	0
<b>Fate Points (FP)</b>	Roll 1d10 and consult Table 3: Starting Fate Points	

**Table 2: Starting Wounds**

d10 Roll	Skink	Saurus
1-3	9	11
4-6	10	12
7-9	11	13
10	12	14

**Table 3: Starting Fate Points**

d10 Roll	Skink/Saurus
1-4	1
5-7	1
8-10	2

## Racial Features

**Skills:** Common Knowledge (Lustria), Speak Language (Reikspiel),  
Speak Language (Xlotl)

**Talents:** Night Vision, Resistance to Poison, Warrior Born or Very Strong

**Table 4: Starting Career**

Career	Skink	Saurus
Apprentice Wizard	01-03	-
Boatman	04	01-02
Bone Picker	05-07	03-04
Bounty Hunter	08-12	05-09
Camp Follower	13-14	10-11
Emissary*	15-20	11-14
Entertainer	21-24	15
Fisherman	25-27	16-18
Hedge Wizard	28-30	-
Hunter	31-32	19-25
Jailer	33-34	26-30
Marine	35-39	31-38
Mercenary	40-41	39-55
Miner	42-43	56-59
Outlaw	44-46	60-61
Pit Fighter	47-53	62-75
Rat Catcher	54-55	76
Seaman	56-60	77-85
Smuggler	61-63	88
Student	64-66	-
Surveyor*	67-75	89-90
Thief	76-79	-
Thug	80-85	90-99
Tomb Robber	86-90	00
Tradesman	91-93	-
Vagabond	94-00	-



## New Career: Emissary

### Description

Just as the great Elven families send envoys to the empire, the tribal lords of Lustria send their best and brightest to do the same task. Unlike the elves, however, this is not because the lizardmen have trouble dealing with human folk, but rather because they believe the poor benighted people of the Old World deserve some access to the many accomplishments and advancements of the New one. Emissaries are sent with expensive gifts to the highest courts in the land to learn our ways and speak well of their homeland. Many Emissaries find they like it here so much that they seek other employment.



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

*Skills:* Charm, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write, Speak Language (any)

*Talents:* Etiquette, Linguistics, Suave

*Trappings:* Noble's Garb, Sabre, Foreign Trinkets worth 4d10 crowns.

*Career Entries:* None

*Career Exits:* Burgher, Noble, Scholar, Spy

**Note:** Only lizardmen may enter this career.

## New Career: Surveyor

### Description

Whereas the Emissary comes to the Empire to tell of his land back home, the Surveyor's purpose is to learn everything he can of the Empire to report back to his supervisors. This includes studies of geography, demography and of course, military strength. It is of course seemed deeply suspicious when a foreign national is seen taking detailed notes about everything so Surveyors learn to make their inquiries and observations discreetly. They often join bands of adventurers, for those types travel wider and see much more than most anyone else.

— Surveyor Advance Scheme —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	—	—	+10%	—	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—



*Skills:* Academic Knowledge (Cartography), Common Knowledge (the Empire), Concealment, Evaluate, Follow Trail, Navigation, Outdoor Survival, Perception, Read/Write

*Talents:* Alley Cat or Rover, Orientation, Seasoned Traveller, Savvy

*Trappings:* Light Armour (Full Leather), Theodolite, Writing Kit

*Career Entries:* Boatman, Camp Follower, Seaman, Outrider, Vagabond

*Career Exits:* Hunter, Navigator, Outrider, Vagabond

**Note:** Only lizardmen may enter this career.

## Table 5: Physical Characteristics

### 5.1 Height (including head crest)

Skink		Saurus	
Female	Male	Female	Male
5' + 1d10"	5'2" + 1d10"	5'6"+1d10"	5'8"+1d10"

### 5.2 Weight in Pounds

Roll	Skink	Saurus
01	90	160
02-03	100	170
04-05	110	180
06-08	120	190
09-012	130	200
13-17	140	210
18-22	150	220
23-29	160	230
30-37	170	240
38-49	180	250
50-64	190	260
65-71	200	270
72-78	210	280
79-83	220	290
74-88	230	300
89-92	240	310
93-95	250	320
96-97	260	330
98-99	270	340
00	280	350

### 5.3 Hair and Eyes

Roll	Crest	Eyes
1	Dark Green	Orange
2	Green-Brown	Orange
3	Bright Green	Red
4	Chartreuse	Red
5	Yellow	Red
6	Red	Pink
7	Pink	Blue
8	Blue	Blue
9	Turquoise	Purple
10	Purple	Purple

## Table 6: Background and Family

### 6.1 Siblings

Roll	Skink	Saurus
1	30	10
2-5	45	20
6-9	60	30
10	75	40

### 6.2 Age in Years

Roll	Skink/Saurus
1	9
2	10
3	11
4	12
5	13
6	14
7	15
8	16
9	17
10	18



## 6.3 Name

Roll	Female	Male
01-05	Axla'a	Axoltepc
06-10	Brau'na	Aztlan'k
11-15	Chata'la	Ch'tanau'lc
16-20	Hlaninu	H'lak'eu
21-25	Hran'xa	H'kaneu
26-30	K'lana	Hranupta
31-35	K'rala'lu	K'laz
36-40	K'taunu	K'narra'k
41-45	Lau'ka	K'zanetpec
46-50	Lakar'na	Laxzakau
51-55	Mak'uana	Laxak'ala
56-60	Mx'na	Lx'aunak
61-65	Nur't'ka	Nx'or
66-70	Q'talau'c	Rokorzt
71-75	Q'tarau	R'xar'nau
76-80	Q'zalepc	Tlcorel
81-85	Rx'kar	T'xoleptel
86-90	Rzanau'lc	T'zor'au
91-95	Yxatla	X'kor
96-00	Yz'lau	Xozk'altec

## Sample Characters:

### “Greenie” Te'lanu, Skink Fisherman

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42*	35	36	28	43	31	44	33
-	+5%	+10%	+5%	+10%	+5%	-	-
42	35	41	28	43	31	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10*	3	2	5	0	0	2
-	+2	-	-	-	-	-	-
1	10	4	2	5	0	0	2

**Skills:** Common Knowledge (the Empire), Common Knowledge (Lustria), Consume Alcohol, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Xlotl), Speak Language (Reikspiel)

**Talents:** Hardy, Orientation, Night Vision, Resistance to Poison, Warrior Born

**Armour:** None

**Weapons:** Gaff hook, Net

**Trappings:** Hooded cloak, fishing boat

Most people in Rugehafen leave “Greenie” alone, down by the waterside. He doesn't go into town, and if he has to get close to others, he leaves his cowl up. He knows well how his appearance terrifies the villagers of the Nordland coastal town he has called home since his ship was wrecked in those deadly

straits. He has no wish to alarm anyone further, nor face any consequences of those who think him a demon. His green-skin showing through his bandages and cloak earned him the nickname, however, and the town is growing ever more curious about this strange new arrival – and how he seems to bring in the biggest haul of fish every single week. Some of his fellow fisherman are jealous as a result, but others are so overcome by respect for a fellow expert at the trade that they have made friends with the newcomer, even after seeing his dreadful appearance. To them, and some others, Greenie is a part of their town. But others are less accepting, and one day, violence may erupt and his friends will be forced to take sides for or against him.

### “The Dragon”, Saurus Bounty Hunter

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	39*	50*	35	28	28	34	19
+5%	+10%	+5%	-	+10%	-	+5%	-
42	34	50	35	28	28	34	19
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	5	3	4	0	0	1
-	+2	-	-	-	-	-	-
1	14	5	3	4	0	0	1

**Skills:** Common Knowledge (Lustria), Follow Trail, Outdoor Survival, Perception, Search, Shadowing, Silent Move, Speak Language (Xlotl), Speak Language (Reikspiel)

**Talents:** Marksman\*, Night Vision, Resitance to Poison, Rover, Specialist Weapon Group (Entangling), Strike Mighty Blow, Very Strong\*

**Armour:** Leather Jerkin

**Weapons:** Crossbow with 10 bolts, Net, Sword

**Trappings:** Hooded cloak, manacles, 10 yards of rope

His name at home was Tiloq, but he’s become very comfortable with the new name he has been given. On the dark streets of the cities of the Empire, in the taverns along the roads, in the dark forests and hidden harbours, the criminals whisper of an inhuman beast who hunts without mercy, and crushes men’s skulls with his mutated fists. They call him The Dragon. Truthfully, however, the Dragon is not a very successful bounty hunter, as his appearance prevents him from getting any information on his prey from those who might have seen them or sheltered them. He is very strong, however, and if he could find someone to do the social elements, he might be able to live up to his legends.