

# - BEGGAR -

## DESCRIPTION

The Old World is a cruel place, and the streets of its cities are no exception. Whether born in the gutters or fallen there through deprivation, insanity, handicap, or misfortune, beggars are an urban blight, desperately trying to eke a miserable existence from the charity of others. Filthy and ragged, these unfortunates plead, cajole, thieve and deceive in an attempt to stave off starvation and death through exposure and disease. Living on the streets as they do, some beggars come to rely on each other for companionship and support, forming informal networks in the process, networks the thieves of the cities are not above exploiting for information. In this way, some beggars have found themselves sometimes allies of the thieves' guilds, though involvement in these illicit affairs is not without its own risks.



## - Beggar Advance Scheme -

### Main Profile

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

### Secondary Profile

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

*Skills:* Blather, Concealment, Consume Alcohol, Dodge Blow, Gossip, Perception, Silent Move, Secret Language (Thieves' Tongue), Secret Signs (Thief)

*Talents:* Alley Cat or Flee!, Resistance to Disease or Streetwise

*Trappings:* Rags, Wooden Begging Bowl, Bottle of Poor Craftsmanship Rotgut

*Career Entries:* Bone Picker, Peasant

*Career Exits:* Bone Picker, Rat Catcher, Thief

**Note:** If you are rolling randomly for your Starting Career, you can substitute Beggar for Bone Picker with your GM's permission.