



CAREERS FOR KISLEVITES

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Fan Material for Warhammer Fantasy Roleplay : Kislevite Careers

BASIC CAREERS

Bear Tamer

The bear is a mighty beast worthy of respect and awe in Kislev, a creature featured in myths and legends since ancient times, a sign of strength, the beloved animal of the esteemed Kislevite god, Ursun, Father of Bears. Many travelling circuses display these animals, trained to perform the awe-struck crowd by the powerful men called Bear Tamers, figures accorded status and respect for their mastery of these great creatures. Yet in Kislev, bears are far more than wild beasts and performing animals; in Kislev, the bear may be trained for war, the tamers and their beasts recruited into the armies of Kislev, there to strike fear into foes, rend them, and serve as a living symbol to the troops of their homeland.

WS	BS	S	T	AG	INT	WP	FEL
+10	-	+10	+5	-	+5	+10	-
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Animal Care, Animal Training, Charm Animal, Common Knowledge (Kislev), Consume Alcohol, Dodge Blow, Follow Trail or Outdoor Survival, Perception or Ride, Speak Language (Kislevian).

Talents: Stout-Hearted or Coolheaded, Very Strong.

Trappings: Tame Bear with Collar and Chain Leash.

Career Entries: Entertainer, Peasant.

Career Exits: Entertainer, Kossar, Kislevite Ranger.

Note: If you are rolling randomly for your Starting Career, you can substitute Bear Tamer for Entertainer with your GM's permission.

Druzhina

Nobility in Kislev is a matter of ancient lineage, an aristocracy more rigid even than that of the Empire to which few can aspire. For all this lineage, the druzhina, the minor nobles of Kislev, often lack some of the polish of the nobles in other lands. Tradition is a powerful force among the druzhina, and in keeping with this respect for tradition, druzhina also value the tried and tested over the new. This is reflected in their possessions as well as their attitudes, for no true-blooded druzhina would dream of marching to war without bearing such weapons and armour as have served their family well, treasured heirlooms handed down from father to son. All druzhina trained in the ways of war, for they must be ready to fight for the Tzar, often serving as leaders in the regiments they raise, in return for which they are given right to land and a break in their annual taxes.

WS	BS	S	T	AG	INT	WP	FEL
+10	+5	-	+5	-	+5	+5	+10
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Druzhina cont...

Skills: Charm or Dodge Blow, Command, Common Knowledge (Kislev), Consume Alcohol, Gamble or Gossip, Read/Write, Ride, Speak Language (Kislevian).

Talents: Coolheaded or Schemer, Etiquette, Luck or Public Speaking, Strike Mighty Blow or Specialist Weapon Group (Cavalry, Gunpowder, or Two-handed).

Trappings: Hand Weapon* or Shortbow* with 10 Arrows or Great Weapon* or Pistol with 10 Firearm Balls and Gunpowder, Medium Armour* (Mail Shirt and Leather Jerkin), Noble's Garb, Riding Horse with Saddle and Harness, 1d10gc, Jewellery worth 1d10gc.

* One of these items will be of Best Craftsmanship.

Career Entries: Birth.

Career Exits: Courtier, Politician, Winged Lancer.

Note: If you are rolling randomly for your Starting Career, you can substitute Druzhina for Noble with your GM's permission.

Horse Archer

The fierce tribesmen of northern Kislev, the Ungols and Cossacks, are said to be born to the saddle, great riders and breeders of horses, surviving in the inhospitable frigid tundra of their homeland.

Suspicious and grim, they prize bravery and the vodka that warms the bones and puts fire in the belly. They live a nomadic existence, moving from grazing ground to grazing ground, battling the elements, trolls from Troll Country, and the raids of Chaos Marauders, the Kyazak as the Kislevites know them. That they share some cultural traits with the Kyazak is a truth one would do well not to mention to an Ungol or Cossack.

In times of war, these tribesmen gladly play their part, serving in the Kislevite cavalry, swift mounted archers that harry opponents and evade retaliation, only seldom closing in for a brief ferocious skirmish with scimitar drawn.

WS	BS	S	T	AG	INT	WP	FEL
+5	+10	-	+10	+10	-	+5	-
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Animal Care, Charm Animal or Dodge Blow, Common Knowledge (Kislev), Consume Alcohol, Outdoor Survival, Perception, Ride, Speak Language (Kislevian).

Talents: Marksman or Mighty Shot, Rapid Reload or Trick Riding.

Trappings: Shortbow with 10 Arrows, Light Warhorse with Saddle and Harness.

Career Entries: Hunter, Kossar.

Career Exits: Bounty Hunter, Hunter, Kislevite Ranger, Kossar, Mercenary, Outrider, Scout, Sergeant, Veteran (Esaul).

Note: If you are rolling randomly for your Starting Career, you can substitute Horse Archer for Outrider with your GM's permission.

Streltsi

Established following the death of Prince Boydinov of Erengrad, the eccentric nobleman responsible for introducing the firearm to Kislev, and creating the insane game known as Kislevite Roulette, the Streltsi are the only regiment of handgunners in the nation. Established and maintained as part of the prince's Will, the Streltsi are responsible for training other soldiers sent to them in the use of firearms. However, they are most famed for their skill with a handgun, their use of the Berdiche—a short, heavy, cleaving, axe-like polearm particular to Kislev—and their combination of the two, using the berdiche as a rest for their firearm to improve its accuracy.

WS	BS	S	T	AG	INT	WP	FEL
+10	+10	-	+5	+5	-	+5	-
A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Common Knowledge (Kislev), Consume Alcohol, Dodge Blow, Gamble or Gossip, Perception, Speak Language (Kislevian).

Talents: Rapid Reload or Mighty Shot, Sharpshooter or Strike Mighty Blow, Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Two-handed).

Trappings: Firearm with ammunition for 10 shots, Great Weapon (Berdiche), Medium Armour (Mail Coat, Leather Jack, and Leather Leggings).

Career Entries: Druzhina, Horse Archer, Kossar
Career Exits: Bodyguard, Mercenary, Sergeant, Shieldbreaker, Veteran (Esaul).

Note: If you are rolling randomly for your Starting Career, you can substitute Streltsi for Soldier with your GM's permission.



A note on the Basic Careers

If any one of the Basic Careers is your Starting Career, then you are from Kislev.

ADVANCED CAREERS

Gryphon Legion Lancer

Most famous of the winged lancer regiments of Kislev, the Gryphon Legion are the elite, the very best Kislev has to offer. Nobles all, the regiment was founded in 286 (Imperial Calendar 1810) to serve as the personal guard of Tzar Gospodar IV, and has served with distinction ever since. In 293 (Imperial Calendar 1817), the regiment gained a measure of semi-autonomy following a remarkable expedition to the Worlds Edge Mountains when Commander Vladic Dostov single-handedly slew a griffon and returned to Kislev to present the body to Tzar Aleksii II. So impressed was the Tzar that he renamed the regiment in honour of the victory, proclaimed that the regiment's winged banners should forever after only be bear griffon feathers, and bade the regiment seek fame in the Empire, the better to spread word of the glory of Kislev's finest. Since that date the Gryphon Legion has served as a mercenary regiment for many Imperials, though they still remain loyal to their homeland, sworn to serve the Tzarina.

WS	BS	S	T	AG	INT	WP	FEL
+35	-	+20	+25	+25	+15	+25	+15
A	W	SB	TB	M	Mag	IP	FP
+2	+8	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Charm or Intimidate, Command, Common Knowledge (Kislev), Common Knowledge (the Empire), Consume Alcohol or Gamble, Dodge Blow, Gossip or Haggie, Perception, Read/Write, Secret Language (Battle Tongue), Speak Language (Kislevian), Speak Language (Reikspiel).

Talents: Etiquette, Hardy or Sturdy, Lightning Parry, Seasoned Traveller, Stout-Hearted, Strike to Stun.

Trappings: Hand Weapon, Lance, Best Craftsmanship Heavy Armour (Breastplate, Mail Shirt, Leather Jack, Helmet, Mail Coif, Leather Skullcap), Shield, Griffon Feathered Wing Back Banner, Destrier with Saddle and Harness.

Career Entries: Winged Lancer.

Career Exits: Captain (Boyar), Champion, Noble Lord.

Kislevite Ranger

Patrolling the borders of their harsh nation, the Rangers of Kislev are as tough as the lands they protect, self-sufficient and saturnine folk used to the deadly environment, and the deadlier beasts and marauders to be found within it. These hardy people, many women among them, travel light, living off the land, serving to protect and guide their countrymen, hunting wolves, beastmen, and Chaos Marauders alike, relying on ambush, hit-and-run tactics, and the power and accuracy of a good bow.

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Kislevite Ranger cont...

WS	BS	S	T	AG	INT	WP	FEL
+20	+25	+10	+15	+15	+10	+15	-
A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Concealment, Dodge Blow or Search, Follow Trail, Navigation, Outdoor Survival, Perception, Scale Sheer Surface or Set Trap, Secret Language (Ranger Tongue), Secret Signs (Ranger), Silent Move, Trade (Herbalist).

Talents: Hardy or Very Resilient, Mighty Shot, Mimic, Orientation, Rapid Reload or Sharpshooter, Rover.

Trappings: Hand Weapon, Shortbow with 10 Arrows, Light Armour (Leather Jerkin), Hunter's Cloak (provides +5% bonus to Concealment Tests in areas of tundra and woodland).

Career Entries: Bear Tamer, Charcoal Burner, Horse Archer, Hunter, Peasant, Woodsman.

Career Exits: Scout, Targeteer.

Winged Lancer

The mainstay of the Kislevite cavalry, the rotas (squadrons) of winged lancers trace their heritage back to the earliest days of the Gospodar knights who rode from the east. Resplendent on their destriers, these often painted for war, they are named for the winged back banners they wear, harnesses adorned with feathers that give off a shrill keening as the wind whips through them and the lancers surge forward in a charge. Few commoners are accepted into the ranks of the winged lancers, especially commoners of Ungol or Cossack descent, and not for nothing do they bear a reputation for arrogance, an arrogance they are more than able to back up with skill-at-arms and bravery.

WS	BS	S	T	AG	INT	WP	FEL
+25	-	+15	+15	+15	+5	+15	+5
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Animal Care, Academic Knowledge (Strategy/Tactics), Common Knowledge (Kislev), Consume Alcohol or Gamble, Dodge Blow, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Kislevian).

Talents: Specialist Weapon Group (Cavalry), Strike Mighty Blow, Strike to Injure or Trick Riding.

Trappings: Hand Weapon, Lance, Heavy Armour (Breastplate, Mail Shirt, Leather Jack, Helmet, Mail Coif, Leather Skullcap), Shield, Feathered Wing Back Banner, Destrier with Saddle and Harness.

Career Entries: Druzhina, Noble Lord, Sergeant.

Career Exits: Captain (Boyar), Gryphon Legion Lancer, Noble Lord.