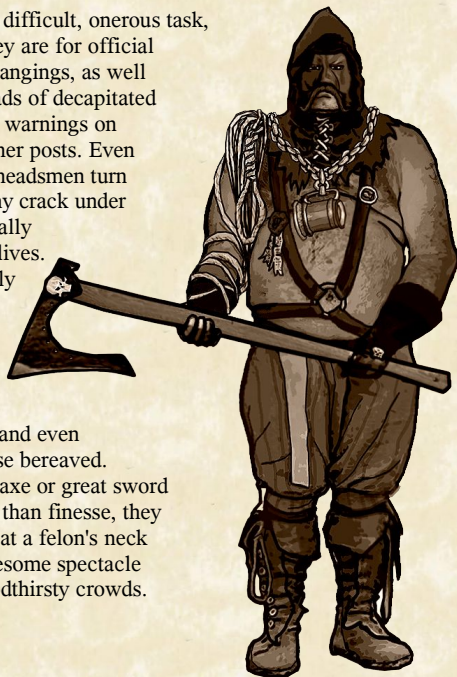


- EXECUTIONER -

DESCRIPTION

Headsmen face a difficult, onerous task, responsible as they are for official beheadings and hangings, as well as boiling the heads of decapitated felons to serve as warnings on the spikes and other posts. Even the most brutish headsmen turn to drink, and many crack under the strain, eventually taking their own lives. Given their ghastly activities, executioners are often shunned by their communities, subject to hatred and even reprisal from those bereaved. Wielding a great axe or great sword with more power than finesse, they must often strike at a felon's neck repeatedly, a gruesome spectacle sure to draw bloodthirsty crowds.



- Executioner Advance Scheme -

Main Profile

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

Secondary Profile

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

Skills: Consume Alcohol, Intimidate, Gamble or Perception, Heal or Search

Talents: Menacing, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strong-Minded, Very Strong, Wrestling

Tappings: Great Weapon (Two-handed Axe or Two-Handed Sword), 10 Yards of Rope, Executioner's Hood

Career Entries: Bodyguard, Jailer, Labourer, Soldier, Thug, Watchman

Career Exits: Bailiff, Bodyguard, Interrogator, Jailer, Thug