



NEW CAREERS

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Fan Material for Warhammer Fantasy Roleplay : New Careers

BASIC CAREERS

Buyer

The purchase of goods in bulk is a concern for many in the Old World, be they merchant houses, taverns and restaurants, or noble households, and to this end buyers are employed, agents responsible for the small scale purchase of bulk goods for their employer. These professionals are always keen to secure a bargain, and are often accompanied by the likes or porters, scribes, and sometimes even bodyguards depending on the goods they are to purchase, and the coin their employer entrusts them with to this end.

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

Skills: Charm or Gossip, Evaluate, Haggle, Drive or Ride, Perception or Search, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton, Estalian, Kislevian, Reikspiel, or Tilean).

Talents: Dealmaker, Savvy or Suave, Super Numerate.

Trappings: Abacus, Ledger, One Set of Good Craftsmanship Clothes, Purse, 1d10 gc.

Career Entries: Burgher, Servant.

Career Exits: Fence, Merchant, Rogue, Valet.

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

Jester

The role of jester is a long established tradition in the many noble courts and houses of the Old World, the fool serving to entertain and ease the burdens and stresses of their master. Bringing merriment with jest, physical comedy such as pratfalling, and such music, acrobatics, contortion or mimicry as they are able, some jesters may also be barbed and daring with their wit, deflating egos or mocking vanity. Such jesters must tread a thin line though, for although their position of never being taken seriously may give them some freedom and leeway, not all masters are forgiving, and a poorly considered jest at the wrong time has seen many a jester regretting the sharpness of his tongue. Though many jesters are possessed of quick wit, others are employed due to their lack of intellect, the latter making perfect scapegoats and victims for the amusement of others.

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

Skills: Academic Knowledge (Genealogy/Heraldry) or Common Knowledge (any one), Blather, Charm or Gossip, Dodge Blow, Perception, Performer (Jester), Performer (any one) or Sleight of Hand, Speak Language (any one).

Jester cont...

Talents: Contortionist or Mimic, Etiquette, Public Speaking.

Trappings: Bladder on a Stick, Costume (Jester's Motley), Noble Patron.

Career Entries: Entertainer, Peasant.

Career Exits: Agitator, Entertainer, Outlaw, Rogue.

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

Teamster

Trains of mules and wagons traverse the Old World, transporting goods overland from nation to nation, often making arduous journeys beset by such perils as bandits, beastmen, Greenskins and the hardships of inclement weather and difficult terrain. Teamsters organise and drive these trains, tending to the animals, driving the wagons, watching for signs of danger, attempting to ensure a swift and safe passage. Though these trains are well guarded by necessity, these tough muleteers must still be able to defend themselves and readily lend a hand in fighting off any raiders.

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

Skills: Animal Care, Common Knowledge (Bretonnia, Estalia, Kislev, or Tilea), Drive, Navigation, Perception, Ride, Secret Signs (Ranger), Speak Language (Breton, Estalian, Kislevian, or Tilean).

Talents: Hardy or Very Resilient, Orientation or Seasoned Traveller, Specialist Weapon Group (Entangling).

Trappings: Overcoat, Whip, Wide-Brimmed Hat,

Career Entries: Coachman, Drover, Outrider.

Career Exits: Coachman, Drover, Outrider, Roadwarden, Smuggler, Vagabond.

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

Watercoachman

The twisting canals of Marienburg are the city's swiftest means of passage, serviced by watercoachmen, gondoliers and row boat operators who ferry folk about the city's murky waterways. Competition for customers can be aggressive, and the job can be hazardous when darkness or heavy rainfall makes navigating the waterways difficult. Nonetheless, watercoachmen are a hardworking, oftentimes personable lot, some even known to entertain or regale passengers with jest, song, or tall tales as much to relieve the monotony of the job as to entice further custom.

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Watercoachman cont...

WS	BS	S	T	AG	INT	WP	FEL
+5	-	+10	+5	+10	-	+5	+5

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

Skills: Common Knowledge (the Wasteland), Consume Alcohol or Performer (Comedian, Singer, or Storyteller), Gossip, Haggle, Perception, Row, Speak Language (Eltharin, Estalian, Norse, or Tilean), Swim.

Talents: Orientation, Street Fighting or Very Resilient.

Trappings: Light Armour (Leather Jack), Row Boat and Oars or Gondola and Pole, 2 Lanterns, Lamp Oil, Flask of Poor Craftsmanship Spirits or Tea.

Career Entries: Boatman, Ferryman, Fisherman, Seaman.

Career Exits: Boatman, Ferryman, Fisherman, Seaman.

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

Lawyer

Law in the Old World is complex, convoluted, a morass of arcane statutes, strange edicts, precedents and loopholes that those not versed in legal intricacies can seldom hope to truly grasp. Thus are lawyers employed by those wealthy enough to hire their services. Many lawyers struggle to make a name for themselves as competition is fierce, and failure can mean more than a loss of face, for not all failed clients are forgiving. Despite this, many lawyers persevere, for success brings with it great wealth and privilege, courtesy of high fees, connections made, and favours owed. All lawyers must obtain licence from the local magistrate in order to pursue their calling, and must possess membership in the Guild of Legalists to apply for the licence.

WS	BS	S	T	AG	INT	WP	FEL
+5	+5	-	+5	+10	+30	+15	+20

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

Skills: Academic Knowledge (Law), Blather, Charm, Common Knowledge (any one), Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Classical), Speak language (any one).

Talents: Etiquette, Master Orator, Public Speaking, Schemer, Suave.

Trappings: Licence, Powdered Wig, Black Gown, Book of Law.

Career Entries: Bailiff, Scholar, Steward, Student.

Career Exits: Demagogue, Guild Master, Politician, Travelling Judge.

Longshank

Members of an ancient order fervently dedicated to Taal and Rhya, the Longshanks travel the wilderness of the Empire, guarding those sites sacred to their faith, fighting a guerrilla war against the depredations of Chaos, Greenskins, and any others who would brutally or wantonly plunder or ruin wild places. Recruited at an early age and vigorously trained, Longshanks travel alone or in small groups of two or three, oathbound never to settle anywhere for more than a week, wary of towns and cities, only gathering every seven years in the woods near Talabheim, there to renew their vows.

WS	BS	S	T	AG	INT	WP	FEL
+20	+20	+10	+15	+15	+15	+15	-

A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Animal Care, Common Knowledge (the Empire), Concealment, Dodge Blow, Follow Trail, Heal, Navigation, Outdoor Survival, Perception, Ride, Scale Sheer Surface, Secret Language (Ranger), Secret Signs (Ranger), Set Trap, Silent Move, Swim.

Talents: Mighty Shot or Strike Mighty Blow, Orientation or Rover, Sharpshooter or Sure Shot.

Trappings: Leather Jack, Sword, Bow with 10 Arrows, Religious Symbol (Taal or Rhya).

Career Entries: Hunter (Apprentice Longshank).

Career Exits: Friar, Longshank Veteran, Outlaw Chief, Scout, Targeteer.

Longshank Veteran

Among the most skilled outdoorsmen in existence, veterans of the Longshanks are a force to be reckoned with, experienced in conflict with all manner of foes, filled with an intimate knowledge of the Empire's wilderlands and the perils they contain, and a wisdom born of a bond with the land. Veterans of the order also serve as recruiters, secretly observing prospective youngsters on isolated farms and villages, ready to recruit and train them to serve the faith and preserve the sanctity of the wilderness.

WS	BS	S	T	AG	INT	WP	FEL
+25	+25	+10	+20	+15	+20	+15	-

A	W	SB	TB	M	Mag	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Concealment, Dodge Blow, Follow Trail, Heal, Outdoor Survival, Perception, Prepare Poison, Secret Language (Ranger), Secret Signs (Ranger), Set Trap, Silent Move, Trade (Herbalist).

Talents: Quick Draw, Resistance to Poison, Seasoned Traveller.

Trappings: Leather Jack, Sword, Bow with 10 Arrows, Religious Symbol (Taal or Rhya).

Career Entries: Longshank.

Career Exits: Friar, Outlaw Chief, Scout, Targeteer.

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Playwright

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.

WS	BS	S	T	AG	INT	WP	FEL
+5	-	-	+5	+10	+20	+10	+20
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

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

Travelling Judge

Some lawyers, whether through ineptitude, poor luck, or simple tiredness with the constant competition of their profession, fall by the wayside, fail, or leave the courts. Of these, a few take up the mantle of the travelling judge. Granted licence by a local magistrate, they obtain legal power over an area of land, operating in the name of the local noble or Elector Count. They wander the region, visiting villages and other small, isolated habitations, there to rule on disputes, hold trial, and order such executions and punishments as are necessary, and are regarded with a mixture of fear and awe by many peasants.

They often travel by palanquin, born aloft by four bodyguards or executioners who serve to protect the judge and mete out any punishments as may be required. Though the perquisites they enjoy are small in terms of wealth and influential connections compared to those lawyers still presiding in court, they have influence enough over the communities they wander, and may claim sustenance and board from any place in which they hold trial or judge.

Watercoachman cont...

WS	BS	S	T	AG	INT	WP	FEL
+5	-	-	+5	+10	+20	+10	+20
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Law), Charm, Command, Common Knowledge (the Empire), Gossip, Intimidate, Perception, Read/Write, Ride, Speak Language (Classical), Speak Language (Reikspiel).

Talents: Orientation, Seasoned Traveller

Trappings: Licence, Palanquin or Riding Horse with Saddle and Harness, Book of Imperial Law, Gavel and Hammer, Impressive Hat, 4 Bodyguards/Executioners.

Career Entries: Lawyer.

Career Exits: Demagogue, Politician.

Village Headman

Elder in experience if not always age or name, the village headman is a figure of great respect, a spokesmen, leader, and arbiter for the other members of the village community. The headman is expected to represent the village's interests in dealings with outsiders, noble lords, and other officials.

Lent great credence and influence on account of their knowledge, experience, wisdom or skill, such village leaders also settle disputes between community members, and organise and arrange village events and gatherings. The heart and mind of the community, they preserve the tales and lore of the village and teach respect for its customs.

WS	BS	S	T	AG	INT	WP	FEL
+5	+5	+5	+10	+5	+15	+15	+15
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Animal Care, Charm, Charm Animal or Swim, Common Knowledge (any one), Drive or Row, Evaluate, Gossip, Haggle, Perception, Performer (Storyteller), Trade (any one).

Talents: Public Speaking, Savvy or Suave.

Trappings: None save the respect and confidence of a village.

Career Entries: Charcoal-Burner, Fieldwarden, Fisherman, Hedge Wizard, Hunter, Peasant, Rat Catcher, Tradesman, Woodsman.

Career Exits: Artisan, Friar, Politician.

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Wise Woman

Steeped in tradition and superstition, the wise woman is the local herbalist, healer, and dealer in such philtres, charms, concoctions and other folk remedies as peasants believe will aid them in love, ease childbirth, ward against or banish illness or ill luck, promote fertility, or ensure good crops. Sometimes well regarded, but as often viewed with a mixture of superstitious fear and respect, wise women often find themselves living apart from their communities, at once needed and shunned, especially in communities devoted to more civilised faiths. In those diminishing locales where older faiths prevail, where devotions to Rhya, Taal, and Ulric still hold sway, the wise woman is accorded far more respect, is more valued, is less likely to fall afoul of superstitious peasants seeking a scapegoat for their misfortunes. Even then, wise women must be cautious, for the witch hunters of Sigmar are ever willing to see the shadows of witchcraft in the lore they wield.

WS	BS	S	T	AG	INT	WP	FEL
-	-	-	+10	+5	+20	+20	+15
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Animal Care, Animal Training, Blather, Charm or Charm Animal, Common Knowledge (any one), Gossip or Intimidate, Heal, Perception, Prepare Poison, Trade (Apothecary), Trade (Herbalist).

Talents: Coolheaded or Savvy, Resist Disease or Resist Poison.

Trappings: Hovel, Trade Tools (Herbalist's Kit).

Career Entries: Bone Picker, Hedge Wizard, Initiate, Outlaw, Peasant, Tradesman, Vagabond.

Career Exits: Friar, Hedge Wizard, Initiate, Outlaw, Vagabond.