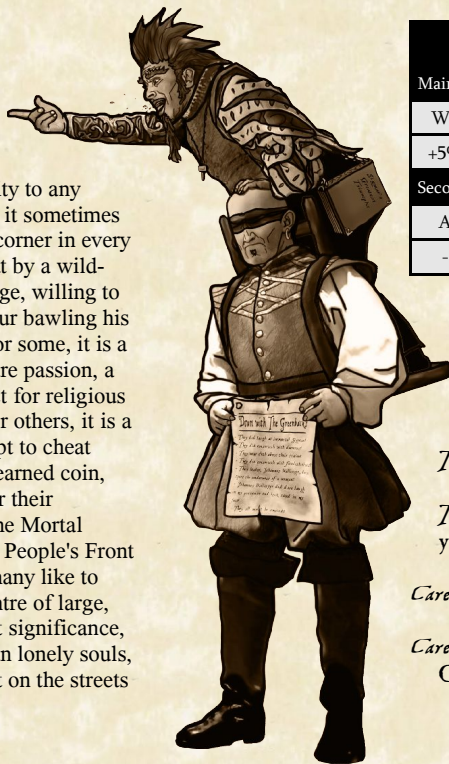


- STREET PREACHER -

DESCRIPTION

Street Preachers are found throughout the Old World, proselytising their messages of doom or warnings against iniquity to any that will listen. Indeed, it sometimes feels as if every street corner in every city has been staked out by a wild-eyed man with a message, willing to spend every waking hour bawling his beliefs at the public. For some, it is a calling, a venture of pure passion, a mission they must enact for religious or personal reasons. For others, it is a poorly disguised attempt to cheat others from their hard earned coin, collecting donations for their 'Separatist Church of the Mortal Sigmar' or the 'Popular People's Front of Carroburg'. While many like to believe they are the centre of large, organised cults of great significance, most are little more than lonely souls, pouring their hearts out on the streets to uncaring passers-by.



- Street Preacher Advance Scheme -

Main Profile

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

Secondary Profile

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

Skills: Academic Knowledge (any one) or Blather, Charm or Intimidate, Common Knowledge (the Empire), Command or Performer (Actor), Gossip, Perception, Speak Language (Reikspiel)

Talents: Cool Headed or Flee!, Public Speaking, Streetwise

Trappings: Placard, 1d10 Books or Pamphlets supporting your cause

Career Entries: Agitator, Initiate, Peasant, Zealot

Career Exits: Charlatan, Demagogue, Flagellant, Initiate, Outlaw, Zealot