

# — SNOTBALLER —

## DESCRIPTION

An aggressive and popular spectator sport in many Imperial cities, especially Middenheim, snotling football, also known as snotball, is infamous for the violence of its hooligan fans as much as the violence of its players. Two teams of 11 players are fielded in this ancient and traditional game, playing on a pitch 200 feet long and 85 feet wide, their aim to score by placing the snotball into the opposing team's goal. The snotball itself is a captured, anaesthetized snotling, contorted and secured by leather straps into a roughly spherical shape, to be punched, thrown, kicked, and headbutted across the pitch. The only rule in the game is that no part of an attacking player can be in contact with the snotball as it crosses the goal line, leading to games that are often as much violent brawl as anything else. Many cities have several competing teams, some of which take their training regimen very seriously.

The game is popular with a surprising cross-section of Imperial society, and successful snotballers can expect to gain such perquisites as fame and even the sponsorship of local worthies.



## — Snotballer Advance Scheme —

### Main Profile

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

### Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+2	-	-	+1	-	-	-

**Skills:** Consume Alcohol, Dodge Blow, Gamble, Intimidate, Perception

**Talents:** Hardy, Fleet Footed or Very Strong, Lightning Reflexes or Very Resilient, Street Fighting, Strike to Stun, Wrestling

**Trappings:** Light Armour (Brightly coloured Leather Jerkin with number on back, Leather Leggings with shin padding), Mail Coif, Tough Leather Boots

**Career Entries:** Labourer, Militiaman, Thug, Watchman

**Career Exits:** Bodyguard, Militiaman, Thug, Watchman

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