



CLASS COMPENDIUM SUPPLEMENT



UNOFFICIAL
GRIMDARK FANTASY LARP

END TIMES LARP: CLASS COMPENDIUM

SUPPLEMENT

ver. 3.0

© 2018-2026 Erik Bohl. All rights reserved.

No part of this publication may be reproduced, altered, distributed, or transmitted, in any form or by any means, without the express written permission of the copyright holder.

This publication is a supplement to the End Times LARP Core Rulebook and, on its own, does not contain all the information required to play the game. It is authorized for use solely at End Times LARP sanctioned events, for entertainment purposes only.

This publication is an unofficial, original work, partially inspired by the broader fantasy genre. It is not affiliated with, endorsed by, or associated with any existing intellectual property holders. All trademarks and registered trademarks are the property of their respective owners.

CONTENTS

INTRODUCTION	5	HEROIC ADVENTURER	30
WHAT IS END TIMES LARP?.....	5	SOLDIER CLASSES.....	31
PURPOSE OF THIS SUPPLEMENT	5	VETERAN SOLDIER [UNIT]	31
CLASS AS A GAME MECHANIC.....	5	IMPERIAL KNIGHT CLASSES	35
SKILL CATEGORIES FOR CLASSES.....	5	DWARF SLAYER CLASSES	37
CLASS AS A ROLEPLAYING AND WORLD-BUILDING TOOL	6	TROLL SLAYER	37
SWITCHING CLASSES	6	GIANT SLAYER.....	38
PERMISSION TO CHANGE CLASS	7	DRAGON SLAYER.....	39
QUEST	7	DAEMON SLAYER *.....	40
CLASS PREREQUISITES	7	MISC. WARRIOR CLASSES.....	42
NO MULTICLASSING	7	DWARF CLANSMAN.....	42
CLASS DESCRIPTIONS.....	8	TRADE CLASSES	46
CORE CLASSES	9	JOURNEYMAN CRAFTSMAN [TRADE]	46
APPRENTICE CRAFTSMAN [TRADE].....	9	GUILD CRAFTSMAN [TRADE].....	47
APPRENTICE WIZARD [LORE]	10	MASTER CRAFTSMAN [TRADE] *	49
INITIATE [DEITY].....	11	SPELLCASTING CLASSES	57
KNIGHT ERRANT	12	COLLEGIATE MAGISTER CLASSES	57
MERCENARY.....	13	JOURNEYMAN WIZARD [LORE]	57
NASCENT ARCANER	14	MAGISTER/MAGISTRIX [LORE].....	58
OGRE BULL.....	15	MASTER MAGISTER/MAGISTRIX [LORE]	60
OUTLAW.....	16	BATTLE WIZARD [LORE].....	61
PEASANT	17	LORD/LADY MAGISTER/MAGISTRIX [LORE] *.....	63
PEDDLER.....	18	HIGH ELF MAGE CLASSES	64
PERFORMER [ACT]	19	APPRENTICE MAGE	64
SLAYER	20	MAGE	65
SOLDIER [UNIT].....	21	HIGH MAGE	66
SQUIRE [REGION].....	22	ARCH MAGE *	67
STUDENT [DISCIPLINE]	24	MISC ARCANE CASTER CLASSES	68
THUG	26	HEDGE WIZARD.....	68
WOODSMAN	27	PRIEST CLASSES	69
ADVANCED CLASSES	28	PRIEST/PRIESTESS [DEITY]	69
WARRIOR CLASSES	29	EXALTED PRIEST/PRIESTESS [DEITY]	70
ADVENTURER CLASSES.....	29	HIGH PRIEST/PRIESTESS [DEITY] *	71
ADVENTURER.....	29	WARRIOR PRIEST OF SIGMAR	72



INTRODUCTION

“Those who lack a clear purpose are far easier prey for those who would seek to use such empty vessels for their own purposes. Who knows how many have fallen into the service of the ruinous powers for such a hollow reason as too little direction in life. So, we all must have a purpose, Herr Schmidt, a path that we walk, a role to fulfill. My purpose is clear. I am here to extract the truth from you. And then I am going to bring your purpose to a close on a pyre in the town square. Shall we get started?”

– Witch Hunter Matthias Hoffmann’s opening remarks at the interrogation of Johannes Schmidt

Welcome to all those seeking purpose in this dark world of ours! In this manual you will find a detailed description of all the information related to classes in End Times: Empire LARP.

Please note that this document is currently a work in progress, designed to provide a varied selection of classes during our early seasons. Ongoing expansions are planned for each subsequent update, with the ultimate goal of having all of the setting’s archetypes presented as options available to players. If there are any particular classes that you would like your character to explore and you don’t see it in this document, please let us know and we’ll do our best to make it a priority.

WHAT IS END TIMES LARP?

End Times is a live action role-playing game, run as a non-profit, charitable venture by a community of enthusiasts.

For more information, including free access to core rulebooks and other supplements, check out our website at endtimeslarp.ca.

PURPOSE OF THIS SUPPLEMENT

As its title suggests, this supplement is a complete collection of all the classes that are currently available to Player Characters in an End Times: Empire game. The Core Classes can also be found in the *Core Rulebook*, simply for ease of reference when creating a new character, but there are far too many to list them all outside of their own supplement.

For new players, there is no information in this supplement that you will need in order to create your first character. But you may wish to peruse some of the advanced classes that you want your character to progress towards, to make sure that you can pick up the prerequisites for it without too much difficulty.

CLASS AS A GAME MECHANIC

So, what is the purpose of a character’s class in terms of game mechanics? From a rules perspective alone, a class is simply a unique division of all the skills in the game into categories that dictate how easy each is to learn.


Whereas a character’s race, region and class all heavily affect what skills they start the game with, their class alone is the largest impact on their ability to learn new skills after character creation. As the character has devoted themselves to a particular path, some skills will come more naturally to them as they synergize with similar learning, while other skills in unaccustomed areas can take them longer to master. Even though a character’s class does make some paths of advancement easier than others and creates similarities to other characters sharing that class, it does not shoehorn all

members of that class into exactly the same build, instead leaving some room for individualization.

SKILL CATEGORIES FOR CLASSES

CLASS SKILLS: Representing those traits and abilities that form the very foundation of the class, such that many (if not all) of its members will choose to train in them. These skills take only 5 hours per XP to learn after character creation and a character is required to spend at least a third of their starting XP on these skills.

CLASS-ADJACENT SKILLS: While not as ubiquitous as class skills, these skills are still at least somewhat related to the class and, as such, are more likely to be learned than random knowledge and talents. These skills take 10 hours per point of XP to learn after character creation.



CROSS-CLASS SKILLS: While never actually listed for a class, these are simply all the skills that are not included in one of the above categories. These skills are not particularly common for the class, but neither are they so uncommon that they clash dramatically with the core focus of that path. These skills take 15 hours per point of XP to learn after character creation.

RESTRICTED CLASS SKILLS: Though not unheard of, these skills are still quite uncommon among the class. The character may not purchase these skills at character creation

(unless they are listed as a free skill for the character's race or region) and the downtime required to learn them later while they remain a member of this class is increased by 5 hours per XP.

PROHIBITED CLASS SKILLS: The very opposite of class skills, these are skills that are so far removed from the premise of the class that its members never devote time to their study. A character may never purchase these skills while they remain a member of this class (including at character creation).

CLASS AS A ROLEPLAYING AND WORLD-BUILDING TOOL

Based upon this set of game mechanics alone, it would be difficult to justify devoting an entire supplement to cover this one element of the rules. After all, we could easily get away with far fewer, more broadly-defined classes like Warrior, Wizard, Rogue, and the like.

However, the primary purpose of classes in End Times LARP has little to do with game mechanics. The true purpose of the class system is to act as a roleplaying and world-building tool. A class is not just a set of skills, it is a very significant part of the character's identity, defining them through one of the established archetypes of the setting. As such, classes are designed first-and-foremost to be as lore-accurate as possible, to help give life to the

setting in our games, instead of just allowing generic fantasy or historical tropes for characters.

A character's class affects them more than just through which skills they learn, it helps establish their very walk of life, influencing who they are, how they interact, and how they are perceived by others. Thus, it is strongly recommended that players do not select their class simply for the skills it provides, but instead choose an archetype that they will enjoy roleplaying and are willing to represent accurately according to the setting's lore. Rules may be updated between editions, but the core idea of that archetype will always remain.

SWITCHING CLASSES

Despite what has just been said about the great importance a class has on a character's identity, that does not mean this is a static influence. Although a character must select an initial class at character creation, they are not necessarily stuck with this choice for the rest of their life. A character's class simply represents the path they are currently on, and is actually designed to change as they progress.

Often this entails simply advancing to the next logical class after the character has grown to the point where they have learned all they can from their current one. Some setting archetypes, such as Dwarf Slayers and Collegiate Magisters have a particularly rigid set of class advancements, providing few options in terms of which class they will progress to next. For others there are more options, but still some

logical choices for how a character can advance further on their chosen path.

Sometimes though, unexpected events may cause a character's situation or goals to shift. For instance, a craftsman's latent magical aptitude is noticed by an imperial magister and they are hurried away to the Colleges of Magic for training. Or perhaps a physician, desperate to find a cure to a horrendous plague, allows their research to stray into forbidden lore and inadvertently takes the first step towards the anathema of everything they once stood for. In these situations, a character may find themselves progressing to an altogether unrelated path that makes sense given their current state.

In either case, changing a character's class is subject to the following rules:

PERMISSION TO CHANGE CLASS

Changing classes represents a major shift in the character's development, either advancing to the next step along their chosen path or undergoing a complete paradigm shift to another path altogether. As such, class changes are never done lightly, on a whim, or simply to pick up a few different skills. Changing classes always requires the permission of the Questmaster, though such permission is only likely to be denied in one or more of the following cases:

- the character has spent insufficient time in their current class
- the new class does not at all seem to logically fit the character's current progression or situation
- progression to that particular class is not possible at this point for in-game reasons
- the player would not be able to represent that particular setting archetype accurately at events at this point.

QUEST

Changing one's class is not simply a matter of waking up one morning and deciding to try something new. It is more than just a change in job or title, it is a major undertaking that represents a real milestone in the character's story. As such, class changes almost always require a quest of some sort.

The exact nature of the quest is at the discretion of the Questmaster, but generally will include a minimum downtime requirement of a number of hours equal to the XP prerequisite to enter the class (to a minimum of 50 hours).

CLASS PREREQUISITES

Like skills, each class has minimum requirements that a character must meet before they can enter it. The most common prerequisite types are:

- XP: can only be entered by a character with at least this many total XP (advanced and epic classes only)
- Class: can only be entered directly from one of these listed classes (if taken at character creation, then the character must also meet all the prerequisites of one of the prerequisite class options)
- Race: can only be entered by a character of this race

- Region/Regional Locale: can only be entered by a character from this region/regional locale
- Characteristics: can only be entered by a character with minimum characteristic values
- Skills: can only be entered by a character with these skills
- Advantages/Flaws: can only be entered by a character with these advantages/flaws
- Membership: can only be entered by a character who is a member in good standing of this organization
- Equipment: can only be entered by a character who possesses the following equipment
- Costuming: the player requires costuming approval by the Head of Lore to ensure it is lore-accurate (beyond what is already normally required)
- Lore Knowledge: the player must possess sufficient knowledge of the lore concerning the archetype to ensure they can portray it accurately
- Special: miscellaneous prerequisites not covered above

Note that a character does not instantly lose their class if they temporarily lose one or more of its prerequisites, but they cannot benefit from any advantages of the class (such as class skills) while this remains the case. You should consult with the Logistics Manager if the loss of prerequisites becomes persistent or permanent.

Given these prerequisites, it is recommended that players plan in advance what future classes they would like their characters to eventually have, so that they can plan ahead for how they can obtain those prerequisites. Many intended class progressions include the prerequisites of the next obvious class step as class skills or class-adjacent skills in the previous step class, but other planned class progressions may require a little more planning.

NO MULTICLASSING

Though it is possible to change classes, a character can only ever have one class at any given time. When a character switches classes, it is a complete shift to the new class from the old. The character does not lose what they have learned from their previous class, but neither do they continue to benefit from it.



CLASS DESCRIPTIONS

Classes are split into Core Classes and Advanced Classes, each of which is described in its own section:

CORE CLASSES: Classes that reflect traditional starting point in a character's career, and thus the most typical options open to new characters. These classes focus on learning the basics of their chosen skill set, sometimes through some kind of formal apprenticeship.

ADVANCED CLASSES: Classes that reflect the next stages in a character's development, representing increasingly more experienced, skilled and influential character archetypes. Characters may expect to progress through a series of advanced classes throughout their careers. Though advanced classes always include a prerequisite XP total, a new character may begin in an advanced class as long as they meet that, and all other, prerequisites.

Under the entry for each class, you will typically find the following information:

- **Description:** A short description of the class.
- **Subtype Option:** A list of class subtypes that can be selected from (often will affect the list of class, class-adjacent, restricted and/or prohibited skills). If not listed, the class has no subtypes.
- **Prerequisites:** These are the minimum requirements that a character must meet in order to enter a class.
- **Class Skills:** A list of class skills for the class
- **Class-Adjacent Skills:** A list of class-adjacent skills for the class
- **Restricted Class Skills:** A list of restricted skills for the class
- **Prohibited Class Skills:** A list of prohibited skills for the class
- **Special:** Any special rules that pertain to that particular class.



CORE CLASSES

These archetypes are designed as initial entry points for a character, representing where they are near the beginning of their careers. They never have an XP prerequisite, making them available to new characters at their normal starting XP. They tend to focus on low-level skills (or the lower ranks of tiered skills), allowing a character to learn the basics in their chosen path and what they will need to advance down the next step of that path. Though most core classes still leave multiple future paths of advancement open to a character, they are still specific archetypes that make certain future pathways easier to follow than others through their ability to learn the prerequisites for advanced classes. As such, players are encouraged to put some thought into how they want their character to develop in the future, when deciding where to begin their careers.

APPRENTICE CRAFTSMAN [TRADE]

Craftsmen begin their careers as simple apprentices, labouring under the supervision of a skilled master in exchange for their training. Here they learn not only the specific knowledge and skills that lies at the foundation of their chosen trade, but also the discipline and endurance required to work with their own two hands.

SUBTYPE OPTIONS:

Select one profession from the Craftsman skill. All references in this class to Trade refer to that profession.

PREREQUISITES:

- Regional Locale: any except Wilderness
- Characteristics: Dex 3, SR Brass 7
- Advantages: Trainer

CLASS SKILLS:

- Enhanced [Stamina Points] 4
- Enhanced [Dexterity] 1
- Craftsman [trade] 2

CLASS-ADJACENT SKILLS:

- Enhanced [Dexterity] 2
- Endurance 1
- Second Wind 1
- Merchant-Artisan [trade] 1
- Craftsman [trade] 3

PROHIBITED CLASS SKILLS:

- all Magic skills

APPRENTICE WIZARD [LORE]

An apprentice wizard is one of those rare few individuals gifted an aptitude for magic who has recently begun the long, difficult journey into its academic study. For Humans in the Empire, this generally means membership in one of the eight Colleges of Magic. Many apprentices will not decide upon their chosen lore well into their apprenticeships, instead first focussing on general magical theory and a host of mundane manual labours heaped on them by their masters. The study of magic is incredibly difficult, even for those gifted with arcane potential, and many apprentices at the Colleges of Magic never progress beyond that status. Those rare few who do, go onto become senior apprentices, officially joining one of the eight orders and being assigned a master from that order who will become responsible for their training.

PREREQUISITES:

- Race: Human
- Region: Colleges of Magic [Lore]
- Characteristics: Int 3, Wp 2
- Skills: Magical Aptitude
- Membership: Colleges of Magic [order of lore]
- Costuming: approval by Head of Lore
- Knowledge: approved by Head of Lore

CLASS SKILLS (ALL):

- Enhanced [Stamina Points] 2
- Enhanced [Intelligence] 1
- Iron Will 1
- Speak [any Arcane Language] 1
- Read & Write [any Arcane Language] 1
- Read & Write [Reikspiel] 2
- Knowledge [Magic] 1
- Witchesight 1
- Arcane Lore [lore] 1
- Learn Spell [any Universal Arcane or lore Cantrip]
- Arcane Reservoir 3
- Concentration 4
- Dispel Magic 1

CLASS SKILLS (LORE):

- Beasts: Channeling [Ghur] 1, Craftsman [Animal Trainer] 1, Extractor [Hunter] 1, Wilderness Survival 1
- Death: Channeling [Shyish] 1, Knowledge [Undead] 1
- Fire: Channeling [Aqshy] 1, Craftsman [Smith] 1, Endure [Fire]
- Heavens: Channeling [Azyr] 1, Knowledge [Astronomy] 1
- Life: Channeling [Ghyran] 1, Rapid Healing 1
- Light: Channeling [Hysh] 1, Knowledge [Daemons] 1, Concentration 7
- Metal: Channeling [Chamon] 1, Craftsman [Alchemist] 1, Craftsman [Smith] 1
- Shadow: Channeling [Ulgur], Hide 1

CLASS-ADJACENT SKILLS:

- Enhanced [Willpower] 1
- Weapon Proficiency [Staff]
- Labourer [Servant] 2
- Scholar [Scribe] 2
- Arcane Subsistence 1

RESTRICTED CLASS SKILLS:

- all Offensive and Defensive Combat Skills that are not Class or Class-Adjacent skills
- all Trade Skills that are not Class or Class-Adjacent skills
- Wilderness Survival (if not a Class skill)
- Winter Survival (if not a Class skill)
- Swim
- Forced March
- Sea Legs

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- Armour/Shield Proficiency [any]
- all Magic skills of the Divine tree

SPECIAL:

- The character will have an NPC Master Magister assigned and remain close by. In addition to acting as a tutor for skills they wish to impart, they will provide in-game roleplayed instruction on the lore, so that the player will be confident in embodying it on their own when they enter the Journeyman Wizard class. Expect the character to have few true freedoms, obeying every directive from their master to the letter. These tasks and lectures reduce the character's downtime by 20 hours each logistics period.

INITIATE [DEITY]

Although the vast majority of Old Worlders will pay due respects to the gods, only a rare few are so devout that they undertake the calling to dedicate their lives to the service of a particular faith. Initiates are those followers who have taken up this call relatively recently, the future priests and priestesses of the imperial cults in training.

PREREQUISITES:

- Race: matching pantheon of deity
- Characteristics: Wp 3, SR Silver 1
- Skills: Knowledge [deity] 1, Faithful [deity] 1

CLASS SKILLS (ALL):

- Iron Will 1
- Knowledge [deity] 2
- Knowledge [Cult of deity] 1
- Faithful [deity] 2
- Devotion [deity] 5
- Enhanced [Stamina Points] 2
- Enhanced [Wounds] 1
- Enhanced [Willpower] 1
- Read & Write 1 [primary language of faith]
- Working for a Cause 1

CLASS-ADJACENT SKILLS (ALL):

- Enhanced [Wounds] 2
- Enhanced [Charisma] 1
- Courage 1
- Read & Write 2 [primary language of faith]
- Divine Lore [deity] 1
- Working for a Cause 2

CLASS SKILLS (SHALLYA):

- Knowledge [Nurgle] 1
- Enhanced [Charisma] 1
- Endurance 1
- Courage 1
- Labourer [Healer] 3
- Battlefield Medic 1
- Expedited Care 1

CLASS SKILLS (SIGMAR):

- Knowledge [Empire, Dwarfs] 2
- Enhanced [Charisma] 1
- Weapon Proficiency [any hammer]
- Turn Blow 1

- Hatred [Greenskins]
- Iron Will 2
- Courage 1

CLASS SKILLS (ULRIC):

- Weapon Proficiency [bastard axe, great axe]
- Weapon Expertise [bastard axe, great axe]
- Armour Proficiency [Light]
- Enhanced [Weapon Skill] 1
- Courage 1
- Mighty Blow 1
- Turn Blow 1
- Frenzied Stance
- Intimidating Presence 1
- Extractor [Hunter] 1

CLASS SKILLS (ISHA):


- Wilderness Survival 1
- Extractor [Crop Farmer] 1
- Labourer [Midwife, Healer] 1
- Knowledge [Avelorn, Nature, Magic, Ghyran] 1
- Speak [Anoqeyån] 1
- Learn Spell [any Cantrip of Universal Arcane or Universal Divine]

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- all Magic skills of the Arcane tree

SPECIAL:

- If selected at character creation, it is recommended that a Human character also select the Membership advantage, in order to provide contacts who may be able to arrange for the continued training of the initiate in the faith.



KNIGHT ERRANT

A knight errant of Bretonnia rides forth in shining mail and untested zeal, driven by dreams of honour, glory, and the favour of the Lady. He seeks worthy deeds and noble challenges, eager to prove his valour in battle against beast, brigand, and foe alike. Though brave and well-trained, his courage is often tempered by inexperience and an idealised view of chivalry. He holds fast to oaths of honour, courtesy, and noble conduct, even when the wider world proves far less virtuous. Each quest, whether glorious or grim, is another step upon the long path toward true knighthood.

PREREQUISITES:

- Race: Human
- Region: Bretonnian Knight
- Characteristics: SR Silver 5, S 3, T 3, WS 3
- Skills: Ride [Horse], Mounted Combat Stance, Weapon Proficiency [Lance], Armour Proficiency [Medium], Courage 1, Faithful [Lady of the Lake] 1.
- Advantages/Flaws: Minor Noble Title; may not select Mature or Venerable
- Corruption: Impetuous
- Equipment: Maille Hauberk; Medium Shield; Clothing [Surcoat]; Lance or Longsword
- Special: Have taken the Knight's Vow.

CLASS SKILLS:

- Enhanced [Stamina Points] 6
- Enhanced [Wounds] 2
- Enhanced [Weapon Skill] 1
- Weapon Proficiency [Longsword]
- Weapon Expertise [Lance, Longsword]
- Turn Blow 1
- Firm Grip
- Courage 2
- Mighty Charge
- Faithful [Lady of the Lake] 2
- Devotion [Lady of the Lake] 2
- Prayer 1
- Blessing of the Lady 1

CLASS-ADJACENT SKILLS:

- Parry 1
- Steer Mount
- Unit Tactics [Lance Formation]
- Unit Position [Musician, Standard Bearer, Cavalier]
- Prayer 2
- Blessing of the Lady 2

- War Cry
- Kill them All!

RESTRICTED SKILLS:

- Torture

PROHIBITED SKILLS:

- all Magic skills
- all Trade skills
- all Perception skills of the Stealth tree
- Drive [any]
- Backstab
- Aim
- Blackpowder Proficiency

SPECIAL:

- Each time they break the Knight's Vow, the character immediately gains either one Corruption Point or one Insanity Point (player's choice which, so long as it will not cause an increase beyond CP 4 or IP 9).

The Knight's Vow: "I pledge my service and my loyalty, body and soul, to my Lord. When the clarion call is sounded, I will ride out and fight in the name of liege and Lady. Whilst I draw breath the lands bequeathed unto me will remain untainted by evil. Honour is all. Chivalry is all. This I swear on my blood and my breath."

MERCENARY

The mercenary fights not for duty, lord nor honour, but for coin alone, pledging their blade to whoever can meet their price. They have marched under many banners and learned that ideals rarely stop the foe's blade or fill an empty purse. In a world at constant war, the mercenary endures not through faith or loyalty, but through skill, reputation, and the simple determination to survive to spend their pay.

PREREQUISITES:

- Race: Human
- Characteristics: WS 3 or BS 3, S 3, T 3, W 5, SR Brass 4
- Skills: Labourer [Mercenary] 1, Weapon Proficiency [any]
- Membership: employment in a mercenary company
- Corruption: Avidity
- Equipment: any weapon they are proficient in

CLASS SKILLS:

- Enhanced [Stamina Points] 5
- Enhanced [Wounds] 2
- Weapon Proficiency [any used by specific mercenary unit]
- Weapon Expertise [any used by specific mercenary unit]
- Turn Blow 1
- Parry 1
- Armour Proficiency [Light, Medium]
- Shield Proficiency [Buckler, Medium]
- Endure Blow 1
- Endurance 1
- Forced March 2
- Second Wind 2
- Iron Resilience 1
- Labourer [Mercenary] 3

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Wounds] 3
- Precision Strike 1
- Piercing Strike 1
- Mighty Blow 1
- Firm Grip 1
- Turn Blow 2
- Parry 2
- Dodge 1
- Armour Proficiency [Heavy]
- Alcohol Tolerance 1
- Iron Might 1
- Autodidact
- Labourer [Mercenary] 5
- Quick Search 1

PROHIBITED SKILLS:

- all Magic skills



NASCENT ARCANER

Few in the Old World will ever possess the ability to manipulate the Winds of Magic, and fewer still have any understanding of what is happening when this power first manifests itself. Unseen forces begin to stir in their presence, particularly during displays of strong emotion: candles flicker, animals shy away without cause, and they catch glimpses of strange things out of the corner of their eyes. Unaware as they are, such proto-wizards do not cast spells, they endure minor manifestations, half-formed and instinctive, as the Winds of Magic brush against an untrained mind. Those who are discovered are either rushed off to an apprenticeship at the Colleges of Magic or meet a swift and violent end at the hands of an angry mob. Those who are not discovered slowly learn in secret to harness the power of magic and bend it to their will, becoming hedge wizards.

PREREQUISITES:

- Race: Human
- Skills: Magical Aptitude

CLASS SKILLS:

- Wild Channeling 1
- Arcane Reservoir 2
- Enhanced [Stamina Points] 3
- Enhanced [Willpower] 1
- Iron Will 1
- Preternatural Senses 1
- Witchsight 1

CLASS-ADJACENT SKILLS:

- Autodidact 1
- Lucky 1
- Prophecy 1
- [any one Trade Skill of the Profession Tree] 2

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- Armour Proficiency [any]
- Shield Proficiency [any]
- Knowledge [Magic]
- all Magic skills of the Divine tree
- Arcane Lore [any]
- Dark Lore [any]
- Hedge Magic

SPECIAL:

- This class is designed for a character who has the potential to wield magic, but has not yet discovered that ability. When they do, they will have a life-altering decision to make, for there are typically only three possible exits from this class:

1. Apprentice Wizard (if discovered and brought to the Colleges of Magic for instruction, going on to learn an Arcane Lore)
2. Hedge Wizard (if they conceal their abilities and practice in secret, going on to learn Hedge Magic)
3. death (they are discovered and burned by a witch hunter or pack of zealous peasants).

OGRE BULL

While technically a term referring to any adult male Ogre, "Bull" is also often used to designate the lowest rungs of Ogre combatants in a tribe, those warriors without sufficient experience or specialization to fulfil a different role. Preferring simple tactics, such Ogres will invariably just bull-charge into the nearest enemy before repeatedly thumping them with their giant clubs and rusty, spiked ironfists, until they stop moving. Ruled intrinsically by amoral, self-centred approach, Ogre Bulls are happy to either bully or fight for just about anyone, so long as it gets them what they want... power, respect, wealth and, above all else, an abundant supply of meat to feast upon.

PREREQUISITES:

- Race: Ogre

CLASS SKILLS:

- Enhanced [Wounds] 3
- Enhanced [Stamina] 7
- Weapon Expertise [Large Club, Large Falchion, Large Ogre Ironfist]
- Ambidexterity
- Dual Wield
- Mighty Blow 2
- Crippling Strike 1
- Iron Fist
- Push-back 2
- Brace
- Second Wind 3
- Iron Might 3
- Iron Fortitude 3
- Iron Resilience 2
- Endurance 1
- Endure Blow 2
- Shrug it Off 1
- Alcohol Tolerance 1
- Intimidating Presence 3
- Labourer [Mercenary] 5

CLASS-ADJACENT SKILLS:

- Enhanced [Weapon Skill] 1
- Turn Blow 1
- Firm Grip 2
- Grapple
- Courage 2
- Endurance 2
- Rapid Healing 2

RESTRICTED CLASS SKILLS:

- Dodge

PROHIBITED CLASS SKILLS:

- any Offensive Combat Skills from Sneak Attack tree
- Shield Proficiency [any]
- all Trade skills
- all Leadership skills
- all Magic skills



OUTLAW

Although certain life choices may ultimately make this path inevitable for some, almost anyone might be forced into the life of an outlaw under the right circumstances. Living far from society, beyond the reach of Imperial law, these ill-fortuned individuals must rely on stealth, cunning, and violence to stay alive. Whether on their own or forming into outlaw bands, they often have little choice but to turn towards preying upon others, whether through poaching, wrecking or banditry.

PREREQUISITES:

- Characteristics: SR Brass 5 or lower, CP 3
- Special: Must have one or more active bounties out for them in the region they are living (which could come from the Wanted flaw).

CLASS SKILLS:

- Enhanced [Stamina Points] 4
- Enhanced [Awareness] 1
- Weapon Proficiency [Dagger, Sap, Club, Short Bow, Longbow]
- Pummeling Blow 1
- Endurance 1
- Swim 1
- Wilderness Survival 1
- Winter Survival 1
- Intimidating Presence 2
- Preternatural Senses 1
- Quick Search 1
- Hide 1
- Extractor [Hunter] 2

CLASS-ADJACENT SKILLS:

- Enhanced [Movement] 1
- Enhanced [Wounds] 1
- Armour Proficiency [Light]
- Trackless Stance 1
- Escape Artist 2
- Track 1
- Fence
- Autodidact 1
- Craftsmen [Bowyer, Fletcher] 1
- Labourer [Cook] 1

RESTRICTED SKILLS:

- Scholar [all]
- Artist [all]
- Extractor [all others]
- Labourer [all others]
- Craftsman [all others]

PROHIBITED SKILLS:

- All Magic skills

SPECIAL:

- If taken at character creation, you may select a single skill (including subtype) from the Restricted Skills list. This skill [subtype] does not count as restricted during character creation, but will be immediately afterwards. This represents learning from the character's former life before becoming an outlaw.
- Give careful consideration before entering this class, which represents a character living a life outside of a settlement. The active bounty on the character will likely make it difficult for the character to own land or structures, or even walk freely about town (especially while authorities are about). This can lead to characters spending more of their in-game time on the outskirts of town and hiding from authorities and anyone else who may turn them in during an event.

PEASANT

Working the land, rivers, and roads, the Empire couldn't survive without peasants. They tend to possess practical skills learned through hard living, and have little time for frivolities that don't focus on survival. Between tilling the fields and fending off minor threats, peasants are resilient and well adapted to taking on the struggles that come with rural living in the Empire.

PREREQUISITES:

- Regional Locale: Rural
- Characteristics: SR Brass 8 or less
- Skills: Extractor [any] 1

CLASS SKILLS:

- Enhanced [Stamina Points] 5
- Weapon Proficiency [Improvised Weapon]
- Iron Fortitude 1
- Endurance 1
- Second Wind 1
- Extractor [Crop Farmer, Fisher, Livestock Farmer] 4
- Labourer [Butcher, Cook] 2
- Craftsman [Miller, Spinner, Tailor] 2
- Craftsman [any except Alchemist, Architect, Bookbinder, Cartographer, Cartwright, Charcoal Burner, Cooper, Glassblower, Jeweler, Painter, Sculptor, Shipwright, Smith, Tattooist, Taxidermist, Vintner, Wheelwright] 2
- Labourer [Gravedigger, Midwife, Porter, Sailor, Soldier] 2
- Animal Expertise [any domesticated] 1
- Knowledge [Rhya] 1
- Faithful [Rhya] 1

CLASS-ADJACENT SKILLS:

- Weapon Proficiency [any basic]
- Extractor [Hunter, Lumberjack, Vintner, Waller] 2
- Labourer [Laundress, Midwife, Potter] 1
- Craftsman [Apothecary, Baker, Tanner, Leatherworker, Thatcher, Woodworker] 1
- Deliver

RESTRICTED SKILLS:

- Enhanced [Intelligence]
- Weapon Proficiency [any advanced]
- Armour Proficiency [any]
- Shield Proficiency [any]
- Read & Write [any except for Free Skills]
- Knowledge [any advanced]
- Labourer [Rat Catcher, Sailor, Servant, Soldier, Mercenary, Navigator, Outrider, Coachman]

PROHIBITED SKILLS:

- Armour Proficiency [Heavy]
- Shield Proficiency [Tower]
- Artist [any]
- Scholar [any]
- Craftsman [Jeweller, Bookbinder]
- All Leadership skills
- All Magic skills



PEDDLER

Wandering from village to village, these small-scale traders survive by charm, wit, and persistence. They deal in trinkets, cookware, cheap tools, and whatever curiosities they can acquire cheaply. Often treated with suspicion, they must talk their way past wary watchmen and skeptical villagers alike. Many carry gossip as readily as goods, spreading news between isolated settlements. Though humble in means, a successful peddler builds contacts across the countryside and lays the foundation for greater mercantile ambition.

PREREQUISITES:

- Race: Human or Halfling
- Characteristics: SR Brass 5, Int 3, Cha 3
- Skills: Merchant 1, Appraise 1

CLASS SKILLS:

- Enhanced [Charisma, Intelligence] 1
- Forced March 2
- Gossip [any] 1
- Charmer 2
- Appraise 3
- Merchant 3
- Peddler
- Ride [Mule]
- Drive [Cart]

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 5
- Weapon Proficiency [Dagger, Improvised Weapon]
- Ride [Horse]
- Wilderness Survival 1
- Autodidact 1
- Read & Write [Reikspiel] 1
- Knowledge [any region visited] 1

RESTRICTED SKILLS:

- all Defensive Combat skills of the Armour tree
- all Leadership skills

PROHIBITED SKILLS:

- all Magic skills

PERFORMER [ACT]

Every great entertainer's career began somewhere, whether it was as a drunken minstrel belting out bawdy songs in seedy taverns or a so-called teller of fortunes conning the desperate out of their coin on a bustling street corner (or at least until they spot a witch hunter coming to ask questions). Performers eke out a meagre living by bringing excitement into the daily lives of ordinary people, or at least a distraction from their many woes. Most tend to ply their trade in only the largest cities, for the smaller populations and provincial concerns of the Empire's more rural regions often leaves far too little coin available to spend on cheap thrills.

SUBTYPE OPTIONS:

Select one of the following options: Acrobat, Actor, Animal Tamer, Danger, Escapologist, Fortune Teller, Illusionist, Jester, Musician [instrument], Singer, Strongman, or Stuntman (e.g. sword-swallowing, fire-eating, knife throwing).

PREREQUISITES (ALL):

- Characteristics: Cha 3
- Regional Locale: City

PREREQUISITES (BY SUBTYPE):

- Acrobat: Ag 4, M 4, Artist [Acrobat] 1, Courage 1, equipment (Trade Tools [Artist [Acrobat]])
- Actor: Int 3, Cha 4, Artist [Actor] 1, Speak [Reikspiel] 2
- Animal Tamer: Wp 3, Labourer [Animal Trainer] 1, equipment (Performing [any animal])
- Dancer: Ag 4, Artist [Dancer] 1
- Escapologist: Ag 4, Escape Artist 1, equipment (3 x Rope, 3 x Chain, Shackles)
- Fortune Teller: Cha 4, equipment (Deck of Cards [Tarot] or equivalent)
- Illusionist: Dex 4, equipment (Trade Tools [Illusionist])
- Jester: Cha 4, Artist [Jester] 1
- Musician [instrument]: Artist [Musician] 1, equipment (Musical Instrument)
- Singer: Artist [Singer] 1
- Strongman: S 4
- Stuntman: IP 2, Artist [Stuntman] 1, Courage 1

CLASS SKILLS (BY SUBTYPE):

- Acrobat: Enhanced [Agility] 2, Artist [Acrobat] 3, Courage 2, Dodge 2, Lucky 1
- Actor: Enhanced [Charisma] 2, Artist [Actor] 3, Charmer 2, Speak [Reikspiel] 3, Speak [Breton, Kislevarin, Estalian, Tilean] 1, Read & Write [Reikspiel] 2
- Animal Tamer: Enhanced [Willpower] 1, Labourer [Animal Trainer] 3, Weapon Proficiency [Whip], Weapon Expertise [Whip], Animal Expertise [any] 1
- Dancer: Enhanced [Agility] 2, Artist [Dancer] 3, Dodge 2
- Escapologist: Enhanced [Agility] 2, Enhanced [Dexterity] 1, Escape Artist 5, Concealed Escape, Quick Escape, Pick Lock 1
- Fortune Teller: Enhanced [Charisma] 2, Enhanced [Intelligence, Awareness] 1, Charmer 2, Lucky 1
- Illusionist: Enhanced [Dexterity] 2, Pick Pocket 2, Hide 2
- Jester: Enhanced [Charisma] 2, Charmer 2, Artist [Jester] 3
- Musician [instrument]: Artist [Musician] 3, Knowledge [Music Theory] 2
- Singer: Artist [Singer] 3, Knowledge [Music Theory] 2, Second Wind 2
- Strongman: Enhanced [Strength], Exceptional [Strength], Lethal Fist, Grapple, Stunning Blow 1, Mighty Blow 2, Endurance 2
- Stuntman: Enhanced [Ballistic Skill] 1, Aim 1, Artist [Stuntman] 3, Weapon Proficiency [Torch], Weapon Expertise [Torch], Endure [Fire], Iron Fortitude 1, Iron Resilience 1, Alcohol Tolerance 1, Courage 2

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 4
- Enhanced [Charisma] 1
- Courage 1
- Charmer 1
- Gossip [any] 1
- Autodidact 1

RESTRICTED SKILLS:

- all Defensive Combat Skills of the Armour tree
- all Stance Skills
- all Unit Skills

PROHIBITED SKILLS:

- all Magic skills

SLAYER

Known as Drengi in the Dwarf-tongue, Slayers have suffered some personal shame so great that their honour has been irreparably stained. Putting their former lives behind them, the Dwarf swears the Slayer's Oath to forevermore seek death in battle at the hands of the deadliest enemy they can find. For only in such a death can their honour be reclaimed. These doom-seekers are easy to spot, for they follow in the path of Grimnir, eschewing armour in favour of runic tattoos and shaving their head except for a crest that is dyed orange and spiked with animal fat.

PREREQUISITES:

- Race: Dwarf
- Costuming: (see below)
- Special: must have taken the Slayer Oath

CLASS SKILLS:

- Faithful [Grimnir] 1
- Enhanced [Weapon Skill, Strength, Toughness] 1
- Enhanced [Wounds] 4
- Enhanced [Stamina Points] 6
- Weapon Proficiency [Axe, Bastard Axe, Great Axe]
- Weapon Expertise [Axe, Bastard Axe, Great Axe]
- Ambidexterity
- Precision Strike 1
- Mighty Blow 1
- Frenzied Stance
- Turn Blow 1
- Parry 1
- Second Wind 2
- Iron Might 2
- Iron Fortitude 2
- Iron Resilience 1
- Endurance 2
- Endure Blow 1
- Endure [Padded]
- Courage 3
- Intimidating Presence 1
- Autodidact 1

CLASS-ADJACENT SKILLS:

- Enhanced [Wounds] 6

PROHIBITED CLASS SKILLS:

- Weapon Proficiency [any ranged weapons]
- Weapon Proficiency [any ranged weapons]
- Armour Proficiency [any]
- Shield Proficiency [any]

- Charmer
- any Offensive Combat Skills from Sneak Attack tree
- all Trade skills
- all Leadership skills
- all Magic skills

SPECIAL:

- This Advanced Class may be taken at character creation with the permission of the Logistics Manager, as long as the character meets all prerequisites. The only permissible exits from this class are the Troll Slayer advanced class or death.
- Minimum Costuming Requirements: Dwarf beard phys-rep must be orange. Must have an orange crest of hair on their head. Shirtless Dwarf Slayers are exempt from the regular Dwarf phys-rep requirement of a layer of padding around their torsos.
- The character's Status Ranking may not exceed Brass 10, they may not hold a job on their character sheet, and they may not possess any items that cannot be carried by the character (except by the approval of the Questmaster).
- Unless it is already higher, the character's IP characteristic is set to IP 5 when they enter this class, to represent the great dishonour that has caused them to take up the Slayer Oath. The details of any resulting Insanities should be worked out with the Logistics Manager as normal. The character's IP characteristic may never be reduced below 5.
- The character may not wear armour or carry a shield, and they may not make a Flee move. If the player believes that the character has not upheld the Slayer Oath in some other manner, they should bring it to the attention of the Questmaster.
- Glorious Death: If the character dies in honourable combat with no Fate Points remaining, they may potentially count their Fate Points characteristic as being 1 for the purposes of determining bonus XP from character retirement. In order to qualify, the character must perish while fighting a worthy foe relative to their progression in the Slayer classes (e.g. an ordinary ogre bull would be a worthy foe for a Troll Slayer, but not for a Giant Slayer who has already killed things substantially bigger). In the event that they die fighting something significantly more difficult than a worthy foe, after putting up a good fight, they may count their Fate Points characteristic as being 2 or even higher. The final decision in all cases is at the sole discretion of the Head of Plot.

SOLDIER [UNIT]

Soldiers are the hardened backbone of an army, disciplined men and women forged in endless drills, battlefield blood, and the barking of their superiors. In contrast to lone warriors, such as duelists and bounty hunters, a soldier fights in organized formations, working in coordination with the other members of their unit to overcome a foe through the brutal efficiency of battlefield routine. The life of these professional warriors is a simple one: obey orders, survive the day, and spend their hard-won silver on what creature comforts they can before the next campaign.

SUBTYPE OPTIONS:

Select one unit from the Unit Tactics skill. All references in this class to Unit refer to that subtype.

PREREQUISITES:

- Race: Human
- Characteristics: WS 3 or BS 3, S 3, T 3, W 5, SR Brass 5
- Skills: Labourer [Soldier] 1, Weapon Proficiency [any]
- Membership: employment in a standing army regiment

CLASS SKILLS:

- Enhanced [Stamina Points] 5
- Enhanced [Wounds] 2
- Unit Tactics [Unit] 2
- Courage 1
- Endure Blow 1
- Endurance 1
- Forced March 2
- Second Wind 2
- Iron Resilience 1
- Knowledge [Imperial Army] 1
- Labourer [Soldier] 3
- Faithful [Sigmar, Ulric, Myrmidia] 1

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 8
- Enhanced [Wounds] 3
- Turn Blow 1
- Parry 1
- Labourer [Cook] 1

RESTRICTED SKILLS:

- Autodidact

PROHIBITED SKILLS:

- all Magic skills

Note: As the skills utilized by soldiers can vary considerably by unit, the Unit Tactics skill is used to add additional class skills fitting to each unit. The above simply represent those skills that are common to most soldiers, regardless of type.

SQUIRE [REGION]

The duty of a squire is to attend the knight to whom they are sworn. Though they can appear to be nothing more than glorified servants, fetching food and wine for their lord or tending to their horse and panoply of war, they are also taught by their masters and follow them onto the field of battle (albeit often to perform ancillary duties). Loyalty, discipline, and endurance are demanded above all else, for failure reflects not only upon the squire but upon the knight they serve.

By far, the majority of squires in the Old World can be found in Bretonnia, for every knight of that realm is expected to have one or more in their service and there are no few Bretonnian knights. Here, the position is always held by peasants, but is one of the highest that they can ever aspire to, only ever granted to loyal men-at-arms who have served a knight for many years and committed an act of tremendous bravery. The more favoured squires are even allowed to ride to battle on draught horses (though never the warhorses ridden by their masters). Folk stories tell of squires even being raised to knighthood itself after performing some great service or heroic deed, but the truth is that this is almost unheard of, as the nobility have no desire to sully their ranks with low-born commoners.

In the Empire, each knightly order keeps its own set of rules for training and recruitment, but most include something akin to a squire, even if they're known by other names, such as novices or initiates. However, they differ from their Bretonnian counterparts in several important ways. First, it is less of a feudal rank and more of a military apprenticeship. These individuals are knights in training, with the gruelling work intended to prepare them for knighthood. Additionally, depending on the order, they can come from different walks of life, though it is common for the sons of nobles to receive less physically-demanding tasks and to serve as a squire for only few months, while those of less fortunate lineage may spend years trying to earn their spurs while being assigned duties that are far more menial and arduous.

SUBTYPE OPTIONS:

Select either Bretonnia or Empire [knightly order].

PREREQUISITES (ALL):

- Race: Human
- Characteristics: SR Silver 1, S 3, T 3, WS 3, WP 3
- Skills: Armour Proficiency [Light], Labourer [Groom] 1
- Special: Must be named a squire to a knight.

PREREQUISITES (BRETONNIA):

- XP: 150
- Region: Bretonnia
- Characteristics: BS 3, Courage 1
- Skills: Weapon Expertise [Longbow], Forced March 1, Knowledge [Bretonnia] 2
- Class: Ex-Man at Arms (for at least 3 years)
- Special: Must be promoted to the position by their knightly master for an act of great bravery.

PREREQUISITES (EMPIRE):

- Skills: Read & Write [Reikspiel] 2, Knowledge [Empire] 2
- Advantages: Trainer, Membership [knightly order] (both only if selected at character creation)
- Membership: must have been accepted as a recruit into one of the imperial knightly orders

CLASS SKILLS (ALL):

- Enhanced [Stamina Points] 6
- Enhanced [Wounds] 2
- Enhanced [Willpower] 1
- Shield Proficiency [Medium]
- Iron Will 1
- Ride [Horse]
- Mounted Combat Stance
- Labourer [Servant, Groom] 4
- Labourer [Cook, Porter] 1

CLASS SKILLS (BRETONNIA):

- Enhanced [Ballistic Skill, Awareness] 1
- Knowledge [Lady of the Lake] 1
- Weapon Proficiency [Demi-Lance]
- Weapon Expertise [Demi-Lance]
- Weapon Mastery [Longbow]
- Aim 3
- Quick Aim
- Piercing Shot
- Turn Blow 1
- Mounted Dodge
- Read & Write [Breton] 1
- Preternatural Senses 1
- Track 2
- Danger Sense
- Scout
- Unit Tactics [Foot Squires]
- Unit Tactics [Mounted Yeomen]
- Unit Position [Musician]
- Unit Position [Warden]

CLASS SKILLS (EMPIRE):

- Enhanced [Weapon Skill] 1
- Knowledge [Etiquette] 1
- Knowledge [Empire, knightly order] 2
- Knowledge [deity] 2 (templar orders only)
- Weapon Proficiency [Longsword, Dagger, Gauntlet]
- Weapon Proficiency [Lance] (all except Knights of the White Wolf)
- Weapon Proficiency [Bastard Hammer] (Knights of the White Wolf only)
- Mighty Charge 1
- Turn Blow 2
- Parry 1
- Armour Proficiency [Medium, Heavy]
- Iron Might 1
- Courage 1
- Endurance 1
- Unit Tactics [knightly order]

CLASS-ADJACENT SKILLS:

- Firm Grip 1
- Labourer [Healer] 1
- Bandage Wounds

RESTRICTED SKILLS:

- all Offensive Combat Skills from the Sneak Attack Tree

PROHIBITED SKILLS (ALL):

- all Magic skills
- all Trade skills that are not Class or Class-Adjacent skills

PROHIBITED SKILLS (BRETONNIA)::

- Blackpowder Proficiency
- Weapon Proficiency [all except: Unarmed, Improvised Weapon, Torch, Knife, Dagger, Arming Sword, Club, Hand Axe, Short Spear, Long Spear, Demi-Lance, Longbow]

SPECIAL:

- Due to the rigorous duties that come with being a squire, the character's downtime will be reduced by 20 hours each logistics period. Half of this time (10 hours) will be added as a bonus to the knight they serve, representing the squire taking on their menial tasks.

STUDENT [DISCIPLINE]

Students are those who have been granted admission to one of the Old World's institutions of higher learning, be it a university, academy, school or college). They are half-formed scholars, half-feral provocateurs, with a head full of Classical quotations and just enough education to be dangerous. In most universities-proper, students first work towards completing their Magister Philosophiae Naturalis degree, a three-year curriculum of the core subjects (Rhetoric, Logic, Grammar, Music, History, Classical Old Worlder and Astronomy), before potentially going on to pursue more advanced degrees. By day they attend lectures, copying ancient authorities by candlelight and honing their skills in formal disputation. By night they drink prodigious quantities of beer, argue loudly about philosophy and politics, and pick fights with guild apprentices, rival student fraternities, or anyone who insults their province of origin. Imperial students are notorious agitators, quick to mock priests, nobles, and professors alike, yet just as quick to protest if their privileges are threatened. Many carry blades more out of habit than skill, and duels over insults, academic slights, or drunken misunderstandings are far too common. Though most dream of respectable futures as clerks, lawyers, physicians, engineers, or priests, students are also dangerously close to forbidden knowledge, political radicalism, and heresy, and more than one Witch Hunter has learned to watch the taverns around a university as closely as its libraries.

SUBTYPE OPTIONS:

Select one of the following options: Philosophiae Naturalis, Medicine, Theology, Law, Engineering, Gunnery, Martial Philosophy, Alchemy, Maritime Studies, Bestiaria, or Bottony.

PREREQUISITES (ALL):

- Race: Human
- Regional Locale: City
- Characteristics: Int 3, SR Brass 8
- Skills: Speak [language of Region] 2, Read & Write [language of Region] 2
- Special: After character creation, entering this class requires admission to one of the Empire's universities or similar institutions of learning.

PREREQUISITES (BY SUBTYPE):

- Philosophiae Naturalis – Region: Reikland, Nuln, Middenland, Marienburg, Talabecland, Tilea, or Estalia
- Medicine – Region: Reikland, Nuln, Middenland, Marienburg, Tilea, or Estalia
- Theology – Region: Reikland, Nuln, Middenland, Marienburg, Tilea, or Estalia
- Law – Region: Reikland, Middenland, Marienburg, Tilea, or Estalia
- Engineering – Region: Reikland or Tilea
- Gunnery – Region: Nuln
- Martial Philosophy – Region: Reikland, Nuln, or Tilea
- Alchemy – Region: Reikland
- Sea Travel – Region: Marienburg
- Bestiaria – Region: Reikland
- Bottony – Region: Talabecland

CLASS SKILLS (ALL):

- Enhanced [Stamina Points] 2
- Enhanced [Intelligence] 1
- Alcohol Tolerance 1

CLASS SKILLS (BY SUBTYPE):

- Philosophiae Naturalis:
 - Scholar [Scribe] 2
 - Speak [Classical] 2
 - Read & Write [Classical] 2
 - Read & Write [Classical] 3 – Nuln and Tilea only
 - Speak [by region: Reikspiel, Tilean or Estalian] 3
 - Read & Write [by region: Reikspiel, Tilean or Estalian] 3
 - Knowledge [History (Old World), Mathematics, Astronomy, Natural Philosophy, Music Theory] 2
 - Knowledge [Mathematics, Natural Philosophy] 3 – Nuln region only
 - Charmer 1
- Medicine:
 - Knowledge [Anatomy (Human)]
 - Scholar [Physician] 2
 - Scholar [Physician] 3 – Reikland region only
 - Bandage Wounds
 - Diagnose 1
- Theology:
 - Scholar [Scribe] 2
 - Knowledge [any Human deity] 1
 - Knowledge [Sigmar] 2 – Reikland and Nuln only
 - Knowledge [Cult of Sigmar, Dwarfs] 1 – Reikland and Nuln only
 - Knowledge [Ulric] 2 – Middenland only
 - Knowledge [Cult of Ulric] 1 – Middenland only

- Law:
 - Scholar [Barrister] 2
 - Scholar [Barrister] 3 – Reikland region only
 - Scholar [Scribe] 2
 - Knowledge [Law (any)] 2
- Engineering:
 - Scholar [Engineer] 3
 - Engineering Focus [any] 1
 - Knowledge [Mathematics] 2
- Gunnery:
 - Scholar [Engineer] 2
 - Scholar [Alchemist] 1
 - Engineering Focus [Blackpowder, Rifling] 1
 - Knowledge [Mathematics] 1
 - Blackpowder Proficiency
 - Weapon Proficiency [Pistol, Carbine, Arquebus]
- Martial Philosophy:
 - Knowledge [History (Old World Military)] 2
 - Knowledge [Military (region)]
 - Labourer [Soldier] 1
 - Labourer [Soldier] 2 – Reikland only
- Alchemy:
 - Scholar [Alchemist] 2
 - Knowledge [Natural Philosophy] 1
- Maritime Studies:
 - Labourer [Sailor] 1
 - Labourer [Navigator] 3
 - Scholar [Cartographer] 3
 - Knowledge [Manann] 2
 - Knowledge [Magic] 1
 - Arcane Lore [Elementalism] 1
 - Concentration 2
 - Learn Spell [any level 1 of Elementalism related to sea travel]
- Bestiaria:
 - Knowledge [Monstrous Creatures] 2
 - Harvest Creature 1
 - Craftsman [Taxidermist] 1
- Botany:
 - Craftsman [Apothecary] 2
 - Knowledge [Flora (any)] 2
 - Knowledge [Rhya] 1

CLASS-ADJACENT SKILLS:

- Weapon Proficiency [Unarmed, Rapier, Pistol]
- Grapple
- Iron Will 1
- Knowledge [any Common] 1
- Speak [any Basic] 1
- Suffer Not the Foe to Live! [any local authoritative institution] 1

RESTRICTED CLASS SKILLS:

- Wilderness Survival
- Craftsman [any] that are not Class Skills
- Extractor [any]
- Labourer [any] that are not Class Skills
- any Combat Skills that are not Class Skills
- all Magic skills that are not Class Skills

PROHIBITED CLASS SKILLS:

- none

SPECIAL:

- If this class is selected at character creation along with the Membership [institution] advantage, then the character remains enrolled in the appropriate institution of learning and could return there to continue their training in Class Skills with provided tutors (for a tuition and book fee of course). Their backstory should include the reason why they have left the campus grounds prior to completing their education (e.g. an unintended departure, to secure more funds for next year's tuition, etc.). If they have not selected the Membership [institution] advantage, then the character is no longer enrolled at that institution of learning. Their backstory should include the reason why they have been expelled (e.g. some sort of scandal or serious matter of law or school rules).



THUG

Where some warriors are trained for war or matters of personal honour, thugs are trained for work. They are hired muscle, debt collectors, intimidating guards, and enforcers who make coin through applied violence rather than discipline or chivalry. A thug does not fight with elegance, but with a crude efficiency and the quiet promise of further harm. From these rough beginnings, some may eventually rise into racketeers, caravan guards, mercenaries, or worse.

PREREQUISITES:

- Race: Dwarf, Human, Ogre
- Characteristics: S3, T 3, WS 3, CP 2
- Skills: Intimidating Presence 1, Weapon Proficiency [any]

CLASS SKILLS:

- Enhanced [Stamina Points] 4
- Enhanced [Wounds] 1
- Enhanced [Weapon Skill] 1
- Weapon Proficiency [any Basic Weapon, Dagger]
- Weapon Expertise [any Basic Weapon, Dagger]
- Mighty Blow 1
- Crippling Strike 1
- Push-Back 1
- Backstab 1
- Pummeling Blow 3
- Stunning Blow 1
- Grapple
- Iron Resilience 1
- Iron Might 2
- Endure Blow 1
- Alcohol Tolerance 1
- Intimidating Presence 2
- Labourer [Guard] 3

CLASS-ADJACENT SKILLS:

- Enhanced [Wounds] 2
- Lethal Fist
- Shrug it Off 1
- Hide 1
- Torture 1
- Shrug it Off 1
- Quick Search 1

RESTRICTED SKILLS:

- any Trade skill other than Labourer [Guard]
- any Unit skill

PROHIBITED SKILLS:

- all Magic skills

WOODSMAN

Although city states like Altdorf or Nuln are lauded as great bastions of civilization, the majority of the Empire's territory remains an untamed wilderness, and many are far more comfortable within these wilds. Such individuals are as diverse as their burgher counterparts, but what they have in common is the knowledge of how to survive in such a hostile and unforgiving place, far from the comforts of hearth and home.

PREREQUISITES:

- Characteristics: Aw 3, SR Brass 10 or lower
- Regional Locale: Wilderness

CLASS SKILLS:

- Enhanced [Stamina Points] 4
- Enhanced [Awareness, Ballistic Skill] 1
- Weapon Proficiency [Hand Axe, Short Bow, Longbow]
- Aim 1
- Hunter's Stance
- Danger Sense
- Track 2
- Endurance 1
- Forced March 1
- Swim 1
- Wilderness Survival 3
- Preternatural Senses 1
- Hide 1
- Labourer [Outrider] 2
- Extractor [any] 2
- Craftsman [Bowyer, Fletcher, Apothecary] 2

CLASS-ADJACENT SKILLS:

- Enhanced [Wounds] 1
- Weapon Proficiency [Dagger, Battle Axe, Throwing Axe]
- Poison Tolerance [any AR 2 or less]
- Ride [Horse]
- Autodidact 1
- Apply Poison 1
- Harvest Creature 1
- Animal Expertise [any local wild animal] 1

RESTRICTED CLASS SKILLS:

- Appraise
- Merchant
- Read & Write [any]
- Speak [any] 3

PROHIBITED CLASS SKILLS:

- Armour Proficiency [Heavy]
- Shield Proficiency [Medium, Tower]
- Gossip [any]
- Artist [any]
- Scholar [any]
- all Magic skills
- all Leadership skills
- all Unit skills



ADVANCED CLASSES

These classes reflect the next stages in a character's development, representing increasingly more experienced archetypes. They vary widely in skill and influence, ranging all the way from journeymen finally striking out on their own with limited autonomy after their apprenticeships, all the way up to the lauded heroes of the Empire, whose deeds are sung far beyond the bounds of the local communities in which they were performed.

All advanced classes include a minimum XP prerequisite, usually ranging from 50 to over 500. However, a new character may still begin in an advanced class so long as they meet all prerequisites for the class (including XP) and the prerequisites of any prerequisite class (should the class have one).

EPIC CLASSES: Advanced Classes marked with an asterisk (*) are a subset of Advanced Classes known as Epic Classes. These represent the very pinnacle of most characters' life ambitions. The only downside to achieving everything you set out to though, is that there's nothing left to accomplish afterward. After a character enters an Epic Class they can no longer switch to a different class, except with the special permission of the Quest Master for unusual and tragic circumstances (e.g. a Wizard Lord who falls into the service of the ruinous powers). These classes are the final arc of a character's story, where the only exit is retirement (potentially through a Legendary Class) or death.

LEGENDARY CLASSES: Advanced Classes marked with a double asterisk (**) are a subset of Advanced Classes known as Legendary Classes. Beyond even the great achievements of the Epic Classes, Legendary Classes represent positions of ultimate authority in the Empire (such as Knightly Order Grand Master, Elector Count, Grand Patriarch, Arch-Lector, etc.). The tremendous responsibilities of such positions will not allow the character to remain in the area for long, and their great influence and power make them no longer suitable for Player Characters. As such, achieving a Legendary Class is always a retirement quest. After entering one, a character may be played as a PC for a maximum of the next three events before the character must be retired. The player may be invited to play the character again as an NPC in select future events at the request of the Plot Manager.



WARRIOR CLASSES

Though remarkably diverse in methodology, the common thread between each of these classes is their primary focus on martial pursuits.

ADVENTURER CLASSES

ADVENTURER

The adventurer is a wanderer by trade, refusing the safety of walls and routine in favour of the unknown road. They have left their past life behind, and now travel from town to ruin, forest to battlefield, taking work where they can find it in-between adventures. With no guild, cult or lord to command them, the adventurer survives by adaptability, grit, and a willingness to face dangers others avoid. Their skills are broad, shaped by experience rather than formal training. In a world of constant peril, the adventurer endures by never staying in one place long enough for trouble to catch them unprepared.

PREREQUISITES:

- XP: 115
- Characteristics: M 3, S 3, T 3, WS 3 or BS 3, W 7, SP 10
- Skills: Courage 1
- Corruption: Impetuous or Tedium
- Insanity: Minor Addiction [Adventure]
- Equipment: Tent [any], Bag [any], Clothing [Hooded Cloak], Dining Set [any], Torch, Flint & Steel, 20 Rope, Wineskin or Hand Cask
- Memberships: may not have any
- Special: May not own land or structures in a settlement. Must have participated in at least three Online Adventures.

CLASS SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Wounds] 5
- Enhanced [Weapon Skill, Ballistic Skill, Agility, Awareness, Willpower] 1
- Weapon Proficiency [any basic]
- Weapon Proficiency [any two standard]
- Weapon Expertise [any basic]
- Weapon Expertise [any two standard]
- Turn Blow 1
- Parry 1
- Dodge 1

- Armour Proficiency [Light]
- Shield Proficiency [Buckler, Medium]
- Iron Fortitude 1
- Iron Resilience 1
- Iron Might 1
- Courage 2
- Endurance 1
- Second Wind 3
- Endure Blow 1
- Swim 1
- Wilderness Survival 2
- Autodidact 1
- Knowledge [any three common justified by backstory] 1
- Preternatural Senses 1
- Quick Search 1

CLASS-ADJACENT SKILLS:

- Swift Strike [any] 1
- Ambidexterity
- Aim 1
- Mighty Blow 1
- Armour Proficiency [Medium]
- Speak [any one basic] 1
- Knowledge [any common] 1
- Hide 1
- Bandage Wounds 1
- Pick Lock 1
- Hand of Fate 1
- Lucky 1
- Winter Survival 1

RESTRICTED CLASS SKILLS:

- all Trade skills that are not Class or Class-Adjacent skills
- all Magic skills

PROHIBITED CLASS SKILLS:

- Magical Aptitude
- all Unit skills

SPECIAL:

- Live for Adventure: If the character engages in one or more Online Adventures during their pre-log, then they do not suffer the usual upkeep cost from their Minor Addiction [Adventure] that month. Additionally, every Online Adventure after the first during a single logistics period (month) grants double the usual XP. However, if the character submits a pre-log for a number of consecutive events greater than their Willpower characteristic without travelling, they take the Irresistible Disturb 5 effect.

HEROIC ADVENTURER

Over time, if they don't perish, a rare few adventurers become legends, wanderers whose deeds have begun to outpace the truth in the telling. Tales of monsters slain, ruins plundered, and impossible odds overcome follow in their wake, whispered in taverns and embellished with every retelling. Though still bound to the road, they are no longer just another sellsword, their name carries weight, opening doors as often as it invites danger. Expectations rise alongside reputation, and some look to them as a champion, whether they wish it or not. In a world quick to create heroes and quicker to destroy them, they walk the fine line between fame, fortune, and a fall from grace.

PREREQUISITES:

- XP: 350
- Class: ex-Adventurer
- Characteristics: M 4; S 4 or T 4; WS 5 or BS 5; W 7; SP 15
- Skills: Courage 2, Weapon Expertise [any], Parry 1, Endure Blow 1, Knowledge [any five] 1
- Corruption: Impetuous or Tedium
- Insanity: Moderate Addiction [Adventure]
- Equipment: SQ weapon [any], SQ Tent [any], Bag [any], Clothing [Hooded Cloak], Dining Set [any], Torch, Flint & Steel, Wineskin or Hand Cask
- Special: May not own land or structures in a settlement. Must have participated in at least ten Online Adventures. At least one of their 'heroic deeds' must be widely known across at least an imperial province.

CLASS SKILLS:

- Enhanced [Stamina Points] 20
- Enhanced [Wounds] 10
- Enhanced [Weapon Skill, Ballistic Skill, Willpower] 3
- Enhanced [Agility, Awareness, Intelligence, Charisma] 2
- Enhanced [Strength, Toughness] 1
- Weapon Proficiency [any]

- Weapon Expertise [any]
- Weapon Mastery [any one]
- Swift Strike [any] 2
- Flurry Attack 2
- Hatred [any one] 1
- Turn Blow 3
- Parry 3
- Dodge
- Armour Proficiency [Light, Medium]
- Shield Proficiency [Buckler, Medium]
- Iron Fortitude 2
- Iron Resilience 2
- Iron Might 2
- Courage 3
- Stubborn
- Endurance 3
- Second Wind 5
- Endure Blow 2
- Shrug it Off 2
- Rapid Healing 1
- Escape Artist 3
- Swim 3
- Wilderness Survival 3
- Ride [Horse]
- Autodidact 3
- Knowledge [any common] 1
- Preternatural Senses 2
- Danger Sense
- Quick Search 3

CLASS-ADJACENT SKILLS:

- Ambidexterity
- Dual Wield
- Aim 3
- Quick Aim
- Disarming Strike 1
- Piercing Strike 1
- Mighty Blow 2
- Hatred [any]
- Armour Proficiency [Heavy]
- Speak [any one basic] 2
- Hide 2
- Scout
- Bandage Wounds 1
- Pick Lock 1
- Hand of Fate 2
- Lucky 2
- Winter Survival 1

RESTRICTED CLASS SKILLS:

- all Trade skills that are not Class or Class-Adjacent skills
- all Magic skills

PROHIBITED CLASS SKILLS:

- Magical Aptitude
- all Unit skills

SPECIAL:

- Live for Adventure: If the character engages in one or more Online Adventures during their pre-log, then they do not suffer the usual upkeep cost from their Moderate Addiction [Adventure] that month. Additionally, every Online Adventure after the first during a single logistics period (month) grants double the usual XP. However, if the character submits a pre-log for a number of consecutive events greater than their Willpower characteristic without travelling, they take the Irresistible Disturb 5 effect.

SOLDIER CLASSES

VETERAN SOLDIER [UNIT]

Having marched through fields of mud, blood, and worse, these grizzled veterans have survived enough grueling campaigns to know that glory is just a lie told to recruits. Though their armour may seem old and dented, and the greys in their beards betray their age, younger soldiers would do well to watch them closely, for if they can learn their habits they might just live to see pay day.

SUBTYPE OPTIONS:

Select one unit from the Unit Tactics skill. All references in this class to Unit refer to that subtype.

PREREQUISITES:

- XP: 100
- Race: Human
- Class: Ex-Soldier [Unit]
- Characteristics: WS 4 or BS 4, S 3, T 3, W 7, SR Brass 8
- Skills: Labourer [Soldier] 4, Parry 1, Dodge 1
- Equipment: Lucky Charm
- Membership: employment in a standing army regiment

CLASS SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Wounds] 3
- Unit Tactics [unit] 4
- Courage 2
- Endure Blow 2
- Endurance 2
- Forced March 3
- Second Wind 3
- Iron Resilience 1
- Iron Might 1
- Iron Fortitude 1

- Weapon Proficiency [Unarmed, Dagger, Arming Sword]
- Disarming Strike 1
- Mighty Blow 1
- Flurry Attack 1
- Knowledge [Imperial Army] 2
- Labourer [Soldier] 5
- Faithful [Sigmar, Ulric, Myrmydia] 1
- Unit Position [Standard Bearer, Musician]

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 12
- Enhanced [Wounds] 4
- Dodge 2
- Parry 2
- Turn Blow 2
- Labourer [Cook] 3
- Labourer [Healer] 1
- Bandage Wounds
- Alcohol Tolerance 1
- Read & Write [Reikspiel] 1
- Knowledge [any faction they have battled for an entire campaign] 1
- Weapon Expertise [Unarmed, Dagger, Arming Sword]

PROHIBITED SKILLS:

- Autodidact
- all Magic, Arcane and Divine skills

Note: As the skills utilized by soldiers can vary considerably by unit, the Unit Tactics skill is used to add additional class skills fitting to each unit. The above simply represent those skills that are common to most soldiers, regardless of type.

SERGEANT [UNIT]

The iron voice in the ranks, it is the sergeant's duty to churn out competent soldiers from green recruits, and to ensure that their unit responds exactly as it is needed to by the army's officers in the heat of battle. To that end, they drill their soldiers relentlessly, knowing that discipline is the only barrier between their men and destruction at the hands of the enemy. It is a thankless job, for they will be held personally accountable for the failings of those under their command, even as those men curse their name for the discipline heaped upon them for such infractions by their sergeants. They must quickly learn to balance rigid orders with brutal reality, bending rules just enough to keep their men alive another day.

SUBTYPE OPTIONS:

Select one unit from the Unit Tactics skill. All references in this class to Unit refer to that subtype.

PREREQUISITES:

- XP: 150
- Race: Human
- Class: Ex-Veteran Soldier [Unit]
- Characteristics: WS 4 or BS 4, S 3, T 3, W 7, SR Silver 1
- Skills: Labourer [Soldier] 5, Parry 1, Dodge 1, Read & Write [Reikspiel] 1, Knowledge [Imperial Army] 1
- Membership: employment in a standing army regiment

CLASS SKILLS:

- Enhanced [Stamina Points] 15
- Enhanced [Wounds] 4
- Enhanced [Charisma] 1
- Unit Tactics [Unit] 5
- Courage 3
- Stubborn
- Endure Blow 3
- Endurance 3
- Forced March 3
- Second Wind 4
- Iron Resilience 1
- Iron Might 1
- Iron Fortitude 1
- Iron Will 1
- Weapon Proficiency [Unarmed, Dagger, Arming Sword]
- Disarming Strike 1
- Mighty Blow 1
- Flurry Attack 1
- Knowledge [Imperial Army] 3

- Labourer [Soldier] 7
- Faithful [Sigmar, Ulric, Myrmydia] 1
- Trainer 3
- Unit Position [Sergeant]
- Unit Leader
- War Cry
- Lead by Example
- Hold the Line! 2
- Steel Your Nerves! 2
- Double Time! 2
- Kill them All! 2

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 17
- Enhanced [Wounds] 5
- Enhanced [Strength] 1
- Enhanced [Toughness] 1
- Dodge 2
- Parry 2
- Turn Blow 2
- Read & Write [Reikspiel] 2
- Knowledge [any faction they have battled for an entire campaign] 1
- Weapon Expertise [Unarmed, Dagger, Arming Sword]

PROHIBITED SKILLS:

- all Magic, Arcane and Divine skills

Note: As the skills utilized by soldiers can vary considerably by unit, the Unit Tactics skill is used to add additional class skills fitting to each unit. The above simply represent those skills that are common to most soldiers, regardless of type.

MILITARY CAPTAIN

Responsible for coordinating the efforts of larger forces, the captain bears the weight of command far beyond the confines of a singular regiment. These officers will lead from the front to direct their forces in battle, but much of a captain's work is done far before the enemy is engaged: filling out endless reports, overseeing supplies, and planning where their troops will bleed next, often with incomplete information and impossible expectations. Successes are measured in terms of lives spent and ground held. Victory brings recognition. Failure invites inquiry, disgrace, or worse. But when the banners rise and the drums beat, it is the captain's name the troops shout.

PREREQUISITES:

- XP: 250
- Race: Human
- Class: Ex-Sergeant
- Characteristics: WS 5, S 4, T 4, Int 4, W 9, SR Silver 8
- Skills: Labourer [Soldier] 7, Parry 2, Dodge 1, Read & Write [Reikspiel] 2, Knowledge [Imperial Army] 2, Unit Leader
- Membership: rank of captain and given officer's position in a standing army

CLASS SKILLS:

- Enhanced [Stamina Points] 20
- Enhanced [Wounds] 7
- Enhanced [Charisma] 2
- Courage 3
- Stubborn
- Endure Blow 3
- Endurance 4
- Forced March 2
- Second Wind 5
- Iron Resilience 2
- Iron Might 2
- Iron Fortitude 2
- Iron Will 2
- Ride [Horse]
- Blackpowder Proficiency
- Weapon Proficiency [Gauntlet, Dagger, Longsword, Bastard Sword, Mace, Warhammer, Bastard Hammer, Battle Axe, Pistol]
- Weapon Expertise [Gauntlet, Dagger, Longsword, Bastard Sword, Mace, Warhammer, Bastard Hammer, Battle Axe, Pistol]

- Weapon Mastery [Longsword, Bastard Sword, Mace, Warhammer, Bastard Hammer, Battle Axe]
- Armour Proficiency [Light, Medium, Heavy]
- Shield Proficiency [Medium]
- Armour Mastery 1
- Shield Mastery 1
- Disarming Strike 2
- Mighty Blow 2
- Flurry Attack 2
- Knowledge [Imperial Army] 3
- Labourer [Soldier] 9
- Commander
- War Cry
- Hold the Line! 3
- Steel Your Nerves! 3
- Double Time! 3
- Kill them All! 3
- Dodge 3
- Parry 3
- Turn Blow 3

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 25
- Enhanced [Wounds] 8
- Knowledge [any faction they have battled for an entire campaign] 1

PROHIBITED SKILLS:

- all Magic, Arcane and Divine skills

GENERAL*

The general commands wars rather than battles, with the fate of entire provinces resting on their maps and messengers. Distance from the front lines may spare them the clash of steel, but not the consequences of defeat, and they must navigate court intrigue, noble rivalries, and the whims of Elector Counts as carefully as any battlefield. Their orders can save cities or condemn entire armies to oblivion. History will remember their name... if they survive long enough to be written into it.

PREREQUISITES:

- XP: 350
- Race: Human
- Class: Ex-Military Captain
- Characteristics: WS 5, Int 5, W 12, SR Gold 2
- Skills: Labourer [Soldier] 9, Ride [Horse], Read & Write [Reikspiel] 2, Knowledge [Imperial Army] 3, Commander
- Membership: granted overall command of a standing army

CLASS SKILLS:

- Enhanced [Stamina Points] 25
- Enhanced [Wounds] 10
- Enhanced [Charisma] 3
- Exceptional [Charisma]
- Courage 3
- Stubborn
- Endure Blow 3
- Forced March 2
- Second Wind 6
- Iron Resilience 2
- Iron Might 2
- Iron Fortitude 2
- Iron Will 3

- Blackpowder Proficiency
- Weapon Proficiency [Gauntlet, Dagger, Longsword, Bastard Sword, Mace, Warhammer, Bastard Hammer, Battle Axe, Pistol]
- Weapon Expertise [Gauntlet, Dagger, Longsword, Bastard Sword, Mace, Warhammer, Bastard Hammer, Battle Axe, Pistol]
- Weapon Mastery [Longsword, Bastard Sword, Mace, Warhammer, Bastard Hammer, Battle Axe]
- Armour Proficiency [Light, Medium, Heavy]
- Shield Proficiency [Medium]
- Armour Mastery 1
- Shield Mastery 1
- Disarming Strike 3
- Mighty Blow 2
- Flurry Attack 3
- Labourer [Soldier] 10
- War Cry
- Hold the Line! 4
- Steel Your Nerves! 4
- Double Time! 4
- Kill them All! 4
- Knowledge [region employing as general] 3
- Knowledge [any faction they have battled for an entire campaign] 2

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 30
- Dodge 3
- Parry 4
- Turn Blow 4

PROHIBITED SKILLS:

- all Magic, Arcane and Divine skills

IMPERIAL KNIGHT CLASSES

KNIGHT [ORDER]

When the sons of the Empire's noble families decide to dedicate their lives to martial pursuits, it is not in the rank and file of the State Troops that they can be found, for such common soldiery is the lot of the lowborn masses. Instead, they will seek membership in one of the Empire's knightly orders, each a renowned brotherhood of heroic warriors who ride into battle atop mighty steeds, clad in polished suits of full plate armour and brandishing some of the finest weapons wrought by man. But as feared as they are for their martial prowess, a knight serves not merely as a warrior but also as a symbol of honour and authority on the field of battle.

Though some secular orders hold close ties to certain political powers, and the templar orders are nominally a part of a religious cult, each knightly order is effectively an autonomous army in its own right that rides to war only at the word of its Grand Master. Beyond this, no two orders are quite alike, with each maintaining its own gloried history, customs, rules and traditions. While each order has a primary chapter house, all but the smallest orders also maintain subsidiary ones across the Empire. Those seeking to join such illustrious institutions must be prepared to dedicate their very lives to the order. Forsaking all feudal responsibilities and right of inheritance, they serve their order first, bound in a rigid hierarchy by strict oaths and traditions. Though some orders do accept novices without a noble lineage, it is a far more rare and difficult prospect, for a knight must supply their own equipment, and such tools of war cost far more than many citizens of the Empire will ever see in their lifetime.

SUBTYPE OPTIONS:

Select one of the following orders: Blazing Sun, Everlasting Light, Morr, Knights Panther, Reiksguard, or White Wolf. If you wish to be from a different knightly order, please contact the Rules Manager to request an addition during the next rules update.

PREREQUISITES (ALL):

- XP: 125
- Class: ex-Squire [Empire (order)] *or* ex-Noble *or* ex-Pistolier
- Race: Human
- Characteristics: SR Silver 6, S 3, T 3, WS 4
- Skills: Weapon Proficiency [Lance] (except White Wolf), Armour Proficiency [Heavy], Shield Proficiency [Medium] (except White Wolf), Ride [Horse], Mounted

Combat Stance, Courage 1, Labourer [Groom] 1, Speak [Reikspiel] 2, Read & Write [Reikspiel] 2, Knowledge [order] 2

- Membership: knightly order of subtype
- Costuming: approval by Head of Lore
- Equipment: 6 Loc Formed Plate (Head, Chest, Abdomen, Back, both legs, both arms), Medium Shield, Lance, Longsword, War Horse, Plate Barding
- Special: must pass the test(s) of initiation (specific to each order); note that some orders may hold applicants of non-noble lineage back longer before being deemed ready for such a test

PREREQUISITES (BY ORDER):

- Blazing Sun: Knowledge [Myrmidia] 1, Knowledge [Military Tactics], Equipment (Holy Symbol [Myrmidia])
- Everlasting Light: Weapon Proficiency [Greatsword], Faithful [Verena] 1, Knowledge [Verena] 1, Minor Noble Title advantage, Equipment (Holy Symbol [Verena])
- Morr: Aw 3, Faithful [Morr] 2, Knowledge [Morr] 1, Courage 2, Endurance 2, Intimidating Presence 1, Equipment (Holy Symbol [Morr], Holy Water)
- Knights Panther: Knowledge [Middenland] 1, Equipment (Clothing [Panther Pelt Cloak]¹), Knowledge [Mutants] 1
- Reiksguard: Knowledge [Reikland, Altdorf] 1
- White Wolf: Weapon Proficiency [Bastard Hammer], Faithful [Ulric] 1, Knowledge [Ulric] 1, Equipment (Holy Symbol [Ulric], Bastard Hammer, Clothing [Wolf Pelt Cloak]¹, but does **not** require Formed Plate Helmet, Medium Shield, Longsword or Lance), Winter Survival 1

¹ These items must be obtained by the character in a specific manor as part of their initiation

CLASS SKILLS (ALL):

- Enhanced [Wounds] 3
- Enhanced [Stamina Points] 10
- Enhanced [Weapon Skill] 2
- Enhanced [Willpower] 1
- Weapon Proficiency [Longsword, Bastard Sword]
- Weapon Expertise [Lance, Longsword, Bastard Sword]
- Mighty Blow 1
- Mighty Charge 2
- Turn Blow 2
- Parry 2



- Firm Grip 1
- Armour Mastery 1
- Steer Mount
- Endure Blow 1
- Endurance 1
- Iron Will 1
- Courage 2
- Knowledge [Etiquette] 1
- Unit Tactics [Knighthly Order] 1

CLASS SKILLS (BY ORDER):

- Blazing Sun: Enhanced [Intelligence] 1, Weapon Proficiency [any Standard], Knowledge [Military Tactics] 1, Unit Leader, War Cry, Double Time!, Unit Tactics [Knighthly Order] 3
- Everlasting Light: Weapon Expertise [Greatsword], Swift Strike [Greatsword], Faithful [Verena] 2, Devotion [Verena] 2, Knowledge [Verena] 2
- Morr: Weapon Proficiency [Halberd, Greatsword, Longbow, Heavy Crossbow], Weapon Expertise [Halberd, Greatsword, Longbow, Heavy Crossbow], Enhanced [Awareness] 1, Faithful [Morr] 3, Devotion [Morr] 2, Knowledge [Morr, Undead, Cult of Morr] 2, Hatred [Undead], Courage 3, Intimidating Presence 2
- Knights Panther: Hatred [Mutants, Beasetmen, Norscans, Marauders, Chaos Warriors], Knowledge [Middenheim, Middenland, Mutants, Beastmen] 2, Knowledge [Chaos] 1
- Reiksguard: Courage 3, Knowledge [Reikland, Altdorf] 2

- White Wolf: Weapon Proficiency [Great Hammer], Weapon Expertise [Bastard Hammer, Great Hammer], Swift Strike [Bastard Hammer, Great Hammer] 1, Faithful [Ulric] 2, Devotion [Ulric] 2, Knowledge [Ulric, Cult of Ulric] 2, Frenzied Stance, Alcohol Tolerance 1

CLASS-ADJACENT SKILLS:

- Weapon Proficiency [Dagger, Gauntlet]
- Iron Fortitude 1
- Iron Resilience 1
- Iron Might 1
- Knowledge [order] 3
- Labourer [Groom] 3
- Unit Position [Standard Bearer, Musician]

RESTRICTED SKILLS:

- all Offensive Combat Skills from the Sneak Attack Tree
- all Perception Skills from the Sealth Tree
- all Trade Skills
- Sea Legs

PROHIBITED SKILLS (ALL):

- all Magic skills
- all Trade skills that are not Class or Class-Adjacent skills

PROHIBITED SKILLS (BY ORDER):

- Everlasting Light: all Fate skills

SPECIAL (BY ORDER):

- Everlasting Light: upon entering this class, the character receives the curse associated with the order (OOG details provided by Plot after their initiation)

DWARF SLAYER CLASSES

TROLL SLAYER

After taking their oaths, newly-pledged members of the Slayer Cult will immediately set out to seek their doom at the hands of the most dangerous foe they can find. Trolls are considered ideal for this, as they are relatively easy to find and facing one alone is almost certainly a death sentence for most Dwarfs. Those few who manage to beat the odds and survive, join the ranks of the Troll Slayers.

PREREQUISITES:

- Ex-Slayer, 150 XP, Faithful [Grimnir] 1, Enhanced [Strength or Toughness] 1, Enhanced [Weapon Skill] 1, Enhanced [Wounds] 4, Weapon Expertise [Axe, Bastard Axe, or Great Axe], Parry 1, Endure Blow 1, Iron Resilience 1, Courage 2, costuming requirements (see below), must have slain a troll in personal combat

CLASS SKILLS:

- Faithful [Grimnir] 2
- Enhanced [Strength, Toughness] 1
- Enhanced [Weapon Skill] 2
- Enhanced [Wounds] 6
- Enhanced [Stamina Points] 12
- Weapon Proficiency [Axe, Bastard Axe, Great Axe]
- Weapon Expertise [Axe, Bastard Axe, Great Axe]
- Weapon Mastery [Axe, Bastard Axe, Great Axe]
- Flurry Attack 1
- Ambidexterity
- Dual Wield
- Precision Strike 2
- Mighty Blow 2
- Frenzied Stance
- Fury
- Parry 2
- Firm Grip 1
- Dodge 1
- Second Wind 4
- Iron Will 2
- Iron Might 3
- Iron Fortitude 3
- Iron Resilience 2
- Endurance 2
- Endure Blow 2
- Endure [Padded]
- Shrug it Off 1
- Alcohol Tolerance 3

- Courage 3
- Fearless
- Intimidating Presence 2
- Preternatural Senses 1
- Autodidact 2

CLASS-ADJACENT SKILLS:

- Enhanced [Wounds] 8

PROHIBITED CLASS SKILLS:

- Weapon Proficiency [any ranged weapons]
- Weapon Proficiency [any ranged weapons]
- Armour Proficiency [any]
- Shield Proficiency [any]
- Charmer
- any Offensive Combat Skills from Sneak Attack tree
- all Trade skills
- all Leadership skills
- all Magic skills

SPECIAL:

- The only permissible exits from this class are the Giant Slayer advanced class, the Slayer Pirate advanced class, or death.
- Minimum Costuming Requirements: Dwarf beard phys-rep must be orange. Must have an orange crest of hair on their head. Shirtless Dwarf Slayers are exempt from the regular Dwarf phys-rep requirement of a layer of padding around their torsos.
- The character's Status Ranking may not exceed Brass 10, they may not hold a job on their character sheet, and they may not possess any items that cannot be carried by the character (except by the approval of the Questmaster).
- Unless it is already higher, the character's IP characteristic is set to IP 6 when they enter this class, to represent the continued failure to find their doom. The details of any resulting Insanity should be worked out with the Logistics Manager as normal.
- The character may not wear armour or carry a shield, and they may not make a Flee move. If the player believes that the character has not upheld the Slayer Oath in some other manner, they should bring it to the attention of the Questmaster.
- Glorious Death: If the character dies in honourable combat with no Fate Points remaining, they may potentially count their Fate Points characteristic as being 1 for the purposes

of determining bonus XP from character retirement. In order to qualify, the character must perish while fighting a worthy foe relative to their progression in the Slayer classes (e.g. an ordinary ogre bull would be a worthy foe for a Troll Slayer, but not for a Giant Slayer who has already killed things substantially bigger). In the event that they die fighting something significantly more difficult than a worthy foe, after putting up a good fight, they may count their Fate Points characteristic as being 2 or even higher. The final decision in all cases is at the sole discretion of the Head of Plot.

GIANT SLAYER

Despite fervently seeking their doom, some Slayers are simply too skilled to easily meet their end. These rare few continue to seek out even greater foes wherever they go. Those who manage to slay a Giant on their quest will earn the title of Giant Slayer, though this is no true victory for a Slayer who survives the experience, for it is just one more doom that has escaped them. Many Giant Slayers therefore becoming morose drinkers when they aren't in the midst of battle, hoping down the memories of their continued shame.

PREREQUISITES:

- Ex-Troll Slayer, 300 XP, Hand of Fate 1, Enhanced [Strength and Toughness] 1, Enhanced [Weapon Skill] 2, Enhanced [Wounds] 6, Weapon Mastery [Axe, Bastard Axe, or Great Axe], Mighty Blow 1, Parry 2, Shrug it Off 1, Endure [Padded], Iron Fortitude 2, Iron Resilience 2, Iron Might 2, Courage 3, costuming requirements (see below), must have slain a giant in personal combat*

CLASS SKILLS:

- Faithful [Grimnir] 3
- Enhanced [Weapon Skill] 3
- Enhanced [Wounds] 8
- Enhanced [Stamina Points] 18
- Exceptional [Strength, Toughness]
- Weapon Proficiency [Axe, Bastard Axe, Great Axe]
- Weapon Expertise [Axe, Bastard Axe, Great Axe]
- Weapon Mastery [Axe, Bastard Axe, Great Axe]
- Flurry Attack 2
- Ambidexterity
- Dual Wield
- Dual Strike
- Precision Strike 3
- Piercing Strike
- Killing Blow [Axe, Bastard Axe, Great Weapon] 1
- Mighty Blow 3

- Severing Strike 1
- Frenzied Stance
- Fury
- Berserk 1
- Lethal Fist
- Parry 3
- Firm Grip 2
- Dodge 2
- Second Wind 6
- Iron Will 3
- Iron Might 3
- Supreme Might 1
- Iron Fortitude 3
- Supreme Fortitude 1
- Iron Resilience 3
- Endurance 3
- Endure Blow 3
- Shrug it Off 2
- Die Hard 1
- Alcohol Tolerance 3
- Fearless
- Intimidating Presence 3
- Preternatural Senses 2
- Danger Sense
- Autodidact 3

CLASS-ADJACENT SKILLS:

- Enhanced [Wounds] 10

PROHIBITED CLASS SKILLS:

- Weapon Proficiency [any ranged weapons]
- Weapon Proficiency [any ranged weapons]
- Armour Proficiency [any]
- Shield Proficiency [any]
- Charmer
- any Offensive Combat Skills from Sneak Attack tree
- all Trade skills
- all Leadership skills
- all Magic skills

SPECIAL:

- At the discretion of the Questmaster, the prerequisite of slaying a Giant may be replaced by slaying a similar bipedal giant-sized creature, such as a Cygor or Ghorgon.
- The only permissible exits from this class are the Dragon Slayer advanced class, the Slayer Pirate advanced class, or death.
- Minimum Costuming Requirements: Dwarf beard phys-rep must be orange. Must have an orange crest of hair

on their head. Shirtless Dwarf Slayers are exempt from the regular Dwarf phys-rep requirement of a layer of padding around their torsos.

- The character's Status Ranking may not exceed Brass 10, they may not hold a job on their character sheet, and they may not possess any items that cannot be carried by the character (except by the approval of the Questmaster).
- Unless it is already higher, the character's IP characteristic is set to IP 7 when they enter this class, to represent the continued failure to find their doom. The details of any resulting Insanity should be worked out with the Logistics Manager as normal.
- The character may not wear armour or carry a shield, and they may not make a Flee move. If the player believes that the character has not upheld the Slayer Oath in some other manner, they should bring it to the attention of the Questmaster.
- **Glorious Death:** If the character dies in honourable combat with no Fate Points remaining, they may potentially count their Fate Points characteristic as being 1 for the purposes of determining bonus XP from character retirement. In order to qualify, the character must perish while fighting a worthy foe relative to their progression in the Slayer classes (e.g. an ordinary ogre bull would be a worthy foe for a Troll Slayer, but not for a Giant Slayer who has already killed things substantially bigger). In the event that they die fighting something significantly more difficult than a worthy foe, after putting up a good fight, they may count their Fate Points characteristic as being 2 or even higher. The final decision in all cases is at the sole discretion of the Head of Plot.

DRAGON SLAYER

Often travelling alone, those Slayers who have failed to find their doom at the hands of even a mighty Giant, now turn toward hunting down some of the most dangerous beings in all the known world – dragons. If against all odds they are somehow successful in slaying the Drak, tales of their exploits are likely to reach Karak Kadrin and perhaps beyond. Such Dragon Slayers may find themselves joined by a swarm of younger brethren from the Slayer cult, who flock towards such renowned killers in the hopes that they will lead them straight towards a mighty foe. This is rarely appreciated by the irritable Dragon Slayer, for while they realise that word of their great death might now be brought back to the Dwarf holds, they are loners by nature and resent any chance of

one of these young beards getting lucky and robbing them of a glorious doom.

PREREQUISITES:

- Ex-Giant Slayer, 450 XP, Faithful [Grimnir] 2, Hand of Fate 2, Exceptional [Strength or Toughness], Enhanced [Weapon Skill] 3, Enhanced [Wounds] 8, Killing Blow [any] 1, Mighty Blow 2, Parry 3, Dodge 1, Die Hard 1, Iron Fortitude 3, Iron Resilience 3, Iron Might 3, Iron Will 1, Fearless, costing requirements (see below), must have slain a Dragon in personal combat

CLASS SKILLS:

- Faithful [Grimnir] 4
- Enhanced [Wounds] 10
- Enhanced [Stamina Points] 24
- Exceptional [Weapon Skill, Strength, Toughness]
- Weapon Proficiency [Axe, Bastard Axe, Great Axe]
- Weapon Expertise [Axe, Bastard Axe, Great Axe]
- Weapon Mastery [Axe, Bastard Axe, Great Axe]
- Flurry Attack 3
- Ambidexterity
- Dual Wield
- Dual Strike
- Precision Strike 4
- Piercing Strike
- Killing Blow [Axe, Bastard Axe, Great Weapon] 2
- Mighty Blow 3
- Unstoppable Blow
- Severing Strike 2
- Frenzied Stance
- Fury
- Berserk 2
- Blood Frenzy 1
- Lethal Fist
- Iron Fist
- Parry 4
- Firm Grip 2
- Dodge 2
- Second Wind 8
- Iron Will 3
- Supreme Will 1
- Supreme Might 1
- Supreme Fortitude 1
- Supreme Resilience 1
- Endurance 4
- Endure Blow 3
- Shrug it Off 3



- Die Hard 2
- Alcohol Tolerance 3
- Intimidating Presence 4
- Preternatural Senses 2
- Danger Sense
- Autodidact 4

PROHIBITED CLASS SKILLS:

- Weapon Proficiency [any ranged weapons]
- Weapon Proficiency [any ranged weapons]
- Armour Proficiency [any]
- Shield Proficiency [any]
- Charmer
- any Offensive Combat Skills from Sneak Attack tree
- all Trade skills
- all Leadership skills
- all Magic skills

SPECIAL:

- The only permissible exits from this class are the Daemon Slayer epic class or death.
- Minimum Costuming Requirements: Dwarf beard phys-rep must be orange. Must have an orange crest of hair on their head. Shirtless Dwarf Slayers are exempt from the regular Dwarf phys-rep requirement of a layer of padding around their torsos.
- The character's Status Ranking may not exceed Brass 10, they may not hold a job on their character sheet, and they may not possess any items that cannot be carried by the character (except by the approval of the Questmaster).
- Unless it is already higher, the character's IP characteristic is set to IP 8 when they enter this class, to represent the continued failure to find their doom. The details of any resulting Insanity should be worked out with the Logistics Manager as normal.
- The character may not wear armour or carry a shield, and they may not make a Flee move. If the player believes that the character has not upheld the Slayer Oath in some other manner, they should bring it to the attention of the Questmaster.
- Glorious Death: If the character dies in honourable combat with no Fate Points remaining, they may potentially count their Fate Points characteristic as being 1 for the purposes of determining bonus XP from character retirement. In order to qualify, the character must perish while fighting a worthy foe relative to their progression in the Slayer classes (e.g. an ordinary ogre bull would be a worthy foe for a Troll Slayer, but not for a Giant Slayer who has

already killed things substantially bigger). In the event that they die fighting something significantly more difficult than a worthy foe, after putting up a good fight, they may count their Fate Points characteristic as being 2 or even higher. The final decision in all cases is at the sole discretion of the Head of Plot.

DAEMON SLAYER *

Those few Dwarfs who survive their careers as Dragon Slayers often become convinced that their disgrace is so terrible that the Ancestor Gods themselves have denied them an honourable death. Driven mad by this curse of continued survival, the Slayer follows in the footsteps of their patron and seeks out the mightiest foes of all – the Greater Daemons of the Ruinous Powers. In any generation, no more than a handful of Dwarfs will ever join the infamous ranks of the Daemon Slayers, and despite considering themselves cheated by fate at every turn, they are among the greatest warriors in the known world.

PREREQUISITES:

- Ex-Dragon Slayer, 600 XP, Hand of Fate 3, Exceptional [any two of Strength, Toughness and Weapon Skill], Enhanced [Wounds] 10, Killing Blow [any] 2, Unstoppable Blow, Parry 4, Dodge 2, Die Hard 2, Supreme Fortitude 1, Supreme Resilience 1, Supreme Might 1, Iron Will 2, costuming requirements (see below), must have slain a Greater Daemon or Daemon Prince in personal combat

CLASS SKILLS:

- Faithful [Grimnir] 5
- Enhanced [Stamina Points] 30
- Exceptional [Weapon Skill, Strength, Toughness]
- Weapon Proficiency [Axe, Bastard Axe, Great Axe]
- Weapon Expertise [Axe, Bastard Axe, Great Axe]
- Weapon Mastery [Axe, Bastard Axe, Great Axe]
- Flurry Attack 3
- Ambidexterity
- Dual Wield
- Dual Strike
- Precision Strike 5
- Piercing Strike
- Killing Blow [Axe, Bastard Axe, Great Weapon] 3
- Mighty Blow 3
- Unstoppable Blow
- Severing Strike 3
- Frenzied Stance

- Fury
- Berserk 3
- Blood Frenzy 2
- Lethal Fist
- Iron Fist
- Parry 5
- Blind Parry
- Firm Grip 3
- Dodge 3
- Second Wind 10
- Iron Will 3
- Supreme Will 2
- Endure Blow 3
- Shrug it Off 3
- Die Hard 3
- Alcohol Tolerance 3
- Intimidating Presence 4
- Preternatural Senses 3
- Danger Sense
- Autodidact 5

PROHIBITED CLASS SKILLS:

- Weapon Proficiency [any ranged weapons]
- Weapon Expertise [any ranged weapons]
- Armour Proficiency [any]
- Shield Proficiency [any]
- Charmer
- any Offensive Combat Skills from Sneak Attack tree
- all Trade skills
- all Leadership skills
- all Magic skills

SPECIAL:

- The only permissible exit from this class is the character's death.

- Minimum Costuming Requirements: Dwarf beard phys-rep must be orange. Must have an orange crest of hair on their head. Shirtless Dwarf Slayers are exempt from the regular Dwarf phys-rep requirement of a layer of padding around their torsos.
- The character's Status Ranking may not exceed Brass 10, they may not hold a job on their character sheet, and they may not possess any items that cannot be carried by the character (except by the approval of the Questmaster).
- Unless it is already higher, the character's IP characteristic is set to IP 9 when they enter this class, to represent the continued failure to find their doom. The details of any resulting Insanity should be worked out with the Logistics Manager as normal.
- The character may not wear armour or carry a shield, and they may not make a Flee move. If the player believes that the character has not upheld the Slayer Oath in some other manner, they should bring it to the attention of the Questmaster.
- Glorious Death: If the character dies in honourable combat with no Fate Points remaining, they may potentially count their Fate Points characteristic as being 1 for the purposes of determining bonus XP from character retirement. In order to qualify, the character must perish while fighting a worthy foe relative to their progression in the Slayer classes (e.g. an ordinary ogre bull would be a worthy foe for a Troll Slayer, but not for a Giant Slayer who has already killed things substantially bigger). In the event that they die fighting something significantly more difficult than a worthy foe, after putting up a good fight, they may count their Fate Points characteristic as being 2 or even higher. The final decision in all cases is at the sole discretion of the Head of Plot.

MISC. WARRIOR CLASSES

DWARF CLANSMAN

Dwarf clansmen form the backbone of every Dwarf hold's forces in times of war, not as conscript rabble but as oath-bound citizens whose duty to hearth, clan, and king is as old as stone itself. In times of peace they are miners, traders and craftsmen, yet each keeps their armour close and weapons well tended, for every Dwarf is raised with the knowledge that they may be called to stand in the shield wall at any time. Though not full-time soldiers, clansmen have been drilled regularly from youth, and often possess decades of experience in tunnel wars, hold defenses, and bitter surface campaigns. Expected to provide their own equipment, such heirlooms are passed on from one generation to the next and are treated with great reverence by those who bear them. On the battlefield, Dwarf Clansmen are renowned for their discipline, resilience, and stubborn refusal to yield, forming dense, unbreakable ranks that advance methodically or hold fast against overwhelming odds. They fight not for glory or conquest, but for ancestral halls, sworn oaths, and the unpayable debts recorded in the Dammaz Kron, and when a Dwarf Clansman takes the field, he does so with the grim certainty that retreat is shameful, surrender unthinkable, and death preferable to failure.

PREREQUISITES:

- XP: 50
- Class: Ex-Apprentice Craftsman (does not require Trainer advantage)
- Race: Dwarf
- Region: Karaz Ankor [any]
- Characteristics: WS 3 or BS 3, S 3, T 4, Dex 4, W 6, SR Silver 1
- Skills: Craftsman/Extractor [matching profession below] 2, Weapon Proficiency [Battle Axe or Warhammer], Shield Proficiency [Medium], Armour Proficiency [Medium]
- Equipment: DW Maille Hauberk, DW Shield, one of the following: DW Battle Axe, DW Great Axe, DW Warhammer, DW Great Hammer, DW Heavy Crossbow, DW Carbine

CLASS SKILLS:

- Enhanced [Stamina Points] 5
- Enhanced [Wounds] 3
- Enhanced [Weapon Skill, Ballistic Skill, Dexterity] 1
- Blackpowder Proficiency

- Weapon Proficiency [Battle Axe, Great Axe, Warhammer, Great Hammer, Heavy Crossbow, Carbine]
- Weapon Expertise [Battle Axe, Great Axe, Warhammer, Great Hammer, Heavy Crossbow, Carbine]
- Armour Proficiency [Heavy]
- Aim 1
- Turn Blow 1
- Parry 1
- Defensive Stance
- Unit Tactics [Dwarf Warriors] 2
- Iron Might 2
- Iron Resilience 1
- Iron Will 1
- Courage 2
- Endure Blow 2
- Endurance 3
- Forced March 2
- Second Wind 2
- Brace
- Merchant-Artisan [matching profession below] 3
- select one of the following:
 - Craftsman [one of: Brewer, Mason, or Smith] 4
 - Craftsman [one of: any other] 2
 - Extractor [Miner] 4

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Wounds] 4
- Enhanced [Willpower] 1
- Iron Fortitude 2
- Iron Will 2

PROHIBITED SKILLS:

- none

BOUNTY HUNTER

Hardened professional killers, bounty hunters make their living by tracking down and delivering their quarry, dead or alive. Whether that be an outlaw on the run for specific crimes, a gang of bandits or even a local monstrous menace like Goblins or Beastmen, a bounty hunter is willing to deliver their mark to whichever authority is willing to pay them.

PREREQUISITES:

- XP: 125
- Characteristics: Aw 4, Wp 4, CP 3
- Skills: Read & Write [Reikspiel] 1, Track 1
- Special: must have been paid for an official bounty

CLASS SKILLS:

- Enhanced [Wounds] 5
- Enhanced [Stamina Points] 10
- Enhanced [Awareness, Ballistic Skill] 2
- Weapon Proficiency [Sap, Net]
- Weapon Expertise [Sap, Net]
- Armour Proficiency [Light]
- Ride [Horse]
- Endurance 2
- Forced March
- Aim 2
- Quick Aim
- Pinning Shot 2
- Disarming Strike 2
- Hook
- Crippling Strike 3
- Pummeling Blow 3
- Stunning Blow 3
- Subduing Blow 3
- Grapple
- Parry 1
- Dodge 1
- Hunter's Stance
- Intimidating Presence 3
- Forced March
- Gossip 2
- Preternatural Senses 2
- Track 4
- Scout
- Labourer [Healer] 1

RESTRICTED CLASS SKILLS:

- Armour Proficiency [Heavy]

PROHIBITED CLASS SKILLS:

- Shield Proficiency [Medium, Tower]
- all Magic skills

WITCH HUNTER

In the shadows of the Empire, where corruption takes root unseen, the Witch Hunter brings fire, steel, and final judgment. While few may recognize their formal designation as members of the Ancient Initiatic and Holy Order of the Templars of Sigmar, even the mere whisper of their more notorious title is enough to send a shiver down the spine of even the most upstanding imperial citizen. Witch Hunters are imperial state-sanctioned servants of the Cult of Sigmar, who are empowered to root out heresy, corruption, and the taint of Chaos wherever it may fester in the Empire. Years of pursuing this mandate have left them hardened and ruthless killers, with no room for doubt or mercy. For to allow corruption to survive puts the whole of the Empire at risk, and thus many would rather put an accused's entire family or even village to the torch than to risk the chance that the taint had not also spread to them. While the pious sons and daughters of the Empire may understand that such grim work is crucial to the safety of all, there are few souls brave enough to not feel the flush of fear when they spot a figure wearing the characteristic wide-brimmed hat and long, black coat of the Witch Hunter.

PREREQUISITES:

- XP: 150
- Race: Human
- Characteristics: WS 4, WP 4, Aw 3, Int 3, Cha 3, CP 3, IP 2, SR Silver 3
- Skills: Weapon Proficiency [Torch; Longsword or Rapier], Parry 1, Iron Will 1, Speak [Reikspiel] 2, Read & Write [Reikspiel] 1, Knowledge [Law (Empire), Chaos] 1, Knowledge [Sigmar, Empire] 2, Faithful [Sigmar] 2
- Equipment: Leather Clothing [Coat, Wide-Brimmed Hat], Holy Symbol [Sigmar]
- Membership: Holy Order of the Templars of Sigmar

CLASS SKILLS:

- Enhanced [Wounds] 5
- Enhanced [Stamina Points] 10
- Enhanced [Weapon Skill, Awareness, Willpower, Charisma] 2
- Enhanced [Ballistic Skill, Agility] 1
- Blackpowder Proficiency
- Weapon Proficiency [Stake, Longsword, Rapier, Crossbow Pistol, Pistol]
- Weapon Expertise [Torch, Stake, Longsword, Rapier, Crossbow Pistol, Pistol]
- Swift Strike [Torch, Stake]

PIRATE

Notorious brigands of the sea, pirates survive by their wits, ruthlessness, and a keen eye for weakness. They earn their gold preying upon other vessels and taking what they can, but rumours of treasure, smuggling routes, and black-market contacts are just as valuable as any blade or pistol. Symbols of authority are antithetical to the pirate's way of life, where discipline to even one's own captain is born from profit and fear rather than honour, and loyalty lasts only as long as the coin flows. Hardened by a lifetime of violence, these blackhearts are as comfortable in a boarding action as in a dockside brawl, and have little qualm about committing brazen acts of mass murder on the high seas for the promise of booty. For this reason, it is little wonder that a cold shiver runs down the spine of any honest sailor when they spot an approaching vessel flying the Jolie Rogue.

PREREQUISITES:

- XP: 75
- Race: Human
- Characteristics: S 3, WS 3, Ag 3, CP 3
- Skills: Weapon Proficiency [any], Labourer [Sailor] 2, Sea Legs
- Membership: The character must be presently serving aboard a pirate vessel (i.e. a crewed ship, not a rowboat) when they enter this class. They may go up to one year without serving on a pirate vessel before losing this prerequisite.
- Equipment: 5 x Dice or Deck of Cards or Lucky Charm

CLASS SKILLS:

- Enhanced [Stamina Points] 5
- Enhanced [Wounds] 1
- Enhanced [Weapon Skill, Agility] 1
- Knowledge [Pirates] 2
- Weapon Proficiency [Cutlass, Pistol]
- Weapon Expertise [Cutlass, Pistol]
- Blackpowder Proficiency
- Ambidexterity
- Dual Wield
- Precision Strike 1
- Disarming Strike 1
- Backstab 1
- Opportunist
- Pummeling Blow 1
- Turn Blow 2
- Parry 2
- Firm Grip 1

- Dodge 2
- Swim 3
- Labourer [Sailor] 5
- Labourer [Navigator, Crew (Cannon)] 2
- Appraise 3
- Alcohol Tolerance 2
- Intimidating Presence 1
- Gambler's Luck

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Wounds] 4
- Knowledge [any Old World coastal Region] 1
- Gossip [any Old World coastal settlement] 1
- Weapon Proficiency [Knife, Club (Belaying Pin), Hand Axe (Boarding Axe), Blunderbus, Bomb, Throwing Knife]
- Dual Strike
- Charmer 1
- Quick Search 1
- Extractor [Fisher] 2
- Artist [Tattooist] 2
- Merchant 1
- Fence
- Woodworking Focus [Shipwright] 2
- Engineering Focus [Blackpowder] 2
- Spot Jam
- Animal Expertise [Parrot, Monkey] 1
- Lucky 2
- Faithful [Manann, Ranald] 1
- Faithful [Stromfels] 2

RESTRICTED SKILLS:

- Ride
- Forced March
- Winter Survival
- Artist [any except Tattooist]
- Craftsman [any except Cordier and Woodworker]
- Extractor [any except Fisher]
- Labourer [any except Sailor, Cook, Crew and Navigator]
- Scholar [any except Cartographer]

PROHIBITED SKILLS:

- all Magic Skills
- Armour Proficiency [Medium, Heavy]
- Shield Proficiency [Medium, Tower]
- Mounted Combat Stance

TRADE CLASSES

Each of these classes focuses primarily on mastery of a singular profession, joining the vast majority of the Empire's populace in learning to make their way by working for a living.

JOURNEYMAN CRAFTSMAN [TRADE]

Once they are deemed by their masters to be capable of independent work, apprentices graduate to the rank of journeyman. They are now considered qualified to work for wages but not yet own their own business or take on apprentices of their own. Freed from their master's guidance, journeymen seek to further their expertise through long hours of practice.

SUBTYPE OPTIONS:

Select one profession from the Craftsman skill. All references in this class to Trade refer to that profession.

PREREQUISITES (ALL):

- XP: 35
- Class: Ex-Apprentice Craftsman [trade]
- Characteristics: Dex 4, SR Brass 10
- Skills: Craftsman [trade] 2
- Equipment: Tool Set [Trade]

PREREQUISITES (APOTHECARY):

- Skills: Knowledge [Flora (any one)] 1
- Equipment: 20 Herb [any], 5 Mixtures [any Tonics & Poultices], Laboratory [Apothecary]

PREREQUISITES (BOWYER):

- Characteristics: BS 3
- Skills: Aim 1, Weapon Proficiency [any bow or crossbow]

PREREQUISITES (MASON):

- Characteristics: S 3, SP 7

PREREQUISITES (SMITH):

- Characteristics: S 3, SP 8
- Equipment: Forge access, Leather Clothing [Apron], 30 [any metal]

PREREQUISITES (TAILOR):

- Skills: Recover Material [Fabric] 1

PREREQUISITES (WOODWORKER):

- Skills: Woodworking Focus [any one] 1
- Equipment: Workshop [Woodworker]

CLASS SKILLS (ALL):

- Enhanced [Stamina Points] 8

- Enhanced [Dexterity] 2
- Endurance 1
- Merchant-Artisan [trade] 2
- Craftsman [trade] 4
- Tools of the Trade [trade] 1

CLASS SKILLS (APOTHECARY):

- Knowledge [Flora (any)] 2
- Poison Tolerance [any they can craft] 1
- Scholar [Alchemist] 1
- Diagnose 1

CLASS SKILLS (BOWYER):

- Weapon Proficiency [Shortbow] (Human and Halfling only)
- Weapon Proficiency [Longbow] (Human, Ulthuan, Uranai, Athel Loren, and Laurelorn only)
- Weapon Proficiency [Light Crossbow] (Tilea only)
- Weapon Proficiency [Heavy Crossbow] (Tilea and Dwarf only)
- Weapon Proficiency [Repeating Crossbow] (Cathay and Naggaroth only)
- Weapon Proficiency [Hand Crossbow] (Tilea and Naggaroth only)
- Aim 2
- Enhanced [Ballistic Skill] 1
- Craftsman [Fletcher] 1

CLASS SKILLS (MASON):

- Weapon Skill [Stone]
- Iron Might 1
- Endurance 1
- Second Wind 2
- Recover Material [Stone] 1

CLASS SKILLS (SMITH):

- Mighty Blow 1
- Firm Grip 2
- Iron Might 1
- Endurance 2
- Second Wind 2
- Endure [Fire]

- Knowledge [Metallurgy] 1
- Knowledge [Grungi] 1 – Dwarf only
- Knowledge [Vaul] 1 – Elf only
- Craftsman [Jeweller] 1
- Smithing Focus [any three] 1
- Recover Material [Base Metals] 1

CLASS SKILLS (TAILOR):

- Craftsman [Spinner, Weaver, Dyer] 1
- Recover Material [Fabric] 2
- Gossip [local settlement] 1

CLASS SKILLS (WOODWORKER):

- Woodworking Focus [any three] 1
- Recover Material [Wood] 1

CLASS-ADJACENT SKILLS (ALL):

- Weapon Proficiency [Improvised Weapon (Trade Tools)]
- Enhanced [Dexterity] 3
- Enhanced [Wounds] 1
- Endurance 2
- Second Wind 2
- Merchant-Artisan [trade] 4
- Craftsman [trade] 5
- Autodidact 2

RESTRICTED CLASS SKILLS:

- all Offensive Combat skills that are not Class or Class-Adjacent skills
- all Defensive Combat skills
- all Stance skills
- all Unit skills
- all Leadership skills

PROHIBITED CLASS SKILLS:

- all Magic skills

GUILD CRAFTSMAN [TRADE]

Honed by years of practice, such artisans are the skilled practitioners of their craft who have proven themselves worthy to join its guild and earned the right to open their own guild-registered shop. Producing the goods used by nearly all imperial citizens, they stand as the backbone of the Empire's towns. Though they vary widely by their craft, most are quite skilled with their hands and know enough about the market to sell the goods they produce.

SUBTYPE OPTIONS:

Select one profession from the Craftsman skill. All references in this class to Trade refer to that profession.

PREREQUISITES (ALL):

- XP: 150
- Class: Ex-Journeyman Craftsman [trade]
- Characteristics: Dex 5, SR Silver 2
- Skills: Craftsman [trade] 4
- Equipment: SQ Tool Set [Trade]
- Special: must have produced an SQ item using their trade, for approval by the guild
- Membership: member in good standing of relevant local trade guild

PREREQUISITES (APOTHECARY):

- Skills: Knowledge [Flora (any two)] 2
- Equipment: 30 Herb [any], 10 Mixtures [any Tonics & Pultices], Laboratory [Apothecary]

PREREQUISITES (BOWYER):

- Characteristics: BS 4
- Skills: Aim 2, Weapon Proficiency [any bow or crossbow]

PREREQUISITES (MASON):

- Characteristics: S 3, SP 8

PREREQUISITES (SMITH):

- Characteristics: S 3, SP 10
- Skills: Knowledge [Metallurgy] 1, Smithing Focus [any one] 2, Smithing Focus [any three] 1
- Equipment: Forge access, Leather Clothing [Apron], [any metal] 30

PREREQUISITES (TAILOR):

- Skills: Recover Material [Fabric] 2

PREREQUISITES (WOODWORKER):

- Skills: Woodworking Focus [any one] 2, Woodworking Focus [any three] 1
- Equipment: Workshop [Woodworker]

CLASS SKILLS (ALL):

- Enhanced [Stamina Points] 12
- Enhanced [Dexterity] 3
- Endurance 2
- Merchant-Artisan [trade] 7
- Craftsman [trade] 7
- Craftsman Speciality [any producible by trade]
- Tools of the Trade [trade] 2

CLASS SKILLS (APOTHECARY):

- Knowledge [Flora (any)] 3
- Poison Tolerance [any they can craft] 2
- Scholar [Alchemist] 2
- Diagnose 2
- Treat Illness 1

CLASS SKILLS (BOWYER):

- Weapon Proficiency/Expertise [Shortbow] (Human and Halfling only)
- Weapon Proficiency/Expertise [Longbow] (Human, Ulthuan, Uranai, Athel Loren, and Laurelorn only)
- Weapon Proficiency/Expertise [Light Crossbow] (Tilea only)
- Weapon Proficiency/Expertise [Heavy Crossbow] (Tilea and Dwarf only)
- Weapon Proficiency/Expertise [Repeating Crossbow] (Cathay and Naggaroth only)
- Weapon Proficiency/Expertise [Hand Crossbow] (Tilea and Naggaroth only)
- Aim 3
- Enhanced [Ballistic Skill] 2
- Enhanced [Strength] 1
- Craftsman [Fletcher] 2

CLASS SKILLS (MASON):

- Weapon Skill [Stone]
- Weapon Expertise [Stone]
- Enhanced [Strength] 1
- Iron Might 2
- Endurance 2
- Second Wind 2
- Artist [Carver, Sculptor] 1
- Extractor [Miner] 1
- Labourer [Paviour] 1
- Scholar [Architect] 1
- Recover Material [Stone] 3

CLASS SKILLS (SMITH):

- Enhanced [Strength] 1
- Weapon Proficiency [Warhammer]

- Mighty Blow 2
- Sundering Strike 1
- Firm Grip 3
- Iron Resilience 1
- Iron Might 2
- Endurance 3
- Second Wind 3
- Endure [Fire]
- Knowledge [Metallurgy] 2
- Knowledge [Grungi] 2 – Dwarf only
- Knowledge [Vault] 2 – Elf only
- Craftsman [Jeweller] 2
- Smithing Focus [any four] 2
- Material Expertise [Gromril] – Dwarf only
- Material Expertise [Ithilmar] – Elf only
- Recover Material [Base Metals] 2
- Recover Material [Precious Metals] 1

CLASS SKILLS (TAILOR):

- Craftsman [Spinner, Weaver, Dyer] 2
- Craftsman [Knitter] 1 (Human only)
- Recover Material [Fabric] 3
- Knit Wounds 1
- Gossip [local settlement] 2

CLASS SKILLS (WOODWORKER):

- Woodworking Focus [any four] 2
- Recover Material [Wood] 3
- Craftsman [Bowyer] 1
- Extractor [Lumberjack] 1
- Scholar [Architect] 1
- Material Expertise [Wutroth] – Dwarf only

CLASS-ADJACENT SKILLS (ALL)::

- Weapon Proficiency [Improvised Weapon (Trade Tools)]
- Enhanced [Wounds] 2
- Second Wind 3
- Autodidact 3

RESTRICTED CLASS SKILLS:

- all Offensive Combat skills that are not Class or Class-Adjacent skills
- all Defensive Combat skills
- all Stance skills
- all Unit skills
- all Leadership skills

PROHIBITED CLASS SKILLS:

- all Magic skills

MASTER CRAFTSMAN [TRADE] *

A craftsman may only obtain the rank of master from their guild by proving their skill through the production of their masterpiece, a flawless example of their craft. Such master craftsmen will often come to occupy positions of authority in their guild and are highly sought after by those seeking to become apprentices.

SUBTYPE OPTIONS:

Select one profession from the Craftsman skill. All references in this class to Trade refer to that profession.

PREREQUISITES (ALL):

- XP: 300
- Class: Ex-Guild Craftsman [trade]
- Characteristics: Dex 6, SR Silver 5
- Skills: Craftsman [trade] 7
- Equipment: SQ Tool Set [trade]
- Membership: member in good standing of relevant local trade guild
- Special: must have produced a BQ item using their trade, for approval by the guild

PREREQUISITES (APOTHECARY):

- Skills: Knowledge [Flora (any four)] 3
- Equipment: 40 Herb [any], 20 Mixtures [any Tonics & Poultices], Laboratory [Apothecary]

PREREQUISITES (BOWYER):

- Characteristics: BS 5
- Skills: Aim 3, Weapon Expertise [any bow or crossbow]

PREREQUISITES (MASON):

- Characteristics: S 4, SP 10

PREREQUISITES (SMITH):

- Characteristics: S 4, SP 12
- Skills: Knowledge [Metallurgy] 2, Smithing Focus [any one] 3, Smithing Focus [any three] 2
- Equipment: Forge, SQ Leather Clothing [Apron], [any metal] 50

PREREQUISITES (TAILOR):

- Skills: Recover Material [Fabric] 3

PREREQUISITES (WOODWORKER):

- Skills: Woodworking Focus [any one] 3, Woodworking Focus [any three] 2
- Equipment: Workshop [Woodworker]

CLASS SKILLS (ALL):

- Enhanced [Stamina Points] 15
- Enhanced [Dexterity] 3
- Exceptional [Dexterity]

- Endurance 3
- Merchant-Artisan [trade] 10
- Craftsman [trade] 10
- Craftsman Speciality [any producible by trade]
- Tools of the Trade [trade] 3
- Trade Master [trade]

CLASS SKILLS (APOTHECARY):

- Knowledge [Flora (any)] 3
- Master Scholar [Flora (any)]
- Poison Tolerance [any they can craft] 3
- Scholar [Alchemist] 4
- Diagnose 3
- Treat Illness 2

CLASS SKILLS (BOWYER):

- Weapon Proficiency/Expertise/Mastery [Shortbow] (Human and Halfling only)
- Weapon Proficiency/Expertise/Mastery [Longbow] (Human, Ulthuan, Uranai, Athel Loren, and Laureloron only)
- Weapon Proficiency/Expertise/Mastery [Light Crossbow] (Tilea only)
- Weapon Proficiency/Expertise/Mastery [Heavy Crossbow] (Tilea and Dwarf only)
- Weapon Proficiency/Expertise/Mastery [Repeating Crossbow] (Cathay and Naggaroth only)
- Weapon Proficiency/Expertise/Mastery [Hand Crossbow] (Tilea and Naggaroth only)
- Quick Aim
- Enhanced [Ballistic Skill] 3
- Enhanced [Strength] 1
- Craftsman [Fletcher] 3

CLASS SKILLS (MASON):

- Weapon Skill [Stone]
- Weapon Expertise [Stone]
- Enhanced [Strength] 1
- Iron Might 3
- Endurance 3
- Second Wind 4
- Artist [Carver, Sculptor] 2
- Extractor [Miner] 2
- Labourer [Paviour] 2
- Scholar [Architect] 2
- Recover Material [Stone] 5

CLASS SKILLS (SMITH):

- Enhanced [Strength, Toughness] 1
- Enhanced [Wounds] 4
- Weapon Proficiency [Warhammer]



- Stuntman: Artist [Stuntman] 3, Courage 2, equipment (Trade Tools [Artist [Stuntman]]), 3 x Throwing Knife or Throwing Axe)

CLASS SKILLS (BY SUBTYPE):

- Acrobat: Enhanced [Agility] 3, Enhanced [Movement] 1, Exceptional [Agility], Artist [Acrobat] 7, Courage 3, Dodge 4, Lucky 2
- Actor: Enhanced [Charisma] 2, Artist [Actor] 7, Charmer 3, Speak [Breton, Kislevarin, Estalian, Tilean] 2, Read & Write [Reikspiel] 3, Read & Write [Breton, Kislevarin, Estalian, Tilean] 2
- Animal Tamer: Enhanced [Willpower] 2, Labourer [Animal Trainer] 7, Weapon Proficiency [Whip], Weapon Expertise [Whip], Weapon Mastery [Whip], Animal Expertise [any] 3, Torture 1
- Dancer: Enhanced [Agility] 3, Exceptional [Agility], Artist [Dancer] 7¹, Dodge 4
- Escapologist: Enhanced [Agility] 3, Enhanced [Dexterity] 2, Escape Artist 8, Concealed Escape, Quick Escape, Pick Lock 3
- Fortune Teller: Enhanced [Charisma] 3, Enhanced [Intelligence, Awareness] 2, Charmer 3, Lucky 2, Prophecy 2
- Illusionist: Enhanced [Dexterity] 3, Exceptional [Dexterity], Pick Pocket 4, Hide 3
- Jester: Enhanced [Charisma] 3, Exceptional [Charisma], Charmer 4, Artist [Jester] 7
- Musician [instrument]: Artist [Musician] 7, Knowledge [Music Theory] 3
- Singer: Artist [Singer] 7, Knowledge [Music Theory] 3, Second Wind 5
- Strongman: Enhanced [Strength], Exceptional [Strength], Weapon Proficiency [Unarmed], Weapon Expertise [Unarmed], Lethal Fist, Iron Fist, Grapple, Stunning Blow 2, Mighty Blow 4, Endurance 3
- Stuntman: Enhanced [Ballistic Skill] 2, Aim 3, Artist [Stuntman] 7, Weapon Proficiency [Torch], Weapon Expertise [Torch], Endure [Fire], Iron Fortitude 2, Iron Resilience 1, Alcohol Tolerance 2, Courage 3

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Charisma] 2
- Courage 2
- Charmer 2
- Gossip [any] 2
- Autodidact 2
- Knowledge [Nobility] 1

RESTRICTED SKILLS:

- all Defensive Combat Skills of the Armour tree
- all Stance Skills
- all Unit Skills

PROHIBITED SKILLS:

- all Magic skills

BARBER-SURGEON

Walking the uneasy line between healer and butcher, the barber-surgeon plies their trade with razor, saw, and a steady hand. Trained through apprenticeship rather than lofty colleges, they are just as adept at delivering a clean shave as they are patching up soldiers on the field of battle. Bloodletting, amputation, and crude stitching are their stock-in-trade, and survival is often the only measure of success. A barber surgeon keeps their tools sharp and their stomach stronger still, for they will see more gore and carnage than even the most veteran of soldiers. Though rarely as wealthy or well respected, many more owe their lives to such rough expertise than to any learned physician.

PREREQUISITES:

- XP: 125
- Class: Apprentice Craftsman [Barber-Surgeon]
- Race: Human
- Characteristics: IP 2, SR Brass 9
- Skills: Craftsman [Barber-Surgeon] 3, Knowledge [Anatomy (Human)] 1, Iron Will 1, Iron Fortitude 1, Barber, Surgery 1
- Equipment: Steel Tool Set [Barber-Surgeon], Healer's Kit [any], 10 Spirits, Leather Clothing [Apron]
- Membership: local Barber-Surgeon's Guild (if any)

CLASS SKILLS:

- Enhanced [Stamina Points] 15
- Enhanced [Dexterity, Willpower] 2
- Iron Fortitude 2
- Iron Will 2
- Knowledge [Anatomy (any)] 2
- Craftsman [Barber-Surgeon] 5
- Merchant-Artisan [Barber-Surgeon] 3
- Battlefield Medic 2
- Amputate
- Bandage Wounds
- Bloodletting
- Knit Wounds 1
- On Your Feet 1
- Set Limb
- Surgery 2

CLASS-ADJACENT SKILLS:

- Weapon Proficiency [Knife]
- Precision Strike 1
- Enhanced [Wounds] 3
- Endurance 1

- Second Wind 3
- Forced March
- Courage 2
- Autodidact 2
- Craftsman [Barber-Surgeon] 7
- Labourer [Sailor, Soldier] 1
- Battlefield Medic 3
- Diagnose 1
- Torture 1

RESTRICTED CLASS SKILLS:

- any Stance Skill
- any Leadership Skill

PROHIBITED SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- any Magic Skill

PHYSICIAN

Physicians are university-trained, guild-licensed medical practitioners who study disease, anatomy, and treatment through books and observation. More concerned with diagnosis, diseases, and long-term care than emergency surgery, they often serve the nobility and other well-connected individuals.

PREREQUISITES:

- XP: 125
- Class: Student [Medicine] or Apprentice Scholar [Medicine]
- Race: Human, Dwarf or Elf
- Characteristics: Int 4, SR Silver 3
- Skills: Scholar [Physician] 3, Read & Write [any] 2, Read & Write [Classical] 1 (Human only), Knowledge [Anatomy (own race)], Diagnose 1, Iron Will 1
- Advantages: Learned
- Equipment: Steel or Silver Tool Set [Physician], Healer's Kit [any], 5 Healing Salve, 3 Healing Tonic, Healing Draught, Antitoxin, Cure-All
- Membership: Local Physician's Guild covering area of practice

CLASS SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Intelligence, Awareness, Dexterity] 2
- Enhanced [Willpower] 1
- Iron Will 2
- Knowledge [Disease] 1
- Knowledge [Anatomy (any)] 2
- Scholar [Physician] 5
- Rehabilitate 2
- Autopsy 1
- Awaken
- Bedside Care
- Bloodletting
- Critical Care
- Diagnose 2
- Knit Wounds 1
- Set Limb
- Surgery 2
- Treat Illness 1

CLASS-ADJACENT SKILLS:

- Enhanced [Intelligence] 3
- Enhanced [Wounds] 2
- Enhanced [Charisma] 1

- Knowledge [Disease] 2
- Scholar [Physician] 7
- Craftsman [Apothecary] 3
- Scholar [Alchemist] 1
- Precision Strike 1
- Iron Fortitude 1
- Autodidact 1
- Torture 1
- Amputate
- Bandage Wounds
- Deliver
- Diagnose 3
- Knit Wounds 2
- Treat Illness 2

RESTRICTED CLASS SKILLS:

- Enhanced [Strength, Weapon Skill, Ballistic Skill]
- Wilderness Survival
- Forced March
- Swim
- Drive
- any Offensive Combat Skill
- any Defensive Combat Skill
- any Stance Skill
- any Unit Skill
- any Leadership Skill
- any Trade Skills that are not Class or Class-Adjacent Skills

PROHIBITED CLASS SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- all Magic skills

PLAGUE DOKTOR

The plague doktor walks where others dare not, tending to the sick in times of contagion, decay, and dread, such as the recent Corvid Pox. Swathed in heavy robes and masked against foul vapours, they rely on a mix of learned theory, grim experience, and desperate remedies to combat disease. Some are legitimate professionals sanctioned by the state, while others inspire suspicion, their methods bordering on the occult in the eyes of fearful common folk. When pestilence can spread swiftly across a community, quarantine and fire become tools employed as often as poultices and tonics, and thus plague doktors are usually received by an afflicted settlement with an equal mix of hope and dread.

PREREQUISITES:

- XP: 125
- Class: Student [Medicine] or Apprentice Scholar [Medicine] or Physician
- Race: Human
- Characteristics: Int 4, T 3, IP 1, CP 2, SR Silver 1
- Skills: Scholar [Physician] 3, Diagnose 1, Courage 1
- Equipment: Steel or Silver Tool Set [Physician], Healer's Kit [any], 5 Healing Tonic, 3 Healing Draught, 2 Cure-All, 10 Paint [Red], Cane, Plague Mask, Censer, 10 Incense, Lantern, 3 Candle, Clothing Set [Plague Doktor]
- Membership: Local Physician's Guild covering area of practice

CLASS SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Intelligence, Awareness] 2
- Enhanced [Willpower] 1
- Iron Fortitude 2
- Iron Will 1
- Courage 2
- Knowledge [Shallya] 2
- Knowledge [Disease] 3
- Scholar [Physician] 5
- Craftsman [Apothecary] 2
- Diagnose 2
- Treat Illness 2

CLASS-ADJACENT SKILLS:

- Weapon Proficiency [Improvised Weapon (Cane)]
- Enhanced [Intelligence] 2
- Enhanced [Wounds] 3
- Scholar [Physician] 9

- Craftsman [Apothecary] 3
- Scholar [Alchemist] 1
- Master Scholar [Disease]
- Iron Fortitude 3
- Diagnose 3
- Treat Illness 3
- Skill Mastery [Treat Illness]
- Bloodletting 1
- Autodidact 1
- Faithful [Shallya] 2

RESTRICTED CLASS SKILLS:

- Enhanced [Strength, Weapon Skill, Ballistic Skill]
- Wilderness Survival
- Swim
- any Offensive Combat Skill
- any Defensive Combat Skill
- any Stance Skill
- any Unit Skill
- any Leadership Skill
- any Trade Skills that are not Class or Class-Adjacent Skills

PROHIBITED CLASS SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- all Magic skills

ENGINEER

The engineer is a master of applied knowledge, turning theory and calculations into practical (or sometimes impractical) application. They design, build and maintain the machines that drive war and industry alike. The Dwarfs are the ones who first introduced this science to the Old World, and the works of their Engineers Guild are known for their unmatched craftsmanship, reliability and traditional methods. In contrast, the Imperial Engineers School is renowned for its bizarre inventions, and Tilean engineers for being progressive free-thinkers displaying remarkable ingenuity. Regardless of where they are trained though, an engineer's work demands patience, exactness, and a willingness to risk catastrophic failure in pursuit of progress. Whether respected as a genius or feared as a meddler in dangerous forces, the engineer shapes the future one mechanism at a time.

PREREQUISITES:

- XP: 125
- Class: Student [Engineering]
- Race: Human or Dwarf
- Characteristics: Int 4, Dex 4, SR Silver 2
- Skills: Scholar [Engineer] 3, Engineering Focus [any] 1, Knowledge [Mathematics] 2, Read & Write [any] 2, Courage 1
- Equipment: Tool Set [Engineer], Workshop [Engineer], Book [Engineering Manual]
- Membership: relevant institution

CLASS SKILLS:

- Enhanced [Dexterity, Intelligence] 2
- Blackpowder Proficiency
- Weapon Proficiency [any with Blackpowder quality]
- Weapon Expertise [any with Blackpowder quality]
- Knowledge [Mathematics] 3
- Knowledge [Morgrim] 2 - Dwarf only
- Scholar [Engineer] 5
- Engineering Focus [any] 1
- Spot Jam
- Disable Mechanism 3
- Pick Lock 2

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Wounds] 3
- Enhanced [Ballistic Skill, Awareness] 1
- Aim 1

- Iron Will 1
- Courage 2
- Autodidact 1
- Knowledge [Dwarfs] 1 – Human only
- Scholar [Engineer] 7
- Recover Material [Engineering] 2
- Smithing Focus [Gunsmith, Artillerysmith] 1
- Engineering Focus [any] 2

RESTRICTED CLASS SKILLS:

- all Offensive Combat skills that are not Class or Class-Adjacent skills
- all Stance skills

PROHIBITED SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- all Magic skills



MERCHANT

The merchant deals in coin, contracts, and calculated risk, navigating the arteries of trade that bind the Empire together. From bustling market squares to dangerous caravan routes, they thrive where profit and peril walk hand in hand. A keen eye for value and a sharper instinct for opportunity marks their success, whether bargaining with guildsmen or bribing officials to smooth the way. Wealth brings influence, but also envy, and rivals are as dangerous as any bandit. In a world driven by war and scarcity, the merchant knows that fortunes are won not by strength, but by wit, nerve, and making the right deal at the right time.

PREREQUISITES:

- XP: 125
- Class: Peddler (Human and Halfling only)
- Characteristics: Int 4, Cha 4, SR Silver 3
- Skills: Merchant 3, Appraise 3, Charmer 1, Speak [Reikspiel] 2, Read & Write [Reikspiel] 2, Knowledge [Empire] 2, Knowledge [Accounting] 1
- Equipment: Writing Kit [any], Wagon & Draft Horse or Stall or Cog (other equivalent options available at discretion of Logistics Manager)

CLASS SKILLS:

- Enhanced [Intelligence, Charisma] 2
- Gossip [any] 2
- Charmer 3
- Appraise 4
- Merchant 5
- Merchant Specialty [any one]
- Ride [Horse]
- Drive [Cart]

- Knowledge [Accounting, Economics] 2
- Autodidact 3

CLASS-ADJACENT SKILLS:

- Enhanced [Stamina Points] 10
- Enhanced [Willpower] 1
- Enhanced [Intelligence, Charisma] 3
- Weapon Proficiency [Dagger, Pistol (Human and Dwarf only)]
- Wilderness Survival
- Iron Will 1
- Speak [Breton, Kislevarin, Estalian, Tilean] 2
- Read & Write [Breton, Kislevarin, Estalian, Tilean] 1
- Knowledge [Bretonnia, Kisleve, Estalia, Tilea, any Imperial Province or City State, Ranald] 1
- Knowledge [Bretonnia, Kisleve, Estalia, Tilea, any Imperial Province or City State, Etiquette, Accounting, Mathematics, Handrich] 2
- Appraise 5
- Merchant 7
- Merchant Specialty [any]
- Lucky 1
- Faithful [Handrich] 1

RESTRICTED CLASS SKILLS:

- all Offensive Combat skills
- all Defensive Combat skills
- all Stance skills

PROHIBITED SKILLS:

- all Magic skills

SPELLCASTING CLASSES

The following classes all employ the winds of magic to work spells, even if some (such as certain practitioners of divine magic) do not knowingly understand that is what they are doing.

COLLEGIATE MAGISTER CLASSES

JOURNEYMAN WIZARD [LORE]

When a senior apprentice is deemed sufficiently experienced and trustworthy by their master, they are tasked with travelling about the world, unable to return within fifty leagues of their master or college building. This period of journeying may last several years, during which time the journeyman must prove themselves by independently continuing their arcane studies while fending for themselves without the constant protection of their master and college.

PREREQUISITES:

- XP: 75
- Class: Ex-Apprentice Wizard [Lore]
- Race: Human
- Region: Colleges of Magic [Lore]
- Characteristics: Int 4, SR Silver 2
- Skills: Iron Will 1, Read & Write [Reikspiel] 2, Knowledge [Magic, order of lore] 1, Witchsight 1, Arcane Lore [lore] 1, Learn Spell [any one cantrip of lore], Channeling [wind of lore] 1, Concentration 3
- Membership: Colleges of Magic [order of lore]
- Costuming: approval by Head of Lore
- Knowledge: approved by Head of Lore
- Special: Must be 28 years or older and given permission by their master to journey.

CLASS SKILLS (ALL):

- Weapon Proficiency [Staff]
- Weapon Expertise [Staff]
- Enhanced [Stamina] 5
- Enhanced [Wounds] 2
- Enhanced [Intelligence] 2
- Enhanced [Willpower] 1
- Arcane Subsistence 2
- Iron Will 2
- Speak [Magick] 2
- Read & Write [Magick] 1
- Knowledge [Magic] 2
- Witchsight 2
- Arcane Lore [lore] 2

- Channeling [wind of lore] 2
- Learn Spell [any of lore up to level 2]
- Arcane Reservoir 6
- Concentration 8
- Resist Miscast
- Dispel Magic 2
- Targeted Dispel

CLASS SKILLS (FIRE):

- Weapon Proficiency [Longsword]
- Frenzied Stance
- Courage 1
- Endure [Fire]
- Knowledge [Aqshy] 1
- Craftsman [Smith] 2
- Craftsman [Tattooist] 1

CLASS SKILLS (HEAVENS):

- Enhanced [Awareness] 1
- Knowledge [Azyr, Astronomy, Mathematics] 1
- Labourer [Navigator] 2
- Preternatural Senses 1
- Hand of Fate 1
- Lucky 1
- Lucky Blow 1
- Prophecy 1

CLASS SKILLS (METAL):

- Knowledge [Chamon] 1
- Craftsman [Apothecary] 1
- Craftsman [Smith] 2
- Craftsman [Alchemist] 3
- Harvest Creature 1
- Trainer 1

CLASS SKILLS (SHADOW):

- Enhanced [Awareness] 1
- Knowledge [Ulgu, Chaos] 1
- Weapon Proficiency [Longsword]
- Backstab 1
- Escape Artist 2



- Gossip [any one region] 1
- Intimidating Presence 1
- Hide 1

CLASS-ADJACENT SKILLS:

- Artificer [Scrolls] 1

RESTRICTED CLASS SKILLS:

- all skills from the following categories: Offensive Combat Skills, Defensive Combat Skills, Physical Skills, Stance Skills, Trade Skills, Faith Skills, Leadership Skills, Unit Skills

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- Armour/Shield Proficiency [any]
- all Magic skills of the Divine tree

SPECIAL:

- This Advanced Class may be taken at character creation with the permission of the Logistics Manager, as long as the character meets all prerequisites.

MAGISTER/MAGISTRIX [LORE]

At the end of their travels, a journeyman returns to their master, who will rigorously test not only what they have learned and level of control over the Winds of Magic, but also judge their character and look for signs of corruption by dark magic. Those who pass their master's scrutiny are welcomed to return to the college to complete their training (for a fee, of course). These wizards are granted the title of magister (male) or magistrix (female), a full member of the order who is free to pursue their studies independently, no longer under the direct control and supervision of their master.

PREREQUISITES:

- XP: 200
- Class: Ex-Journeyman Wizard [Lore]
- Characteristics: Int 5, SR Silver 4
- Skills: Weapon Proficiency [Staff], Iron Will 2, Witchesight 2, Arcane Lore [lore] 2, Learn Spell [any five of lore], Channeling [wind of lore] 2, Concentration 6, Dispel Magic 1
- Membership: Colleges of Magic [order of lore]
- Costuming: approval by Head of Lore
- Knowledge: approved by Head of Lore
- Special: as a Journeyman must pass tests set by master and then travel to the Colleges of Magic for recognition and payment of fees for further training

CLASS SKILLS (ALL):

- Enhanced [Stamina] 10
- Enhanced [Wounds] 3
- Enhanced [Intelligence] 3
- Enhanced [Willpower] 2
- Iron Will 3
- Arcane Subsistence 3
- Speak [Magick] 3
- Read & Write [Magick] 2
- Knowledge [Magic] 3
- Witchesight 3
- Arcane Lore [lore] 3
- Channeling [wind of lore] 3
- Channeling Expertise [wind of lore] 3
- Channeling Mastery [wind of lore] 1
- Learn Spell [any of lore up to level 3]
- Arcane Reservoir 9
- Concentration 12
- Dispel Magic 3
- Targeted Dispel

- Counterspell
- Mighty Missile 1
- Artificer [Scrolls, Potions] 1

CLASS SKILLS (FIRE):

- Weapon Proficiency [Longsword]
- Frenzied Stance
- Courage 2
- Endure [Fire]
- Knowledge [Aqshy, Bright Order] 2
- Craftsman [Smith] 4
- Craftsman [Tattooist] 2

CLASS SKILLS (HEAVENS):

- Enhanced [Awareness] 2
- Knowledge [Azyr, Celestial Order, Astronomy, Mathematics] 2
- Labourer [Navigator] 3
- Preternatural Senses 2
- Hand of Fate 2
- Lucky 2
- Lucky Blow 2
- Prophecy 2

CLASS SKILLS (METAL):

- Knowledge [Chamon, Gold Order] 2
- Craftsman [Apothecary] 2
- Craftsman [Smith] 3
- Craftsman [Alchemist] 6
- Harvest Creature 2
- Trainer 2

CLASS SKILLS (SHADOW):

- Enhanced [Awareness] 2
- Knowledge [Ulgu, Grey Order, Chaos] 2
- Weapon Proficiency [Longsword]
- Backstab 2
- Escape Artist 4
- Gossip [any three regions] 2
- Intimidating Presence 2
- Hide 2
- Scout
- Pick Pocket 1
- Eschew Incant 1

CLASS-ADJACENT SKILLS (ALL):

- Artificer [any] 1
- Artificer [Scrolls, Potions] 2

RESTRICTED CLASS SKILLS:

- all skills from the following categories: Offensive Combat Skills, Defensive Combat Skills, Physical Skills, Stance Skills, Trade Skills, Faith Skills, Leadership Skills, Unit Skills

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- Armour/Shield Proficiency [any]
- all Magic skills of the Divine tree

MASTER MAGISTER/MAGISTRIX [LORE]

Once a magister or magistrix has progressed far enough in their own learning, some have the desire (or perhaps a strong directive from their seniors in the order) to take on an apprentice of their own, and instruct the next generation in their chosen lore. Though they retain the title of Magister or Magistrix, they are referred to as master or mistress by their apprentice (and other unclaimed apprentices in the order). Whilst they teach, they also continue to perfect their own craft, and often employ their apprentice to facilitate their learning by assigning to them the wizard's own manual labours or, for more skilled apprentices, assisting them in the less complicated but monotonous elements of their arcane research.

PREREQUISITES:

- XP: 350
- Class: Ex-Magister/Magistrix [Lore]
- Characteristics: Int 6, SR Silver 7
- Skills: Iron Will 3, Speak [Magick] 3, Witchsight 3, Arcane Lore [lore] 3, Learn Spell [any ten of lore], Channeling [wind of lore] 3, Concentration 10, Resist Miscast, Dispel Magic 2, Targeted Dispel
- Membership: Colleges of Magic [order of lore]
- Costuming: approval by Head of Lore
- Special: must be granted right to train apprentices by Patriarch/Matriarch of the order

CLASS SKILLS (ALL):

- Enhanced [Stamina] 15
- Enhanced [Wounds] 4
- Enhanced [Willpower] 3
- Exceptional [Intelligence]
- Supreme Will 1
- Arcane Subsistence 4
- Trainer 3
- Read & Write [Magick] 3
- Knowledge [Magic] 4
- Witchsight 4
- Arcane Lore [lore] 4
- Channeling [wind of lore] 4
- Channeling Expertise [wind of lore] 4
- Channeling Mastery [wind of lore] 2
- Learn Spell [any of lore up to level 4]
- Arcane Reservoir 12
- Concentration 16
- Dispel Magic 4

- Counterspell
- Eschew Incant 1
- Mighty Missile 2
- Artificer [any] 2

CLASS SKILLS (FIRE):

- Weapon Proficiency [Longsword]
- Weapon Expertise [Staff, Longsword]
- Frenzied Stance
- Fury
- Courage 3
- Endure [Fire]
- Knowledge [Aqshy, Bright Order] 3
- Craftsman [Smith] 6
- Craftsman [Tattooist] 3

CLASS SKILLS (HEAVENS):

- Enhanced [Awareness] 3
- Knowledge [Azyr, Celestial Order, Astronomy, Mathematics] 3
- Labourer [Navigator] 4
- Weapon Expertise [Staff]
- Preternatural Senses 4
- Danger Sense
- Hand of Fate 4
- Lucky 4
- Lucky Blow 4
- Prophecy 4

CLASS SKILLS (METAL):

- Knowledge [Chamon, Gold Order] 3
- Craftsman [Apothecary] 3
- Craftsman [Smith] 4
- Craftsman [Alchemist] 9
- Harvest Creature 3
- Trainer 4

CLASS SKILLS (SHADOW):

- Enhanced [Awareness] 3
- Knowledge [Ulgu, Grey Order, Chaos] 3
- Weapon Proficiency [Longsword]
- Weapon Expertise [Staff, Longsword]
- Backstab 3
- Escape Artist 6
- Concealed Escape
- Gossip [any five regions] 3
- Intimidating Presence 3
- Hide 4

- Shadow Walk
- Scout
- Pick Pocket 2
- Eschew Incant 2

CLASS-ADJACENT SKILLS (ALL):

- Artificer [any] 3

RESTRICTED CLASS SKILLS:

- all skills from the following categories: Offensive Combat Skills, Defensive Combat Skills, Physical Skills, Stance Skills, Trade Skills, Faith Skills, Unit Skills

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- Armour/Shield Proficiency [any]
- all Magic skills of the Divine tree

BATTLE WIZARD [LORE]

While some magisters and magistrixes prefer a life of contemplative study and academic research, others find themselves drawn by the call of battle. Though any bound to the Articles of Imperial Magic may be called to serve within imperial armies when needed, these so-called battle wizards actively pursue such appointments and hone those elements of their craft most suited to the battlefield. Some orders, such as the Bright Order, are especially likely to produce a great number of battle wizards, due to the nature of the wind they wield.

PREREQUISITES:

- XP: 250
- Class: Ex-Magister/Magistrix Wizard [Lore]
- Characteristics: Int 5, SR Silver 5
- Skills: Iron Will 3, Weapon Expertise [Staff], Courage 1, Arcane Reservoir 8, Channeling [wind of lore] 3, Concentration 10, Dispel Magic 3
- Membership: Colleges of Magic [order of lore]
- Costuming: approval by Head of Lore
- Knowledge: approved by Head of Lore

CLASS SKILLS (ALL):

- Weapon Mastery [Staff]
- Turn Blow 2
- Parry 2
- Dodge 1
- Enhanced [Stamina] 20
- Enhanced [Wounds] 6
- Enhanced [Weapon Skill] 1
- Enhanced [Intelligence, Willpower] 3
- Supreme Will 2
- Courage 2
- Endurance 1
- Forced March
- Arcane Subsistence 3
- Knowledge [Military (Imperial)] 2
- Witchesight 4
- Arcane Lore [lore] 4
- Channeling [wind of lore] 5
- Channeling Expertise [wind of lore] 3
- Channeling Mastery [wind of lore] 1
- Learn Spell [any of lore up to level 4]
- Arcane Reservoir 20
- Concentration 14
- Resist Miscast
- Dispel Magic 5
- Counterspell



- Eschew Incant 2
- Mighty Missile 4

CLASS SKILLS (FIRE):

- Weapon Proficiency [Longsword]
- Weapon Expertise [Longsword]
- Weapon Mastery [Longsword]
- Frenzied Stance
- Fury
- Berserk
- Courage 3
- Endure [Fire]

CLASS SKILLS (HEAVENS):

- Weapon Expertise [Staff]
- Weapon Mastery [Staff]
- Blind Parry
- Blind Dodge
- Enhanced [Awareness] 2
- Labourer [Navigator] 3
- Preternatural Senses 3
- Danger Sense
- Hand of Fate 3
- Lucky 3
- Lucky Blow 3
- Prophecy 3

CLASS SKILLS (METAL):

- Craftsman [Smith] 3
- Craftsman [Alchemist] 4
- Trainer 1

CLASS SKILLS (SHADOW):

- Weapon Proficiency [Longsword]
- Weapon Expertise [Longsword]
- Backstab 3
- Sneak Attack
- Enhanced [Awareness] 2
- Escape Artist 5
- Gossip [any two regions] 2
- Intimidating Presence 3
- Hide 3
- Shadow Walk
- Scout

RESTRICTED CLASS SKILLS:

- all skills from the following categories: Trade Skills, Faith Skills, Unit Skills
- Weapon Proficiency [any other than Class or Class-Adjacent]
- Weapon Expertise [any other than Class or Class-Adjacent]

- Weapon Mastery [any other than Class or Class-Adjacent]

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- Armour/Shield Proficiency [any]
- all Magic skills of the Divine tree

SPECIAL:

- This Advanced Class does not require a Quest in order to enter. A Magister/Magistrix in good standing with their order may choose to become a Battle Wizard at any point as long as they meet the prerequisites and have notified the Logistics Manager and Questmaster in advance.

LORD/LADY MAGISTER/MAGISTRIX [LORE] *

Only the most skilled and trustworthy wizards of an order are granted the title of Lord Magister or Mistress Magistrix. Next to the patriarch or matriarch, they are the most powerful and influential members of an order of magic, pursuing its goals and purposes while routing out divergent practices and corruption. They are often tasked with many of an order's more important administrative duties, including serving as heads of its various smaller chapter houses and libraries.

PREREQUISITES:

- Ex-Master/Mistress Magister/Magistrix [Lore], 550 XP, Int 6, SR Silver 10, Supreme Will 1, Read & Write [Magick] 3, Witchsight 4, Arcane Lore [lore] 4, Learn Spell [any twelve of lore], Channeling [wind of lore] 4, Concentration 15, Dispel Magic 3, Counterspell, costing approval by Head of Lore, must be awarded title by the Patriarch/Matriarch of the order.

CLASS SKILLS (ALL):

- Enhanced [Stamina] 20
- Enhanced [Wounds] 5
- Exceptional [Intelligence, Willpower]
- Supreme Will 3
- Arcane Subsistence 5
- Knowledge [Magic] 5
- Witchsight 5
- Arcane Lore [lore] 5
- Channeling [wind of lore] 5
- Channeling Expertise [wind of lore] 5
- Channeling Mastery [wind of lore] 3
- Learn Spell [any of lore]
- Arcane Reservoir 15
- Concentration 20
- Dispel Magic 5
- Targeted Dispel
- Counterspell
- Eschew Incant 2
- Mighty Missile 3
- Artificer [any] 3

CLASS SKILLS (FIRE):

- Weapon Proficiency [Longsword]
- Weapon Expertise [Staff, Longsword]
- Frenzied Stance
- Fury
- Courage 3
- Endure [Fire]
- Stubborn
- Knowledge [Aqshy, Bright Order] 3
- Master Scholar [Bright Order]
- Craftsman [Smith] 8
- Craftsman [Tattooist] 4

CLASS SKILLS (HEAVENS):

- Enhanced [Awareness] 3
- Exceptional [Awareness]
- Knowledge [Azyr, Celestial Order, Astronomy, Mathematics] 3
- Master Scholar [Celestial Order, Astronomy]
- Labourer [Navigator] 5
- Weapon Expertise [Staff]
- Preternatural Senses 5
- Blind Fight
- Hand of Fate 5
- Lucky 5
- Lucky Blow 5
- Prophecy 5

CLASS SKILLS (METAL):

- Exceptional [Intelligence]
- Knowledge [Chamon, Gold Order] 3
- Master Scholar [Alchemy, Gold Order]
- Craftsman [Apothecary] 4
- Craftsman [Smith] 5
- Craftsman [Alchemist] 10
- Harvest Creature 4
- Trainer 4

CLASS SKILLS (SHADOW):

- Weapon Proficiency [Longsword]
- Weapon Expertise [Staff, Longsword]
- Backstab 3
- Sneak Attack
- Enhanced [Awareness] 3
- Exceptional [Awareness]
- Escape Artist 8
- Concealed Escape
- Knowledge [Ulgu, Grey Order, Chaos] 3
- Master Scholar [Grey Order]
- Gossip [any region] 3
- Intimidating Presence 4
- Hide 5
- Shadow Walk
- Strike from the Shadows
- Scout
- Pick Pocket 3
- Eschew Incant 3

CLASS-ADJACENT SKILLS (ALL):

- Artificer [any] 5

RESTRICTED CLASS SKILLS:

- all skills from the following categories: Offensive Combat Skills, Defensive Combat Skills, Physical Skills, Stance Skills, Trade Skills, Faith Skills, Unit Skills

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- Armour/Shield Proficiency [any]
- all Magic skills of the Divine tree

HIGH ELF MAGE CLASSES

APPRENTICE MAGE

Before a High Elf can begin their apprenticeship as a mage, they must first serve as a novitiate of Isha, learning to balance mind and spirit, and understand the relationship between the arcane and the divine. It is only then that the novitiate may enroll as an apprentice mage at the White Tower of Hoeth with the blessing of the Everqueen (or one of her priestesses), or receive tutoring elsewhere from a Loremaster of Hoeth. Regardless, this training is exacting, requiring years of intensive study to advance, or even decades for those hoping to grasp an understanding of High Magic.

PREREQUISITES:

- XP: 50
- Class: Ex-Initiate [Isha]
- Race: High Elf
- Region: Ulthuan
- Characteristics: Int 5, Wp 4
- Skills: Magical Aptitude, Knowledge [Magic] 1, Read & Write [Eltharin] 2, Witchsight 1, Devotion [Isha] 1, Learn Spell [any 4 cantrips]
- Costuming: approval by Head of Lore
- Knowledge: approved by Head of Lore

CLASS SKILLS:

- Weapon Proficiency [Staff]
- Enhanced [Intelligence] 2
- Enhanced [Willpower] 1
- Enhanced [Stamina Points] 5
- Iron Will 2
- Knowledge [Magic] 2
- Knowledge [Qhaysh] 1
- Speak [Anoqeyån] 2
- Read & Write [Anoqeyån] 2
- Channeling [any except Dhar] 1
- Arcane Lore [High, Fire, Heavens, Life, Light] 1
- Learn Spell [any arcane Cantrip]
- Dispel Magic 1
- Arcane Reservoir 5
- Concentration
- Witchsight 2

CLASS-ADJACENT SKILLS:

- Weapon Expertise [Staff]
- Read & Write [Eltharin] 3
- Knowledge [Magic] 3
- Knowledge [any wind of magic] 1
- Arcane Subsistence 1
- Enhanced [Wounds] 1
- Learn Spell [any arcane level 1]
- Arcane Lore [Beasts, Death, Metal, Shadow] 1
- Arcane Reservoir 8
- Witchsight 3
- Dispel Magic 2
- Resist Miscast
- Artificer [Scrolls] 1

PROHIBITED CLASS SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- Channeling [Dhar]
- Dark Lore [any]
- Divine Lore [any]

SPECIAL WARNING:

When a character enters this class, it is assumed that they will travel to Hoeth to begin their arcane studies, which often takes decades and thus is not a suitable option for our shorter-lived human players to gain during gameplay. If a character begins the game in this class, then they have likely completed some (but not all) of this time already but have now either abandoned their arcane studies or have otherwise come to be in Nordland due to some extreme and unintended circumstances, as they would not have been voluntarily released from their studies in Ulthuan. The details of such circumstances should be worked out with the Plot and Logistics Managers, but be forewarned that it will be very unlikely that the character will find anyone able and willing to train them without returning to Ulthuan, which may make progression in spellcasting more difficult for the PC.

MAGE

A High Elf mage has only just begun to peer behind the veil of the world, guided by the strict disciplines of the White Tower of Hoeth. Through years of study and meditation, they learn to draw safely upon one or more winds of magic, and perhaps even Qhaysh itself as they begin their study of True Magic. Though their power is modest by elven standards, even a young mage may command energies that would shatter the minds of lesser races. But they are ever cautious, for a single lapse in control may invite the predations of Chaos. In battle and court alike, a mage is both a scholar and a weapon, valued for wisdom as much as sorcery.

PREREQUISITES:

- XP: 200
- Class: Ex-Apprentice Mage
- Characteristics: Int 6, Wp 5
- Skills: Weapon Proficiency [Staff], Iron Will 2, Read & Write [Anoqeyån] 1, Knowledge [Magic] 2, Witchsight 2, Arcane Lore [any] 2, Learn Spell [any 5 level 1 arcane], Channeling [any] 2, Arcane Reservoir 3, Concentration 10, Dispel Magic 1
- Equipment: Grimoire with at least 2 spells, Wizard Staff [any, 1 MP or higher]
- Costuming: approval by Head of Lore
- Knowledge: approved by Head of Lore

CLASS SKILLS:

- Weapon Expertise [Staff]
- Enhanced [Intelligence] 3
- Enhanced [Willpower] 2
- Enhanced [Stamina Points] 10
- Iron Will 3
- Supreme Will 1
- Knowledge [Magic] 3
- Knowledge [Qhaysh] 2
- Arcane Subsistence 1
- Channeling [any except Dhar] 3
- Channeling Expertise [any except Dhar] 3
- Channel Mastery [any except Dhar] 1
- Arcane Lore [High, Fire, Heavens, Life, Light] 3
- Learn Spell [any arcane up to level 3]
- Spell Mastery [any up to level 1]
- Arcane Reservoir 10
- Concentration
- Witchsight 3

- Dispel Magic 3
- Counterspell
- Targeted Dispel
- Resist Miscast
- Mighty Missile 3
- Eschew Incant 1
- Lileath's Blessing
- Artificer [Scrolls or Potions] 2

CLASS-ADJACENT SKILLS:

- Enhanced [Wounds] 4
- Ride [Elven Steed]
- Read & Write [Eltharin] 3
- Speak [Anoqeyån] 3
- Read & Write [Anoqeyån] 3
- Autodidact 1
- Knowledge [any wind of magic] 2
- Arcane Subsistence 3
- Spell Mastery [any up to level 2]
- Arcane Lore [Beasts, Death, Metal, Shadow] 3
- Arcane Reservoir 15
- Witchsight 4
- Dispel Magic 4
- Artificer [any] 2

PROHIBITED CLASS SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- Channeling [Dhar]
- Dark Lore [any]
- Divine Lore [any]

HIGH MAGE

A high mage stands as a true master of the winds of magic, weaving its currents with both confidence and precision to enact powerful spells and craft magical artifacts. No longer merely students, they often serve as advisors to princes and generals, shaping the course of wars even before swords are drawn. Their spellcraft is elegant and devastating, honed by centuries of experience and unbroken discipline. Yet even at this height, they remain ever vigilant, knowing that hubris is the first step toward damnation.

PREREQUISITES:

- XP: 350
- Class: Ex-Mage
- Characteristics: Int 7, Wp 6
- Skills: Weapon Expertise [Staff], Iron Will 3, Read & Write [Anoqeyân] 2, Knowledge [Magic] 3, Witchsight 3, Arcane Lore [any] 3, Arcane Lore [High] 1, Learn Spell [any 4 level 3 arcane], Channeling [any] 3, Arcane Reservoir 10, Concentration 20, Resist Miscast, Dispel Magic 3, Counterspell, Targeted Dispel, Lileath's Blessing 1
- Equipment: Grimoire with at least 5 spells, Wizard Staff [any, 3 MP or higher], 3 Scrolls or Potions [any]
- Costuming: approval by Head of Lore
- Knowledge: approved by Head of Lore

CLASS SKILLS:

- Exceptional [Intelligence]
- Enhanced [Willpower] 3
- Enhanced [Wounds] 3
- Enhanced [Stamina Points] 15
- Iron Will 4
- Supreme Will 2
- Speak [Anoqeyân] 3
- Read & Write [Anoqeyân] 3
- Knowledge [Qhaysh] 3
- Arcane Subsistence 2
- Channeling [any except Dhar] 4
- Channeling Expertise [Qhaysh] 4
- Channel Mastery [Qhaysh] 2
- Arcane Lore [High] 4
- Learn Spell [any from Lore of High Magic up to level 4]
- Spell Mastery [any up to level 2]
- Arcane Reservoir 15
- Concentration
- Witchsight 4

- Dispel Magic 4
- Mighty Missile 4
- Eschew Incant 2
- Lileath's Blessing
- Artificer [any] 3
- Develop Spell [any level 0 Cantrip]

CLASS-ADJACENT SKILLS:

- Parry 1
- Dodge 1
- One-Hand Block
- Enhanced [Wounds] 6
- Courage 1
- Ride [Elven Steed, Great Eagle]
- Read & Write [Eltharin] 3
- Autodidact 3
- Knowledge [any wind of magic] 3
- Master Scholar [Magic]
- Arcane Subsistence 4
- Channel Mastery [any except Dhar] 2
- Learn Spell [any arcane up to level 4]
- Spell Mastery [any up to level 3]
- Arcane Lore [Beasts, Death, Fire, Heavens, Life, Light, Metal, Shadow] 4
- Arcane Reservoir 20
- Witchsight 5
- Dispel Magic 5
- Develop Spell [any up to level 2]

PROHIBITED CLASS SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- Channeling [Dhar]
- Dark Lore [any]
- Divine Lore [any]

ARCHMAGE *

An arch-mage of the Asur stands among the greatest living spellcasters of Ulthuan, a paragon of arcane mastery whose name is spoken with reverence. Such beings command the winds of magic with practiced ease, weaving them into works of sorcery that reshape reality itself. Their will alone can banish daemons, still raging storms, or shatter armies in moments of terrible clarity. Arch-mages are rare beyond measure, for only those with iron discipline, flawless focus, and centuries of devotion survive the path to such power. To witness an arch-mage at work is to glimpse the true, terrible majesty of magic's potential.

PREREQUISITES:

- XP: 550
- Class: Ex-High Mage
- Characteristics: Int 8, Wp 7
- Skills: Iron Will 4, Read & Write [Anoqeyân] 3, Read & Write [Eltharin] 3, Witchsight 4, Arcane Lore [any] 4, Arcane Lore [High] 3, Learn Spell [any 4 level 4 arcane], Channeling [Qhaysh] 3, Arcane Reservoir 15, Concentration 25, Dispel Magic 4, Lileath's Blessing 2
- Items: 3 Grimoires with a total of at least 15 spells, Wizard Staff [any, 4 MP or higher], 5 Scrolls or Potions [any]

CLASS SKILLS:

- Exceptional [Willpower]
- Enhanced [Wounds] 5
- Enhanced [Stamina Points] 20
- Iron Will 5
- Supreme Will 3
- Knowledge [Qhaysh] 3
- Master Scholar [Magic, Qhaysh]
- Arcane Subsistence 3
- Channeling [any except Dhar] 5
- Channeling Expertise [Qhaysh] 5
- Channel Mastery [Qhaysh] 3
- Arcane Lore [High] 5
- Learn Spell [any from Lore of High Magic]
- Spell Mastery [any up to level 3]

- Arcane Reservoir 20
- Concentration
- Witchsight 5
- Dispel Magic 5
- Mighty Missile 5
- Eschew Incant 3
- Lileath's Blessing
- Artificer [any] 4
- Develop Spell [any up to level 2]

CLASS-ADJACENT SKILLS:

- Parry 2
- Dodge 2
- One-Hand Block
- Enhanced [Wounds] 7
- Courage 3
- Ride [Elven Steed, Great Eagle, Phoenix, Dragon]
- Autodidact 5
- Knowledge [any wind of magic] 3
- Arcane Subsistence 5
- Channel Mastery [any except Dhar]
- Learn Spell [any arcane]
- Spell Mastery [any]
- Arcane Lore [Beasts, Death, Fire, Heavens, Life, Light, Metal, Shadow] 5
- Arcane Reservoir
- Artificer [any] 5
- Develop Spell

PROHIBITED CLASS SKILLS:

- Armour Proficiency [any]
- Shield Proficiency [any]
- Channeling [Dhar]
- Dark Lore [any]
- Divine Lore [any]



MISC ARCANE CASTER CLASSES

HEDGE WIZARD

A hedge wizard is one of those rare few humans with an aptitude for magic, but who has received no formal instruction in its safe practice. Such individuals tend to live on the fringes of society and conceal their abilities from others, for hedge wizardry is illegal within the Empire, and for good cause, as an individual who manipulates the Winds of Magic without the proper training and understanding of what they are doing can unwittingly cause catastrophic outcomes.

PREREQUISITES:

- XP: 50
- Race: Human
- Characteristics: Wp 3
- Skills: Magical Aptitude; Wild Channeling 1

CLASS SKILLS:

- Enhanced [Willpower] 2
- Enhanced [Stamina Points] 6
- Enhanced [Wounds] 2
- Iron Will 2
- Danger Sense
- Preternatural Senses 2
- Hedge Magic
- Wild Channeling 2
- Arcane Reservoir 8
- Learn Spell [any cantrip or level 1 of Lore of Hedge Magic]

CLASS-ADJACENT SKILLS:

- Awaken
- Bandage Wounds
- Bloodletting
- Bedside Care
- Deliver
- Diagnose 1
- Apply Poison 1
- Harvest Creature 1
- Craftsman [Apothecary] 2
- Autodidact 2
- Lucky 1
- Wilderness Survival 1
- Prophecy 2
- Witchesight 2
- Learn Spell [any cantrip or level 2 of Lore of Hedge Magic]

RESTRICTED SKILLS:

- Enhanced [Charisma]

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- Armour Proficiency [any]
- Shield Proficiency [any]
- Arcane Lore [any]
- all Magic skills of the Divine tree

SPECIAL:

- Entering this class requires an Owner's permission.

PRIEST CLASSES

PRIEST/PRIESTESS [DEITY]

PREREQUISITES:

- Ex-Initiate [deity], 150 XP, Wp 4, SR Silver 3, Knowledge [deity] 2, Knowledge [Cult of deity] 1

CLASS SKILLS (ALL):

- Knowledge [deity] 3
- Knowledge [Cult of deity] 2
- Faithful [deity] 3
- Devotion [deity] 9
- Divine Lore [deity] 1 (if available)
- Enhanced [Stamina] 5
- Enhanced [Wounds] 3
- Enhanced [Willpower] 2
- Enhanced [Charisma] 1
- Iron Will 2
- Read & Write [primary language of faith] 2
- Working for a Cause 3

CLASS SKILLS (SHALLYA):

- Knowledge [Anatomy [Human], Nurgle] 1
- Enhanced [Charisma] 2
- Iron Fortitude 1
- Endurance 1
- Courage 2
- Rapid Healing 1
- Charmer 1
- Labourer [Healer] 5
- Battlefield Medic 2
- Expedited Care 2
- Kopfdoctor 1

CLASS SKILLS (SIGMAR):

- Knowledge [Empire, Dwarfs, Karaz Ankor]
- Enhanced [Charisma] 2
- Weapon Proficiency [any hammer]
- Weapon Expertise [any hammer]
- Turn Blow 2
- Hatred [Greenskins]
- Hold the Line!
- Steel Your Nerves!
- Iron Will 3
- Courage 2
- Sermon

CLASS SKILLS (ULRIC):

- Weapon Expertise [bastard axe, great axe]
- Armour Proficiency [Light, Medium]
- War Cry
- Kill them All!
- Enhanced [Weapon Skill] 2
- Endure Blow 1
- Iron Might 1
- Iron Resilience 1
- Courage 2
- Mighty Blow 2
- Turn Blow 2
- Frenzied Stance
- Fury
- Intimidating Presence 2
- Extractor [Hunter] 2
- Track
- Holy Wrath

CLASS-ADJACENT SKILLS (ALL):

- Enhanced [Wounds] 5
- Enhanced [Charisma] 2
- Courage 2
- Read & Write 3 [primary language of faith]
- Divine Lore [deity] 2 (if available)
- Working for a Cause 4

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- all Magic skills of the Arcane tree

EXALTED PRIEST/PRIESTESS [DEITY]

PREREQUISITES:

- Ex-Priest/Priestess [deity], 350 XP, Wp 5, SR Silver 6, Knowledge [deity] 3, Knowledge [Cult of deity] 2, Divine Lore [deity] 1 (if available)
- in-game position as a head of the cult of the deity locally

CLASS SKILLS (ALL):

- Knowledge [Cult of deity] 3
- Faithful [deity] 4
- Devotion [deity] 12
- Divine Lore [deity] 2 (if available)
- Enhanced [Stamina] 10
- Enhanced [Wounds] 5
- Enhanced [Willpower] 3
- Enhanced [Charisma] 2
- Iron Will 3
- Read & Write [primary language of faith] 2
- Working for a Cause 4

CLASS SKILLS (SHALLYA):

- Knowledge [Anatomy [Human], Nurgle] 2
- Enhanced [Charisma] 3
- Iron Fortitude 2
- Endurance 2
- Courage 3
- Rapid Healing 1
- Charmer 2
- Labourer [Healer] 7
- Battlefield Medic 3
- Expedited Care 3
- On Your Feet
- Kopfdoctor 3

CLASS SKILLS (SIGMAR):

- Knowledge [Empire, Dwarfs, Karaz Ankor]
- Enhanced [Charisma] 3
- Weapon Proficiency [any hammer]
- Weapon Expertise [any hammer]
- Turn Blow 2
- Speak Language [Khazalid] 1
- Hatred [Greenskins]
- War Cry
- Commander
- Hold the Line!
- Steel Your Nerves!
- Kill them All!
- Iron Will 4
- Courage 3
- Sermon

CLASS SKILLS (ULRIC):

- Weapon Expertise [bastard axe, great axe]
- Armour Proficiency [Light, Medium, Heavy]
- War Cry
- Kill them All!
- Enhanced [Weapon Skill] 3
- Endure Blow 2
- Iron Fortitude 1
- Courage 3
- Mighty Blow 3
- Turn Blow 3
- Frenzied Stance
- Fury
- Berserk 1
- Intimidating Presence 3
- Extractor [Hunter] 3
- Track
- Holy Wrath

CLASS-ADJACENT SKILLS (ALL):

- Enhanced [Wounds] 7
- Enhanced [Charisma] 3
- Courage 3
- Read & Write 3 [primary language of faith]
- Divine Lore [deity] 3 (if available)
- Working for a Cause 5

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- all Magic skills of the Arcane tree

HIGH PRIEST/PRIESTESS [DEITY] *

PREREQUISITES:

- Ex-Priest/Priestess [deity], 550 XP, Wp 6, SR Silver 10, Knowledge [deity] 3, Knowledge [Cult of deity] 3, Divine Lore [deity] 2 (if available)
- in-game position as a head of the cult of the deity over an extended territory

CLASS SKILLS (ALL):

- Faithful [deity] 5
- Enhanced [Stamina] 15
- Enhanced [Wounds] 6
- Enhanced [Willpower] 3
- Enhanced [Charisma] 3
- Exceptional [Willpower]
- Iron Will 3
- Supreme Will 1
- Read & Write [primary language of faith] 2
- Working for a Cause 5
- Master Scholar [deity]
- Master Scholar [Cult of deity]
- Devotion [deity] 14
- Divine Lore [deity] 3 (if available)

CLASS SKILLS (SHALLYA):

- Knowledge [Anatomy [Human]] 3
- Knowledge [Nurgle] 2
- Enhanced [Charisma] 3
- Iron Fortitude 3
- Endurance 2
- Courage 3
- Stubborn
- Rapid Healing 2
- Charmer 2
- Labourer [Healer] 8
- Battlefield Medic 4
- Expedited Care 4
- Kopfdoctor 4

CLASS SKILLS (SIGMAR):

- Knowledge [Empire, Dwarfs, Karaz Ankor]
- Weapon Proficiency [any hammer]
- Weapon Expertise [any hammer]
- Turn Blow 2
- Parry 1
- Speak Language [Khazalid] 2
- Hatred [Greenskins]
- War Cry
- Commander

- Hold the Line!
- Steel Your Nerves!
- Kill them All!
- Iron Will 5
- Supreme Will
- Courage 3
- Stubborn

CLASS SKILLS (ULRIC):

- Weapon Expertise [bastard axe, great axe]
- Armour Proficiency [Light, Medium, Heavy]
- War Cry
- Kill them All!
- Enhanced [Weapon Skill] 3
- Courage 3
- Endure Blow 3
- Mighty Blow 4
- Turn Blow 4
- Frenzied Stance
- Fury
- Berserk 2
- Blood Frenzy 1
- Intimidating Presence 4
- Extractor [Hunter] 4
- Track
- Holy Wrath

CLASS-ADJACENT SKILLS (ALL):

- Enhanced [Wounds] 9
- Exceptional [Charisma]
- Divine Lore [deity] 4 (if available)

PROHIBITED CLASS SKILLS:

- Blackpowder Proficiency
- all Magic skills of the Arcane tree

