

EXPANDED CHARACTERS MODULE

An Unofficial Rules Expansion For
WARHAMMER FANTASY ROLEPLAY

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WARHAMMER FANTASY ROLEPLAY

Edited by Dave Graffam

Second edition, March 2007

CREDITS: Some of the contents are clearly inspired by the original edition of *WFRP* and the excellent *Character Pack* for that game, as well as the character creation extras found in the second edition of *WFRP* and its *Character Pack*. The editor wishes to warmly thank the gang on the Black Industries forums and all of those who have contributed to the game officially, unofficially, once upon a time and still today, and to apologize for borrowing any of their hard work in the guise of my own. Truly these rules and ideas come from so many sources that I can't claim much credit at all. Special thanks to Whymme for advice, and for being a most skeptical fanatic. Other contributors include Asuryan, Bayard, Colin Chapman, Dandan, detomo, Frederick Steiner, Hapimeses, Kate Flack, Mannlieb, Mayhem, Mr. Joel, Mr Whippy, One Horse Town, Philip Sibbering, Ranganathan, Schitzophrenic Snotling, Simon, SPFS, Superbeast, Sven, Thor, Toastmastah_extravaganzah and ulriktham.

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This expanded characters module for *Warhammer Fantasy Roleplay* contains career classes and scores of miscellaneous options for use when creating characters. You can drop these rules into your usual character creation routine without needing to restructure other aspects of the game. Using these rules with *WFRP* and the *Character Pack* will help you create flavourful characters loaded with roleplaying hooks to jump start your game. The process of character generation will take a while longer than usual if you use this packet, but the result should be an unforgettable character.

All of these rules are optional and should only be used with your GM's approval. You and your GM should invent some of your character's details and pepper those choices with rolls on the tables herein. By giving your character concept a few random twists, you might find something unexpected in your lowly Rat Catcher. Of course there is nothing to stop you for taking all of the results of your rolls as they come up.

For best results, don't use these rules to dictate every detail about your character. Instead, use them to launch your own ideas, and override results that are obviously incompatible.

As ever, use common sense and good judgment when changing the standard game rules. Now let's make a character!



CHARACTER RACE

In most campaigns, Human characters will find it easiest to blend in socially. This module is written primarily with Imperial Human characters in mind, although much of it may be applied to PCs of other races and nationalities. You may choose to play a Human rather than rolling for race.

If you prefer to roll, use the table at right. The Demographic column should be used for playing groups that probably will be composed of Humans with a small chance of another race being present. The Adventurous column should be used for groups with greater diversity, which is perhaps more typical of adventuring parties. The GM may choose one or the other column to be used by all PCs in a new group, or allow each player to choose which column to use.

Racial Features

For this stage of character generation, use the racial features on page 19 of *WFRP*, with the following exception: For Halflings and Humans, you may use the Starting Skills and Talents table on page 10 of *ECM* instead of the Random Talents table on page 19 of *WFRP*. Roll first on that to determine the career class column to use, then roll again to determine the skill or talent acquired.

Note that it is possible to gain levels of skill mastery during character generation if the same skill is acquired through different means (racial features, career, age). If a talent is acquired a second time during character generation, roll for another random skill or talent on the column appropriate for your career class. If a skill is rolled twice, the player has the option of taking a level of skill mastery (+10%) in that skill or rolling for something else.

Demographic	Adventurous	Race
01-07	01-25	Dwarf
08	26-35	Elf
09-15	36-50	Halfling
16-100	51-100	Human

Alternatively, the provincial features on page 125 of *Sigmar's Heirs* may be used in place of the racial features listed in *WFRP*.

If your GM allows it, you may generate a character that originates outside of the Empire. Some of these characters may use special rules for racial characteristics.

For characters from the Border Princes, use the rules starting on page 51 of *Renegade Crowns*. For Bretonnians, use the character rules starting on page 92 of *Knights of the Grail*. For Norse characters, use the rules from *Tome of Corruption* starting on page 145.

REFERENCES KEY

The following abbreviations are used in this document.

Black Industries Products:

AoM - *Ashes of Middenheim*
 CP - *Character Pack*
 FoN - *Forges of Nuln*
 KotG - *Knights of the Grail*
 OWA - *Old World Armoury*
 RoS - *Realms of Sorcery*
 SH - *Sigmar's Heirs*
 SoA - *Spires of Altdorf*
 TiT - *Terror in Talabheim*
 ToC - *Tome of Corruption*
 WC - *WFRP Companion*
 WFRP - *Warhammer Fantasy Roleplay rulebook*

Fan Made Products:

BoIN - *Book of Imperial Names*
 ECM - *Expanded Characters Module*
 Both available from www.davesgames.net/wfrp2

LFI - *Liber Fanatica Vol. I: The Character Compendium*
 LFIII - *Liber Fanatica Vol. III: The Game Master's Guide*
 Available from www.liberfanatica.net along with other fine Liber Fanatica materials.

CHARACTERISTICS

The standard method for creating your characteristics profile is found on page 17 of *WFRP*.

SHALLYA'S MERCY

See page 19 of *WFRP*.

STARTING CAREER

Your starting career will determine a great deal about your character. Roll for two different careers on the table at right, and choose one. Your GM might limit your choices or allow you to pick any career from the list.

When you've settled on a career, record the advance scheme, skills, talents and trappings. Also take note of the class that career belongs to, but don't bother to write it down: career class is only used during character creation.

CAREER CLASSES

There are seven career classes: Academics, Everymen, Mystics, Officials, Rangers, Scoundrels and Warriors.

Your character's career class determines the trappings they begin with, which may be used in place of those found on page 20 of *WFRP*. It also determines the column to use when rolling for any random skills or talents acquired through your age. Trappings are found on the following pages. For age-related skills and talents, see page 9 of ECM.

Dwarf	Elf	Halfling	Human	Career	Class	Location
01	01	01-02	01	Agitator	Scoundrels	WFRP p.31
02	02-03	03	02	Apothecary	Academics	SH p.121
03-06	-	-	-	Apprentice Runesmith	Mystics	RoS p.216
-	04-09	-	03-04	Apprentice Wizard	Mystics	WFRP p.31
07-08	10	04	05	Bailiff	Officials	WFRP p.32
09	12	05-06	06	Barber-Surgeon	Academics	WFRP p.32
10	13	07-08	07-08	Boatman	Everymen	WFRP p.33
11-12	14	09	09-10	Bodyguard	Warriors	WFRP p.33
13	15	10-11	11-12	Bone Picker	Everymen	WFRP p.34
14	16	12	13-14	Bounty Hunter	Warriors	WFRP p.34
15-16	17	13-14	15-16	Burgher	Academics	WFRP p.35
17	18	15-16	17	Camp Follower	Everymen	WFRP p.35
18-19	-	17	18	Charcoal-Burner	Everymen	WFRP p.36
20	19	18-19	19	Chimneysweep	Everymen	FoN p.12
21-22	20	20-21	20-22	Coachman	Rangers	WFRP p.36
23-24	21-22	22-23	23-26	Deepwatcher	Rangers	WC p.83
25	23	24	27	Dung Collector	Everymen	FoN p.12
26	24-26	25-26	28-29	Entertainer	Scoundrels	WFRP p.37
-	27-33	-	-	Envoy	Officials	WFRP p.37
27-28	34	27	30	Exciseman	Officials	TiT p.11
29	35	28	31	Ferryman	Officials	WFRP p.38
-	-	29-32	-	Fieldwarden	Warriors	WFRP p.39
30	-	33	32	Fisherman	Everymen	WFRP p.39
31	36	34	33-34	Gambler	Scoundrels	SH pp.121
32-34	37	35-36	35-36	Grave Robber	Scoundrels	WFRP p.40
-	-	-	37	Hedge Wizard	Mystics	WFRP p.40
-	-	-	38	Horned Hunter	Rangers	TiT p.9
35	-	37	39-40	Hunter	Rangers	WFRP p.41
-	-	-	41-42	Initiate	Mystics	WFRP p.41
36-37	38	38	43	Jailer	Officials	WFRP p.42
-	39-43	-	-	Kithband Warrior	Warriors	WFRP p.43
38	44	39	44	Lamplighter	Everymen	SoA p.12
39	45-46	40-41	45	Litigant	Academics	TiT p.16
40	47-48	42	46	Marine	Warriors	WFRP p.43
41-44	49-50	43	48-49	Mercenary	Warriors	WFRP p.44
45	51-52	44-46	50	Messenger	Rangers	WFRP p.44
46	53	47-48	51-52	Militiaman	Warriors	WFRP p.45
47-49	-	49-50	53	Miner	Everymen	WFRP p.45
50	54	51	54	Newssheet Vendor	Academics	SoA p.18
51	-	52	55	Noble	Officials	WFRP p.46
52-53	55-56	53-54	56	Outlaw	Scoundrels	WFRP p.47
54	57-58	55	57-58	Outrider	Warriors	WFRP p.47
55	-	56-59	59	Peasant	Everymen	WFRP p.48
56-57	59	60	60-61	Pit Fighter	Warriors	WFRP p.48
58-59	60	61	62-63	Protagonist	Warriors	WFRP p.49
60	61-62	62	64	Raconteur	Scoundrels	SH pp.121-122
61	-	63-64	65	Rat Catcher	Everymen	WFRP p.49
62	63	65-66	66-67	Riverwarden	Officials	WC p.24
63-64	64	67	68-68	Roadwarden	Officials	WFRP p.50
65	65	68-70	70-71	Rogue	Scoundrels	WFRP p.50
66-68	-	-	-	Runebearer	Rangers	WFRP p.51
69	66-67	71	72	Scribe	Academics	WFRP p.51
70	68	72	73	Seaman	Everymen	WFRP p.52
71	69-72	73	74	Seer	Mystics	ToC p.148
72	73	74-75	75	Servant	Everymen	WFRP p.52
73	74	76-77	76	Sewer Jack	Warriors	AoM p.29
74-78	-	-	-	Shieldbreaker	Warriors	WFRP p.53
79	75-76	78-79	77	Smuggler	Scoundrels	WFRP p.53
80-83	77-78	80	78-81	Soldier	Warriors	WFRP p.54
-	-	-	82	Squire	Warriors	WFRP p.54
84	79	81-82	83	Stevedore	Everymen	WC p.23
85	80-84	83	84-85	Student	Academics	WFRP p.55
86	85-86	84-86	86	Thief	Scoundrels	WFRP p.55
87	87	87	87-88	Thug	Warriors	WFRP p.56
88	88	88	89	Toll Keeper	Officials	WFRP p.56
89	89	89-90	90-91	Tomb Robber	Scoundrels	WFRP p.57
90-95	90-94	92-94	92-93	Tradesman	Everyman	WFRP p.57
96	95-96	95-96	94	Vagabond	Everymen	WFRP p.58
97	97-98	97	95	Valet	Everymen	WFRP p.59
98	99	98	96-97	Watchman	Officials	WFRP p.59
99	-	99	98-99	Woodsmen	Rangers	WFRP p.60
100	100	100	100	Wrecker	Warriors	WC p.24

STARTING TRAPPINGS

Academics

These characters are easily recognised by their high quality clothing and tendency to wear many layers of it. A typical academic's garb might consist of loose robes or fashionable breeches, shirt, vest and overcoat. Footwear is a choice of sandals or shoes. Many academics' clothes feature embroidery, silk or fur linings and other niceties. For protection, a sheathed dagger is carried, tucked into a belt. A money pouch is carried in a pocket. Roll five times on the Purse Contents table. Roll twice on the Random Trappings table.

Everymen

These tradesmen and labourers wear simple, functional attire, sometimes in the colours of the masters they serve or their region of origin. Shoes or boots are worn, depending on the likely working conditions. Everymen carry a sheathed knife for work, and also a wooden club, pick, pitchfork or hammer (a standard hand weapon). In a small pouch the everyman carries a meal consisting of a sandwich and piece of fruit, along with a pewter tankard, a few bits of charcoal or chalk for making marks and some basic trade tools. Here also is kept a small purse for coins and possibly work permits, licenses, contracts and identifying papers. Roll two times on the Purse Contents table and three times on the Random Trappings table.

Mystics

These characters are identified by their heavy robes, often mud stained and threadbare. Under this is worn a simple smock. The robes are cinched by a wide belt and simple vest, stamped to which are wax sealed prayers and ribbons. Long lasting sandals are typical for mystics, but shoes are sometimes worn. An everyday eating knife

hangs from the belt, as well as a sheathed hand weapon of poor quality - more ceremonial than functional. Mystics often carry a banner displaying their piety or the asking price for fortunes told, but may choose a more understated quarterstaff for missionary work where lots of walking is expected. A holy book or arcane tome is carried in a leather pouch and a skein of blessed spirits is close at hand. A sling bag is slung across the chest and contains a blanket, cooking pot, cutlery, several small wooden cups, ID10 torches or ID10 wax candles, tinderbox and ID10 days supply of dry rations. Coins are tucked away in a small purse. Roll once on the Purse Contents table and twice on the Random Trappings table.

Officials

These characters work in an official capacity for the Empire or other organization. Officials wear a uniform, along with appropriate insignia. Footwear is a choice of leather shoes or boots. A sword is carried in a sheath in plain sight, although any hand weapon may be chosen in its place, or roll on the Hand Weapons table. A knife or helmet is worn for additional protection. Officials may choose between a lantern with I pint of oil or a shield. In a leather sling bag or backpack are carried identifying papers, pewter tankard, cutlery, leather flask of water, an official map for your region, perhaps written instructions, a ring of keys and a half-eaten lunch. Coins are kept in a secure pouch. Roll three times on the Purse Contents table and once on the Random Trappings table.

Rangers

These characters wear sturdy travelling clothes, over which a hooded cloak and thick leather boots are worn to resist the elements. A very few rangers wear sandals instead of boots. A sheathed dagger may be fitted on a belt or stuck in the boot, more a tool than a weapon. For that, a

sword or axe is carried, but players may choose or roll a different hand weapon on the Hand Weapons table. Over one shoulder is a waterskin, and over the other is a sling bag, backpack or large sack containing an assortment of traveller's essentials: blanket, cooking pot, cutlery, pewter tankard, torch, tinderbox and 10 days worth of dry food. Coins are carried in a small leather purse. Roll twice on the Purse Contents table and twice on the Random Trappings table.

Scoundrels

These characters wear common street clothes, sometimes patched and second-hand but functional. Choose soft shoes or boots for footwear. Scoundrels carry a dagger on their belts, and another hidden in a boot or vest. This character may opt for a wooden club (a standard hand weapon) instead of taking the second dagger. Currency is carried in a well hidden purse or money belt. A small trinket or identifying mark is common among scoundrels that run with a gang, ply a trade, or belong to a guild or other association. Otherwise, roll for a lucky charm from the Random Trappings table. Choose a sword, mace or wooden club (a standard hand weapon) or two additional knives. For additional trappings, roll three times on the Purse Contents table and two times on the Random Trappings table.

Warriors

These characters don practical, long wearing clothes. A warrior might wear double stitched trousers, slashed shirt and vest. Pit Fighters may wear fur leggings, loincloth and little else, and even stranger outfits maybe found. Footwear consists of leather shoes or boots, or rarely sandals. Warriors always possess a dagger within easy reach. Two hand weapons are fitted to the warrior's belt. One of these is usually a sword or hammer, but both may be of nearly any type of standard hand weapon, or roll randomly on the

FANCY FOOTWORK

Footwear is especially important to some characters. Halflings, for instance, prefer no footwear at all, whilst most Humans are insane to travel in bare feet. Most career classes offer a choice of footwear, and this is a deceptively important choice.

Barefoot	Qualities
Amber Magister (Mag 1)	Quiet
Amber Magister (Mag 2+)	Silent
Dwarf	Street
Elf	Quiet
Halfling	Silent
Human	Quiet, Street

Footwear Qualities

Quiet: When travelling at your Move rate you gain +5% to Silent Move skill tests.

Resilient: This footwear is designed for abuse. Take a +5% bonus to Agility or other tests related to movement through nasty rural or uneven underground environments, such as swamps, sewers, forests, rocky or hilly terrain.

Silent: When travelling at your Move rate you gain +10% to Silent Move skill tests. At Charge rate, you gain +5% to Silent Move skill tests.

Street: Your footwear is designed only for flat or paved surfaces, such as found indoors or in urban settings, or on the decks of boats and ships. (For the ratlines and rigging, you want to be barefoot.) Your maximum movement rate is Charge. When travelling over natural surfaces, including nearly every rural environment, your Movement characteristic is reduced by 1.

Footwear

Boots: Common among adventurers, riders, rangers and sewer delvers, but uncouth. A -10% modifier to social tests might be in order for a character wearing dung covered, blood soaked boots to the dinner table

Sandals: This is the only footwear permitted by most religious orders when within a temple or on sacred ground.

Shoes: This is the only footwear permitted in reputable homes and most government buildings (clergy excepted). Violators are subject to a stiff fine or flogging.

Footwear	Qualities	Enc
Boots	Resilient	20
Sandals	Quiet	4
Shoes	Street	10

Hand Weapons table. Many warriors shoulder a sling bag or backpack containing travelling supplies: blanket, cutlery, pewter tankard, tinderbox. This character may choose between a lantern with 1 pint of oil or 1D10 days worth of dry food. A leather pouch serves as a purse. Roll three times on the Purse Contents table and once on the Random Trappings table.

D10	Purse
1	10 pennies
2	5 shillings
3	12 shillings
4	1 crown
5	2 crowns
6	3 crowns
7	5 crowns
8	8 crowns
9	10 crowns
10	14 crowns

Purse Contents

When a career class calls for multiple rolls on this table, combine the results to determine the character's starting currency. Some basic careers include additional funding in their trappings lists: you might ignore the amount

indicated on the career's description and roll once on the Purse Contents table instead. This table also works well when characters are stealing or looting.

D100	Hand Weapons
01-07	Axe
08-14	Battle axe
15-21	Bearded axe
22-28	Billy club
29-35	Broadsword
36-42	Club
43-50	Crowbill pick
51-57	Cutlass
58-64	Longsword
65-71	Mace
72-78	Military hammer
79-85	Military pick
86-92	Pick
91-100	Short sword

Hand Weapons

This table may be used to quickly generate a distinct hand weapon type carried. All of these weapons have the same characteristics as a basic hand weapon.

Random Trappings

Some of the items found here are truly unusual and may complicate matters for the GM, such as starting the game with a cadaver in inventory. In any case where the trapping is inexplicable or contrary to the character, ignore it and re-roll or choose something that works better.

Some trappings are listed in specific quantities, and others call for a die roll. If no number is listed, assume a quantity of one. All items are considered to be of Common Craftsmanship, except where noted as Poor. No matter what Craftsmanship, nearly every item a character starts with (not just random trappings) should be second hand or worn from long years of use, still serviceable but certainly not in its prime. Items belonging to Academics and Officials may be in much better condition, as these characters have greater access to cleaning and laundering services than those in other classes.

Any item acquired from this table is meant to be used by the character or otherwise be of interest to them. Characters should not be given trappings that they will try to discard immediately or sell for significant profits. Some items may be perfectly fine to sell right away, especially if it helps get a campaign started. A would-be adventurer selling eggs or fish at a village market gives players and GM material to work with. If you do attempt to sell your extra trappings simply to fatten your purse, the GM should not allow your character to get more than 10% of the item's value, or have the item fail utterly during negotiations - a loss for both parties.

For more random trappings, see Dan White's 'WFRP Random Treasure Generation' article available here:

<http://www.blackindustries.com/pdf/articles/treasure-tables.pdf>

Random Trappings

D100	01-40: Academics, Everymen & Scoundrels	41-60: Mystics & Officials	61-100: Rangers & Warriors	Enc
01	1D5 artist's brushes	Cut gemstone of 1D10 s value	2 shillings affixed to weapon or armour	-
02	Pair of bone-dice	Small bird perched on shoulder	1D10 writing chalks	-
03	Bottle of cologne or perfume	String of garlic cloves	Half eaten sandwich	-
04	1D10 sketching charcoals	Parchment with strictures	Bull or cow	-
05	Copper ring with religious symbol	Beaded necklace	Bear tooth	-
06	Dead rat strung from a stick	Inscribed Human bone	Eye patch	-
07	Glass phial with cork	White rat crawling on shoulder	1 rooster or 1D10 chickens	-
08	Kidskin gloves	Bone talisman bracelet	Boar or sow	-
09	1 gold crown	Garden snake in pocket	Small pouch	-
10	Silk handkerchief	Kitten mewling in front pocket	Parchment with seal of piety	-
11	Alley cat follows you around	Roll of twine	Rain stained map	-
12	Ivory brooch	Grey mouse in pocket	Clay cup stamped with family crest	-
13	Key(s) on a tether	Goat	Metal armband	-
14	Ram or pregnant ewe	Talisman on thong around neck	Letter from loved on	-
15	1D5 sulphur matches	Parchment with seal of retribution	Puppy	-
16	Necklace with lucky rat's feet	1D5 parchment sheets	10 nails	-
17	Piece of jewellery of 1D5 s value	Scroll with religious poem	1D5 smoked sausages	-
18	1D5 piglets	Branded with religious symbol	Common breed of dog on leash	-
19	Parchment containing prayer	Religious amulet	Watchman's whistle	-
20	Black wool scarf	Stone talisman bracelet	Vulgar tattoo	-
21	Scroll of genealogical record	Small owl on shoulder	Hook or pin through flesh	-
22	Wooden teeth	Harmless lizard crawling on clothes	Wolf's paw on leather thong	-
23	Brush or comb	Bag of glass marbles	Whetstone	1
24	Wool cap or straw hat	Mummified finger or toe	Large pouch	1
25	Cosmetics case	Randy book	Silk sash	1
26	Deck of playing cards	Vial of red hair dye	Hide loincloth	1
27	Pack of naughty playing cards	Girdle	Vial of war paint	1
28	Purse with 2D10 shillings	Jar with 1 dose of cure-all poultice	Greased waterskin	1
29	Snuff box	Prayer beads	Mouth harp	1
30	12 clothes pins	Bouquet of flowers	Pair of knuckle-dusters	2
31	Corset or doublet	Bottle with fireflies	Fishhook and line	2
32	Feathered cap	Tarnished silver bell	Bolt through clothes or hat	2
33	Glass bottle	Candle on hat or shoulder	Black mask	2
34	Meat pie	Small painted portrait	Small animal skull	2
35	1D10 salted fish	1D5 timekeeping candles	1D10 arrows	2 ea.
36	Leather sandals	Tube case	Dark hood	2
37	5 sewing needles and roll of yarn	Small silver mirror	Wooden cutlery	2
38	Shaving kit	Clay statuette of principal deity	Arrow through clothes or hat	2
39	1D10 spools of coloured ribbon	1D5 rabbit skins	1D10 crossbow bolts	2 ea.
40	1D5 loaves of bread	1D5 bars of soap	1D10 yards of hemp rope	3 ea.
41	2 corked glass bottles	Bottle of rotgut or watered wine	2 pewter goblets	4
42	Bottle of brandy or wine	4 drinking glasses wrapped in chamois	Small sack	4
43	1D5 bottles of beer	Bottle of blessed water	1D5 bottles of milk	4 ea.
44	Breeches	Metal cutlery	Jerkin or vest	4
45	Abacus	Smoking kit	Pewter tankard	5
46	Iron candlestick	Telescope (Poor)	Leather flask	5
47	1D10 yards of chain	1D10 tallow candles	1D5 day supply of dry rations	5 ea.
48	Sealing wax and signet	Sharpening file	Wide brimmed hat	5
49	Hammer and chisel	Half pound bag of 'unicorn horn'	Sling bag	5
50	Light jacket	Severed hand hanging from belt	Cutting board	5
51	Low boots or shoes	Small religious statuette	Kindling/firewood	5
52	Navigational charts	3 square yards of silk	Hacksaw	5
53	Rat trap	Tambourine	Lock (Poor)	5
54	Bundle of 1D5 treated torches	1D10 wax candles	Bundle of 1D10 untreated torches	5 ea.
55	Wooden tankard	Small ivory sculpture of Shallya	Wooden mallet	5
56	Writing kit	Corpse handler's mask	Tinderbox	5
57	Leather apron	Large sack	Weathered full-length cape	7
58	Blanket	Spiked bracer	Riding boots	10
59	Cloak	Inscribed Human skull	Crowbar	10
60	Dagger	Woven basket	Pitchfork	10
61	Kettle	Animal skull box	Human skull with nails through it	10
62	Large fish	Human skull reliquary box	Filleting knife	10
63	Round of cheese	Knife through flesh	Steel saw	10
64	Smith's pliers	Small reliquary box	Side of meat	10

Random Trappings (Trappings Detail)

D100	01-40: Academics, Everymen & Scoundrels	41-60: Mystics & Officials	61-100: Rangers & Warriors	Enc
65	Human skull on a tether	Hourglass	Knife through clothes or hat	10
66	1 pound tin of butter	Human skull-box	Gardening hoe	10
67	Overcoat	Metal flask with blessed liquor	1 gallon clay jug	15
68	Bundle of 4 treated torches	2 pound bag of barley flour	Cooking pot	20
69	2 pound bag of lentils	Bar of iron	Rusted gin-trap	20
70	Barrel of pickled fish	Ceremonial costume	5 gallon clay jug	20
71	Wooden bucket	Manacles and keys	Brick or large stone	20
72	Butcher tools	2 pound bag of barley grain	Small tent or tarp	20
73	Canvas backpack	Cloth bag with bones of a beloved pet	Gardener's spade	20
74	3 square yards of flannel fabric	Badger skin	Mitser's pick	20
75	20 fresh eggs in a small basket	2 pound bag of wheat flour	Studded skullcap	20
76	Heavy coat or jack	2 throwing knives	Bedroll	20
77	2 pound jar of honey	2 pound bag of rye flour	2 pound bag of vegetables	20
78	Lantern	Grappling hook	Shepherd's bola	20
79	Large basket	Clay lamp	2 pound bag of fruits	20
80	Ratter's pole with D10 dead rats	Small drum	Scythe	20
81	2 pound bag of raw sugar	Small harp	Rope ladder	20
82	6 foot wooden pole	2 pound bag of chick peas	Wolf hide hooded mantle	20
83	Quality robes	Censer and jar of incense	Pistol (Poor) with no ammunition	25
84	3 foot plank of wood	Coach horn (Poor)	Mail coif (Poor)	30
85	Viol (Poor) or lute (Poor)	3 inscribed Human skulls	Stained leather leggings (Poor)	30
86	Foil (Poor)	2 incendiaries (Poor)	4 pound bag of fuel dung	40
87	Leather jerkin	Sword-breaker	Whip	40
88	Banner or flag	Bear hide	Quarterstaff	50
89	Rickety ladder	Wooden foot stool	Round shield	50
90	Leather jack (Poor)	Staff sling	Large tent	50
91	Pestle and mortar	Blunderbuss (Poor)	Unrimmed shield	50
92	Physician's tools (Poor)	Army drum	Hand weapon or spear	50
93	Clay pot	Fishing net	Battered helmet (Poor)	60
94	Wheelbarrow	Broken Hochland long rifle	Harness and saddle	70
95	Money scales (Poor)	Ornamental warhammer (Poor)	Short bow (Poor)	75
96	Large book	Hide armour	Warped bow (Poor)	80
97	9 foot plank of wood	Iron pot	Longbow (Poor)	90
98	Huge tome	Mail coif and sleeved shirt (Poor)	Creaky crossbow (Poor)	120
99	2 bolts of linen fabric	Sack of barley grains	Sack of amber	200
100	Cadaver	5 jars of Halfling tobacco	Large animal cage	500

Trappings Detail

If you like the result of a roll on the Random Trappings table but you don't see an obvious connection to the character, you might want to develop an explanation using the Trapping Source table below.

Also see Steve Darlington's 'Where Did You Get Your Hand Weapon?' article, found here:

www.blackindustries.com/pdf/articles/handweapon.pdf

D10	Trapping Detail
1	An heirloom of sorts, passed on to you by a family member now dead
2	Entrusted to you by a friend or relative with whom you've lost contact but will want their item returned if you ever meet again
3	Of sentimental value, given to you by a dear friend now dead
4	One that belonged to a person you admire and was given to you
5	One that you have always owned that was blessed by your religious order or some holy person
6	Possibly a religious relic or blessed
7	Somehow involved in your daily routine, perhaps as a lucky charm, personal vice or other idiosyncrasy
8	Something you acquired through questionable means, and someone else lays claim to it
9	Something you found and should have returned
10	Something you hide, perhaps because it is unholy or stolen

FREE ADVANCE

See page 20 of *WFRP*.

AGE

These age tables may be used in place of the Age in Years table on page 25 of *WFRP*. There are two brackets for adventurers: young or mature. At the GM's discretion, players may choose or roll their age bracket. Use the Young/Mature table below to randomly determine your age bracket.

D100	Dwarf	Elf	Halfling	Human
01-30	Young	Young	Young	Young
31-45	Mature	Young	Young	Young
46-70	Mature	Mature	Mature	Young
71-100	Mature	Mature	Mature	Mature

Once your age bracket is known, use the table below to generate your age in years. Roll the number of dice indicated for your race and age bracket to determine your starting age. Observe the minimums and maximums, and raise or lower your roll to those totals if necessary.

Race	Young	Mature	Min.	Max.
Dwarf	4D10	14D10	20	140
Elf	7D10	20D10	30	200
Halfling	4D10	10D10	20	100
Human	4D10	7D10	16	70

Birthdate

Use the tables in the next column to determine your character's birthdate (or to randomly generate any calendar date). First roll percentile on the Month or Holiday table, then roll on the Intercalary Day table if needed. If the first roll results in something other than an intercalary day, note the number of days contained in the month. Roll percentile again on the Date table. If you are rolling for a date in a month containing 32 days and your result is '33rd' you should roll on the Intercalary Day table instead.

D100	Month or Holiday
01	Intercalary Day
02-09	1. Nachexen (32 days)
10-18	2. Jarlung (33 days)
19-26	3. Pflugzeit (33 days)
27-34	4. Sigmarzeit (33 days)
35-42	5. Sommerzeit (33 days)
43-51	6. Vorgeheim (33 days)
52-59	7. Nachgeheim (32 days)
60-67	8. Erntezeit (33 days)
68-75	9. Brauzeit (33 days)
76-83	10. Kaldezeit (33 days)
84-91	11. Ulriczeit (33 days)
92-100	12. Vorhexen (33 days)

D100	Intercalary Day
01-16	Hexenstag
17-34	Mitterfruhl
35-51	Sonnstill
52-67	Geheimnistag
68-83	Mittherbst
84-100	Monstille

Rules for the effects of ageing can be found in the Appendix of ECM. It's not recommended that the ageing rules be used at all for starting characters, no matter how old.

D100	Date
01-03	1st
04-06	2nd
07-09	3rd
10-12	4th
13-15	5th
17-18	6th
20-21	7th
22-24	8th
25-27	9th
28-30	10th
31-33	11th
34-36	12th
37-39	13th
40-42	14th
43-45	15th
46-48	16th
49-51	17th
52-54	18th
55-57	19th
58-60	20th
61-63	21st
64-66	22nd
67-69	23rd
70-72	24th
73-75	25th
76-78	26th
79-81	27th
82-84	28th
85-87	29th
88-90	30th
91-93	31st
94-96	32nd
97-100	33rd

Additional Skills

Starting characters may begin with a number of extra skills and talents based on age and experience. Find your character's race and age on the tables below to determine if your character gains any additional rolls on the Starting Skills and Talents tables that follow.

Age	Dwarf	Elf
41-50	1	-
51-60	1	1
61-70	1	1
71-80	2	1
81-90	2	2
91-100	2	2
100-120	1	2
121-150	-	2
151-200	-	2
200+	-	2

Age	Halfling	Human
21-30	-	1
31-40	1	2
41-50	1	1
51-60	1	-
61-70	2	-
71-80	2	-
81-90	1	-

Starting Skills and Talents

D100	01-25: Academics & Officials	26-50: Everymen & Scoundrels	51-75: Mystics & Rangers	76-100: Warriors
01-03	Acad. Know. table	Acad. Know. table	Acad. Know. table	Acad. Know. table
04-05	Ambidextrous	Acute Hearing	Acute Hearing	Ambidextrous
06-08	Artistic	Alley Cat	Ambidextrous	Animal Care
09-10	Blather	Ambidextrous	Animal Care	Comm. Know. table
11-13	Charm	Blather	Animal Training	Command
14-15	Comm. Know. table	Charm	Charm Animal	Consume Alcohol
16-18	Command	Comm. Know. table	Comm. Know. table	Cool Headed
19-20	Dealmaker	Concealment	Concealment	Disarm
21-23	Dodge Blow	Consume Alcohol	Cool Headed	Dodge Blow
24-25	Etiquette	Contortionist	Dodge Blow	Frenzy
26-28	Evaluate	Dealmaker	Drive	Hardy
29-30	Gossip	Disguise	Excellent Vision	Heal
31-33	Haggle	Dodge Blow	Fleet Footed	Intimidate
34-35	Heal	Evaluate	Follow Trail	Lightning Reflexes
36-38	Hypnotism	Excellent Vision	Hardy	Luck
39-40	Lightning Reflexes	Flee!	Heal	Marksman
41-43	Linguistics	Fleet Footed	Luck	Mighty Shot
44-45	Lip Reading	Gamble	Marksman	Outdoor Survival
46-48	Luck	Gossip	Mighty Shot	Perception
49-50	Marksman	Haggle	Mimic	Quick Draw
51-53	Mimic	Lightning Reflexes	Navigation	Ride
54-55	Orientation	Lip Reading	Orientation	Row
56-58	Perception	Luck	Outdoor Survival	Sail
59-60	Performer table	Mimic	Perception	Scale Sheer Surface
61-63	Prepare Poison	Perception	Prepare Poison	Sharpshooter
64-65	Public Speaking	Performer table	Resistance to Poison	Silent Move
66-68	Read/Write	Pick Locks	Ride	Sixth Sense
69-70	Resistance to Disease	Public Speaking	Rover	Speak Lang. table
71-73	Savvy	Savvy	Row	Stout-Hearted
74-75	Schemer	Scale Sheer Surface	Scale Sheer Surface	Street Fighting
76-78	Search	Schemer	Seasoned Traveller	Strike Mighty Blow
79-80	Seasoned Traveller	Shadowing	Set Trap	Strike to Injure
81-83	Sixth Sense	Silent Move	Sharpshooter	Sturdy
84-85	Sleight of Hand	Sixth Sense	Silent Move	Sure Shot
86-88	Speak Lang. table	Sleight of Hand	Sixth Sense	Swim
89-90	Streetwise	Streetwise	Stout-Hearted	Trade table
91-93	Strong-Minded	Strike to Stun	Sure Shot	Very Resilient
94-95	Suave	Suave	Swim	Very Strong
96-98	Super Numerate	Super Numerate	Trapfinder	Warrior Born
99-100	Trade table	Trapfinder	Very Resilient	Wrestling

D100	Academic Knowledge
01-18	Arts
19-25	Astronomy
26	Daemonology
27-30	Engineering
31-40	Genealogy/Heraldry
41-50	History
51-54	Law
55-56	Magic
57	Necromancy
58-65	Philosophy
66-68	Runes
69-72	Science
73-82	Strategy/Tactics
83-100	Theology

D100	Common Knowledge
01-02	Border Princes
03-20	Brettonia
21-30	Dwarfs
31-32	Elves
33-40	Estalia
41-45	Halflings
46-50	Kislev
51-56	Norsca
57-58	Ogres
59-75	The Empire
76-91	The Wasteland
92-100	Tilea

D100	Performer
01-05	Acrobat
06-15	Actor
16-20	Clown
21-30	Comedian
31-35	Dancer
36-40	Fire Eater
41-45	Jester
46-55	Juggler
56-60	Mime
61-70	Musician
71-75	Palm Reader
76-90	Singer
91-100	Storyteller

D100	Speak Language
01-15	Breton
16-25	Estalian
26-40	Kislevian
41-55	Norse
56-80	Reikspiel
81-90	Tilean
91-100	Classical

This table is concluded on the following page.

D100	Trade
01-03	Apothecary
04-06	Armourer
07-11	Artist
12-14	Bowyer
15-18	Brewer
19-20	Calligrapher
21-24	Candlemaker
25-30	Carpenter
31	Cartographer
32-40	Cook
41-44	Cooper
45	Embalmer
46-55	Farmer
56	Gem Cutter
57	Goldsmith
58	Gunsmith
59-62	Herbalist
63-65	Merchant
66-68	Miller
69-73	Miner
74-76	Prospector
77-79	Shipwright
80-82	Shoemaker
83-85	Smith
86-91	Stoneworker
92-94	Tailor
95-97	Tanner
98-100	Weaponsmith

PERSONAL DETAILS

For more detailed characters, the following sections of this module can be used to flesh out your character's appearance, family, background and more. See also *Liber Fanatica Volumes I and III*.

Handedness

D10	Handedness
1-2	Left
3-10	Right

Handedness is important when fighting two-handed, and possibly in other situations. Choose whether your character is right- or left-handed, or roll on the table at right.

Birthplace

If you have rolled up a foreign career, your country of birth should be obvious. Otherwise, see page II of the *Character Pack* and page 25 of *WFRP*.

Height, Weight and Build

To determine your character's height and weight, roll percentile on the table at left below. Mark the result on scratch paper. This result should be modified by a roll on the Build table on the right below. Finally, roll on the Gender Modifier table at the bottom of this page and apply any modifier. The end result is your character's height and weight. The descriptions on the 'build' column may be added to your character's distinguishing marks. The GM should adjust the character's final weight if there are missing limbs or other considerations, or if the results seem contrary to the characteristics profile.

D100	Dwarf	Elf	Halfling	Human
01	4', 95 lbs.	5'3", 70 lbs.	3'2", 50 lbs.	5', 80 lbs.
02	4'1", 90 lbs.	5'4", 75 lbs.	3'3", 50 lbs.	5'1", 85 lbs.
03-04	4'2", 95 lbs.	5'5", 80 lbs.	3'4", 55 lbs.	5'2", 90 lbs.
05-08	4'3", 100 lbs.	5'6", 85 lbs.	3'5", 55 lbs.	5'3", 95 lbs.
09-15	4'4", 105 lbs.	5'7", 90 lbs.	3'6", 65 lbs.	5'4", 100 lbs.
16-23	4'5", 110 lbs.	5'8", 100 lbs.	3'7", 65 lbs.	5'5", 110 lbs.
24-33	4'6", 115 lbs.	5'9", 110 lbs.	3'8", 70 lbs.	5'6", 120 lbs.
34-44	4'7", 120 lbs.	5'10", 120 lbs.	3'9", 70 lbs.	5'7", 130 lbs.
45-55	4'8", 130 lbs.	5'11", 130 lbs.	3'10", 75 lbs.	5'8", 140 lbs.
56-66	4'9", 140 lbs.	6', 140 lbs.	3'11", 75 lbs.	5'9", 150 lbs.
67-75	4'10", 145 lbs.	6'1", 145 lbs.	4', 80 lbs.	5'10", 155 lbs.
76-83	4'11", 150 lbs.	6'2", 150 lbs.	4'1", 80 lbs.	5'11", 160 lbs.
84-90	5', 155 lbs.	6'3", 155 lbs.	4'2", 85 lbs.	6', 165 lbs.
91-96	5'1", 160 lbs.	6'4", 160 lbs.	4'3", 90 lbs.	6'1", 170 lbs.
97-98	5'2", 165 lbs.	6'5", 170 lbs.	4'4", 95 lbs.	6'2", 180 lbs.
99	5'3", 170 lbs.	6'6", 180 lbs.	4'5", 100 lbs.	6'3", 190 lbs.
100	5'4", 175 lbs.	6'7", 190 lbs.	4'6", 105 lbs.	6'4", 200 lbs.

Dwarf	Elf	Halfling	Human	Build	Modifier
01-31	1-35	01-26	01-20	Average	None
32-35	-	27-28	21	Corpulent	+100 lbs.
36	36-39	29	22	Emaciated	-20 lbs.
37-41	-	30-38	23-25	Fat	+50 lbs.
42	40-43	39	26-27	Gangly	+3", -10 lbs.
43-44	44	40-41	28-32	Slouching	-1"
45	-	42	33	Huge	+5", +40 lbs.
46-53	-	43-75	34-37	Husky	+20 lbs.
54	45-48	40-42	38-46	Long-legged	+2", +5 lbs.
55-61	49-52	43-44	47-53	Noble bearing	+1"
60-65	53	45-78	54-60	Short	-3", -20 lbs.
66-69	54-64	79	61-70	Skinny	-10 lbs.
70-85	65	80-95	71-80	Stocky	-2", +5 lbs.
86-90	66-80	96-97	81-90	Tall	+3", +20 lbs.
91	81	99	91	Tiny	-5", -40 lbs.
92-100	82-100	100	92-100	Trim	-5 lbs.

D10	DWARF		ELF		HALFLING		HUMAN	
	Female	Male	Female	Male	Female	Male	Female	Male
1	-2", -10 lbs.	-1"	-2", -10 lbs.	-2", -5 lbs.	-2", -5 lbs.	-1"	-10 lbs.	-5 lbs.
2-3	-1", -5 lbs.	No change	-1", -5 lbs.	-1", -5 lbs.	-1"	No change	-5 lbs.	No change
4-7	No change	+2", +5 lbs.	No change	No change	No change	+10 lbs.	No change	+1", +10 lbs.
8-9	+5 lbs.	+2", +10 lbs.	+1"	+1"	+5 lbs.	+1", +10 lbs.	+5 lbs.	+2", +15 lbs.
10	+1", +5 lbs.	+3", +15 lbs.	+2", +5 lbs.	+2", +10 lbs.	+1", +10 lbs.	+2", +15 lbs.	+1", +5 lbs.	+3", +20 lbs.

Personal Details (Height, Weight and Build) - Appearance (Hair and Eye Color - Distinguishing Marks)

During play, characters are likely to gain weight as their bodies develop. When a character takes an advance to Strength, Toughness or Wounds, there is a 15% chance they have gained 5 pounds. Eating well on a regular basis will put on weight, and eating poorly or suffering from disease will result in weight loss. Height gain may occur if the character begins within 5 years of the minimum age for their race. Each year there is a 15% chance of increasing 1" in height until the character is 5 years over the minimum age.

APPEARANCE

Use the following tables to generate some aspects of your physical appearance.

Hair and Eye Colour

Roll once each on the Hair Colour and Eye Colour tables below and at top right. For contrary or highly unusual combinations, the GM should allow you to choose or re-roll. Certain combinations of hair and eye colour are not found naturally, and these combinations probably will be obvious to you as you roll them. As ever, use common sense.

The practice of dyeing the hair is very common among Elf and Dwarf adventurers, as they tend to be outcasts from their own societies and have nothing to lose by making them appear even stranger and more alien.

HAIR COLOR

D100	Dwarf	Elf	Halfling	Human
01-18	Medium brown	Honey brown	Dark brown	Medium brown
19-32	Dark brown	Golden brown	Medium brown	Dark brown
33-42	Light brown	Straw	Light brown	Light brown
43-50	Jet black	Gold	Sienna	Sienna
51-58	Grey	Chestnut	Red	Black
59-64	Chestnut	Copper	Fiery red	Ash blond
65-70	Ginger	Ginger	Black	Chestnut
71-76	Sienna	Ash blond	Blue black	Ginger
77-80	Corn	Sienna	Ginger	Corn
81-84	Ash blond	Silver	Corn	Red
85-88	Salt and pepper	Smoky	Chestnut	Salt and pepper
89-90	Silver	Ivory	Ash blond	Blue black
91-92	White	Blue black	Salt and pepper	Grey
93-94	Red	Jet black	Grey	Silver
95-96	Blue black	Fiery red	White	White
97-100	Black	Black	Silver	Jet black

EYE COLOR

D100	Dwarf	Elf	Halfling	Human
01-16	Dark brown	Amber	Hazel	Dark brown
17-32	Grey	Silver	Light brown	Grey
33-36	Black	Honey	Medium brown	Medium brown
37-44	Medium brown	Emerald	Grey	Hazel
45-50	Grey blue	Molasses	Dark brown	Black
51-58	Light brown	Crystal blue	Pale green	Light brown
59-66	Hazel	Hazel	Copper	Grey blue
67-74	Pale green	Black	Green	Pale green
75-80	Blue	Sapphire	Black	Dark green
81-86	Copper	Copper	Grey blue	Blue
87-90	Dark green	Blue purple	Blue	Copper
91-96	Green	Gold	Dark green	Ice blue
97-98	Ice blue	Silver green	Ice blue	Green
99-100	Violet	Violet	Violet	Violet

Distinguishing Marks

The following table may be used in place of the Distinguishing Marks table on page 24 of *WFRP*. Roll D100 on the column listed for your character's race.

Young characters should roll for one distinguishing mark, and mature characters should roll for two. For more interesting (or just odd) looking characters, roll twice if young and three times if mature.

Your randomly selected features may uncannily match other aspects of your character, but you might end up with some combination of features that is bizarre or silly. If you roll something that doesn't fit, skip it and roll again.

Also carefully consider the gender of the character you're rolling before accepting any results!

Dwarf	Elf	Halfling	Human	Distinguishing Mark
-	-	01	01	Acne or acne scars
-	01-02	02	02	Almond shaped eyes
01	03-04	03	03	Androgynous
02	05	04	04	Bad breath
03	06	05	05	Bags under eyes
04	-	06	06	Bald or balding
05-06	-	-	07	Barrel chest
07	07	07	08	Beady eyes
Always	-	-	09	Beard
08	08	08	10	Birthmark
09	09	09	11	Bloodshot eyes
10	10	10	12	Bow legs
11	-	-	13	Braided beard
12	11	11	14	Braided hair

Appearance (Distinguishing Marks - Punitive Disfigurement)

Dwarf	Elf	Halfling	Human	Distinguishing Mark
13	-	-	-	Braided moustache
14	12	12	15	Branded
15	-	-	16	Broad shoulders
16	13	13	17	Broken nose
17	14	14	18	Broken teeth
18	15	15	19	Bronze skin
19	-	16	20	Buck teeth
20	16	17	21	Bulging eyes
21	17	18	22	Burn scars
22	18	19	23	Bushy eyebrows
23	-	20	24	Chubby cheeks
24	-	21	25	Cleft lip
25	-	22	26	Crooked teeth
26	19-20	23	27	Curious odour
27	21	24-29	28	Curly hair
28	22	30	29	Dark skin
29	23	31	30	Deep voice
30	24	32	31	Dimple
31	25-26	33	32	Distinctive gait
-	27-28	34	33	Double jointed
32	29	35	34	Dyed hair
33	-	36	35	Excessively hairy
34	30	37	36	Eyes different colours
35	31-32	38	37	Fair skin
-	-	39	-	Fine foot hair
-	33-34	-	38	Fine hair
36	35	40	39	Flinty eyes
37	36	41	40	Freckles
38	37	42	41	Frown
39	38	43	42	Glazed eyes
40	39	44	43	Greasy hair
41	-	45	44	Gruff voice
42	-	46	45	Hairy mole
43	40-41	47	46	Handsome face
44	42-43	48	47	High cheekbones
45	44-45	49	48	Hook nose
46	46	50	49	Knotted hair
47-48	47	51	50	Large ears
49-50	48	52	51	Large hands
51-52	49	53	52	Large nose
53	50	54	53	Limp
54	51	55	54	Long eyelashes
55	52	56	55	Long fingers
56-57	53-54	57	56	Long hair
58	55	58	57	Long nails

Dwarf	Elf	Halfling	Human	Distinguishing Mark
59	-	59	58	Lots of moles
60-61	56	60	59	Loud voice
62	57	61	60	Missing eyebrow(s)
63	58	62	61	Missing finger
64	59	63	62	Missing nail
65	60-61	64	63	Mohawk or wild hair
-	-	-	64	Moustache
66	62-63	65	65	Musical voice
67	64	66	66	Mutton chops
68	65-66	67	67	Noble bearing
69	-	68	68	Patch of white hair
70	67	69	69	Pigeon toed
71-72	-	Always	70	Pot belly
73	68	70	71	Pox scars
74	69	71	72	Ragged ear
75	70	72	73	Round face
76	71	73	74	Ruddy complexion
77	72	74	75	Seamed face
78	73	75	76	Short hair
79	-	76	77	Six fingered hands
80	74	77	78	Small bald patch
81	75	78	79	Smelly feet
82	76-77	79	80	Smiling eyes
83	78	80	81	Sneer
-	79	81	82	Soft voice
84	80	82	83	Square face
85	81	83	84	Squint
86	82-83	84	85	Steely gaze
87	84	85	86	Stooping
88	85-86	86	87	Straight back
-	87-88	-	88	Strangely normal
89	89	87	89	Strong accent
90-91	90	88	90	Strong brow
92	91	89	91	Sunken eyes
93	92	90	92	Swagger
94	93	91	93	Tattoo
95	94	92	94	Ugly scar
-	-	93	-	Unkempt toenails
96	-	94	95	Wart
-	95	95	96	Weak chin
97	96-97	96	97	White teeth
98	98	97	98	Widow's peak
99	99-100	98	99	Winning smile
-	-	99	-	Woolly foot hair
100	-	100	100	Yellow teeth

Punitive Disfigurement

This table should be used on any player that complains that the Distinguishing Marks table in this module is too harsh. It may also be used to quickly generate a memorable trait for drunks and the diseased.

D100	Punitive Disfigurement
01-04	Cauliflower ear
05-08	Cracked and bloody lips
09-12	Decayed teeth
13-16	Extra digit on one finger
17-20	Extra toe on one foot
21-24	Flaky skin
25-28	Flatulent
29-32	Full body tattoo
33-36	Hunchback
37-40	Misshapen head
41-44	Missing nose
45-48	Monstrous visage

49-52	No body hair
53-56	No eyebrows
57-60	No nails
61-64	No top teeth
65-68	One arm longer than the other
69-72	One eye always closed (otherwise fine)
73-76	Painful rash on face
77-80	Patchy hair
81-84	Rotten smell
85-88	Silly walk
89-92	Sweats profusely
93-96	Untraceable heritage
97-100	Vacant stare

SPIRITUALITY

Belief and worship of one or more gods is central to many characters.

Principal Deity

You may roll randomly to determine the deity your character worships most devoutly. You may worship this god simply because of family or regional tradition, or for very personal reasons.

If you're playing a Dwarf or Elf and are directed to roll on the Special table, there is a 50% chance that you will worship the Chaos Dwarf god Hashut if playing a Dwarf, or the dark god Khaine if playing an Elf. If you roll Hashut or Khaine or a Chaos god as your principal deity, you must worship it in secret, as your fellow adventurers certainly wouldn't tolerate it. Roll again for an acceptable god that you pretend to worship, or pretend to worship no gods devoutly.

D100	Dwarf
01-20	Grimnir
21-90	Grungni
91-99	Valaya
100	Special table

D100	Halfling
01-85	Esmerelda
86-98	Ranald
99	Chaos table
100	Human table

D100	Human
01-05	Manann
06-07	Morr
08-10	Myrmidia
11-15	Ranald
16-18	Rhya
19-24	Shallya
25-64	Sigmar
65-67	Taal
68-97	Ulric
98-99	Verena
100	Special table

D100	Elf
01-30	Asuryan
31-50	Isha
51-65	Kurnous
66-75	Hoeth
76-80	Vaul
81-86	Lileath
87-93	Morai-heg
94-99	Mathlann
100	Special table

D100	Special
01-50	Agnostic
51-90	Atheist
91-100	Chaos table

D100	Chaos
01-30	Khorne
31-55	Tzeentch
56-80	Nurgle
81-100	Slaanesh

Star Sign

To generate a star sign, use the table on page 25 of *WFRP*.

Dooming

It is an Imperial custom to reveal to each child at a young age the manner in which is it prognosticated that they will die. Such foretellings of doom are witchcraft in the eyes of some, and one ought not speak too loudly of their own doom until the final moment, if true it be.

D1000	Dooming
001-004	A beast shall end thee, but the beast shall die first
005-008	A blunt knife will cause thine end
009-012	A child shall be Morr's herald
013-026	A consequence of lust will end ye
017-020	A curse shall herald thy downfall
021-024	A drunken blunder shall end your comedy
025-028	A four legged beast shall be thine death
029-032	A helmet shall be your undoing
033-036	A hero slays thee and with good reason
037-040	A kiss shall end thy days
041-044	A passion that is forbidden to you shall be your undoing
045-048	A raging fire shall claim thee
049-052	A sharp sting and then nothing
053-056	A short life but a merry one
057-060	A slip, a trip or a fall
061-064	A small misfortune leads to a bigger misfortune which leads to thy death
065-068	A spear will pass through your belly and you will linger long in pain before your demise
069-072	A sweet song accompanies thy dying breath
073-076	A terrible stench precedes thy fall
077-080	A warrior's death, be thee warrior or not
081-084	Absence makes thy heart grow weaker
085-088	Accidents will happen
089-092	All is not as it seems
093-096	Among great celebration you shall leave this world
097-100	An unmarked grave shall house thy bones
101-104	Arrogance will provide thy downfall
105-108	As dark clouds gather, thy end looms over thee
109-112	As dire news knocks upon thy door, Morr shalt truly follow
113-126	As snow covers the land, so shall it cover thee
117-120	As the leaves fall, so shall you
121-124	As thee were a bait of hay, the pitchforks shall prick thee
125-128	As thou sleepest in the same bed for three nights, thou shalt sleep forever
129-132	At thine cold feet the mandrake shall prosper
133-136	At thy surest moment, thy will fail
137-140	Be not so giving to those of loose virtues
141-144	Beware also the larger creatures, the horses and the oxen
145-148	Beware for thy ending will come on the day of thy greatest deed
149-152	Beware of fish on holy days
153-156	Beware of the black mage, for he shall stab thee
157-160	Beware of the six tiny beasts
161-164	Beware the balancing of Verena's scales
165-168	Beware the black cat
169-172	Beware the brides of marsh
173-176	Beware the gutters and alleyways, for their denizens shall do thee in
177-180	Beware the hand of thy most loyal companion
181-184	Beware the little creatures, the bees and the rats and the flies
185-188	Beware the lurkers in the dark
189-192	Beware the man not of woman born
193-196	Beware the man that is not a man
197-200	Beware the passing raven, for it doth herald the end
201-204	Beware the sea-washed gold of coast dwellers
205-208	Beware the trap of an idle threat, for it shall surely do thee in
209-212	Beware the tusked beast, for your doom comes the day your hide is pierced
213-216	Beware witches and all foul magicks

Spirituality (Dooming)

D1000	Dooming
217-220	By the hand of thy own kin thou shalt die
221-224	Cheese, yea, or other product of the dairy, shall be thy undoing
225-228	Cold hands will drag thee down
229-232	Compassion shall be thy undoing
233-236	Curiosity shall kill thee as surely as it killed the cat
237-240	Dark desires shall lay thee low
241-244	Death begins with broken bones
245-248	Death comes from below
249-252	Death doth come to us all, but to thee it shall come early
253-256	Death is just the beginning
257-260	Death leaves the water to find thee on land
261-264	Death shall await thee on a white horse
265-268	Death walks on cloven hooves
269-272	Debauchery and revelry shall end in misery
273-276	Disease and pestilence loom over thine nether regions
277-280	Do not fall under the sight of both Mannan and Morr at once
281-284	Do not go down to the woods today, nay, nor any other day
285-288	Do not trust the rug
289-292	Drink shall lead thee to more oblivion than thou had counted on
293-296	Eat not the fish, lest their bones choke thee or thy innards rot
297-300	Either thy death will be exceedingly ugly, or the cause of it shall be
301-304	Entrails be thy grave
305-308	Envy shall lay thee low
309-312	Fear shall be thy downfall
313-326	Fear the fair maiden from the east
317-320	Fear the forests, for within lies the end
321-324	Fear the high places, for your end shall come there
325-328	Fearsome engines will belch forth fires of thy destruction
329-332	Feed not from five slaughtered beasts
333-336	Good advice will arrive too late
337-340	Greed shall ruin thee
341-344	Guard against the skin of green, for its evil shall afflict thee
345-348	Heed not the smith, for in his artifice lies thy doom
349-352	Honeyed words shall curdle your soul
353-356	Impatient for your doom, you shall rush to meet it
357-360	Into a pit you shall fall and never climb out
361-364	It comes from behind
365-368	It is a great honour to be made mad by the gods
369-372	It'll fall off when you least expect it
373-376	Lack of breath will be thy undoing
377-380	Life shall be lost, alas, but no rest gained
381-384	Like the old tree thou shalt wither and die
385-388	Madness and insanity shall haunt thy final hours
389-392	Morr approaches under a false flag
393-396	Morr comes screaming to thy door
397-400	Morr follows thee across three rivers, but he shall not let thee cross the forth
401-404	Morr has got thy number
405-408	Morr will come calling when thou art without clothing
409-412	No matter what you do, you cannot be a force for good, nor can you ever rest knowing injustice is done
413-426	No tears but thy own shall be shed when Morr comes a-knocking
417-420	One day you'll sleep with the fish
421-424	One day, your usefulness shall be at an end
425-428	Point not thy finger lest Morr's finger be pointed at thee
429-432	Pray to all the Gods, for possession awaits thee
433-436	Purple is the colour that bodes ill
437-440	Reports of thy death shall be greatly exaggerated
441-444	Revenge tastes sweet, alas for you it shall taste bitter
445-448	Scarecrows wish thee ill, aye, and windmills too
449-452	Seek not the great beast, for it will be your undoing
453-456	Seek not the solace of solitude
457-460	Shake not the hand of the afflicted
461-464	Size matters not
465-468	Sloppiness shall be thy undoing
469-472	Small will be thy death
473-476	Spikes will be driven into your skull
477-480	Starvation shall reduce thee to an empty husk
481-484	Steer clear of the shadows, where sudden and unseen death lurks
485-488	Sticks and stones might break your bones, but spiteful words shall burn thee
489-492	Stray not from the path lest all be lost
493-496	Terrible things will happen to thy fingers if thou dippest them into too many pies
497-500	That which does not kill you has but delayed the inevitable
501-504	That which should have held thy weight, did not
505-508	The air of high mountains shall rend ye low
509-512	The cold mist shall swallow thee
513-526	The great maw shall devour thee
517-520	The guile of thy enemy doth worry thee more than his might
521-524	The hand that takes thy life is thine own

525-528	The hangman's noose, aye, or headsman's chop, shall end thy days
529-532	The heirs of Sigmar will perish, and you with them
533-536	The howling in the night shall announce thy doom
537-540	The many-legged beast is thy doom
541-544	The more you complain, the longer Morr lets you live
545-548	The price of power is the envy of those below thee
549-552	The sharpest arms of Men and Dwarfs will slide off you, but the whisper of an Elf shall lay you low
553-556	The sins of the fathers shall visit the sons
557-560	The sweltering heat of summer shall claim thee
561-564	The turning wheel shall break thee
565-568	There be scratch marks on the inside of thy coffin lid
569-572	There shall be a chink in thy armour
573-576	Thine death will come at the hands of one thou hast slain
577-580	Thine eyes shall not open as the sun rises
581-584	Thou shalt be murdered, though not by a stranger
585-588	Thou shalt know of thine demise for some time before it claims thee
589-592	Thou shalt beg for the end
593-596	Thou shalt die from a lack, whilst surrounded by plenty
597-600	Thou shalt drown, but not in water
601-604	Thou shalt fall under the weight of thine own gold
605-608	Thou shalt float on a sea of blood before the end
609-612	Thou shalt give thy life to save another
613-626	Thou shalt know a flux so terrible as to be relieved only when death comes
617-620	Thou shalt perish so others may live
621-624	Thou shalt pray for deliverance
625-628	Thou shalt rest at the bottom of the sea chained to a trusted friend
629-632	Thou shalt see deep into the eyes of evil three times in thy life, and the third time will be thy last
633-636	Thou shalt share thy grave with a dog
637-640	Thou shalt vanish without a trace
641-644	Thrice shalt the bells toll before thy heart beats no more
645-648	Through changes wrought, thy end be bought
649-652	Through cowardice thou shalt perish
653-656	Through the window it comes
657-660	Thy blood shall be spilled in fury mad
661-664	Thy blood will water a foreign field
665-668	Thy body may rot, but thy soul shall forever haunt the land
669-672	Thy bones shall bleach in a waste land
673-676	Thy cup shall be poisoned
677-680	Thy death is wrought by chamber-pot or midden
681-684	Thy death lies behind you
685-688	Thy death shall be borne by the north wind
689-692	Thy death shall be heralded by a small but vicious dog
693-696	Thy death shall be honourable, but more I cannot see
697-700	Thy death shall mirror your birth
701-704	Thy doom already follows thee, like an old friend, yet ye see him not
705-708	Thy doom awaits under the ground
709-712	Thy doom comes just as thou thinkest thou hast escaped
713-726	Thy doom is so terrible, mortal mind cannot conceive it, nor mortal tongue tell
717-720	Thy doom shall be uttered by a dour old man
721-724	Thy doom shall come like a wolf in sheep's clothing
725-728	Thy end be a mystery
729-732	Thy end shall be hilarious, just not for thee
733-736	Thy end shall come from the bones in thy meat
737-740	Thy end will be wrought by the sword of the virtuous
741-744	Thy grandmother's curse is thine to suffer
745-748	Thy hands will be cold before the end
749-752	Thy last breath follows an exclamation of love
753-756	Thy last meal shall be at an inn or tavern
757-760	Thy life shall be as long as thy grandfathers name
761-764	Thy neck shall be crushed under a tyrant's heel
765-768	Thy nemesis comes from Marienburg
769-772	Thy shall by no mortal warrior fall
773-776	Thy shalt laugh in the face of death, but the last laugh shall be Morr's
777-780	Thy soul will go to Morr's dark brother
781-784	To the four winds thy remains shall be scattered
785-788	Travel not the sea, lest a watery grave be your destiny
789-792	Travel not this road, for your destination shall be Morr's garden
793-796	Treachery and betrayal shall be thine rewards
797-800	Tread warily when the full moon riseth
801-804	Trust not gifts from the Border Princedoms
805-808	Trust not short sellers of pastry, nay, nor sellers of short pastry
809-812	Under the bridge lies thine doom
813-826	Under the oak you will find your doom
817-820	Watch for the scythe in the field, its blade is keen
821-824	Watch thy step! Aye, and where thou sittest down too
825-828	When all seems lost, it will be
829-832	When tears fall from a child's eyes, thou shalt fall also
833-836	When the bell tolls midnight, all shall not be well, as thy end awaits thee

Spirituality (Dooming) - Family Details (Spouse & Children - Siblings and Birth Order)

D1000	Dooming
837-840	When the birds start to sing, you shall forever be silent
841-844	When the plant has red leaves, cover in terror
845-848	When thee dost hold a mans life in one hand, thy life shall be held in his
849-852	With your life, your name shall be forfeit
853-856	Ye should know when to walk away, and know when to run
857-860	You die alone, unmourned and unloved
861-864	You need not fear the middle sized creatures, the jaguar and the dog, except terriers
865-868	You shall die alone in some festering hellhole
869-872	You will die, and yet, walk on
873-876	You will know pain undefined
877-880	You will repay a forgotten debt with your blood
881-884	Your breakfast shall not be fit for champions
885-888	Your doom does not believe in sharing the earth's bounty in equal parts
889-892	Your doom is to know your ending long before it comes
893-896	Your doom shall be told in tales, aye, and sung in songs as well
897-900	Your moment of bliss will be spoilt by tragedy
901-1000	Use the Fortelling of Doom table found in the <i>Character Pack</i> (p.10) or <i>Character Folio</i>

FAMILY DETAILS

Your GM may forego this section entirely to save time during character generation, but you may find it useful and inspirational to create a detailed family for this character.

Spouse and Children

Roll on the table at right to learn if you have a surviving spouse or children. Use the Number of Siblings table on page 25 of *WFRP* to determine the number of offspring. Use the tables further down to determine the age and gender of children, and the *Book of Imperial Names* can be used to generate names and occupations for all family members, enemies, allies, hirelings and other characters.

Use the table at right centre to randomly determine a character's gender. The GM may allow you to choose your character's gender, or may require a roll for it.

Age	DWARF		ELF		HALFLING		HUMAN	
	Spouse	Children	Spouse	Children	Spouse	Children	Spouse	Children
16-20	-	-	-	-	-	-	20%	10%
21-30	5%	-	-	-	5%	5%	50%	35%
31-40	10%	-	-	-	10%	10%	65%	50%
41-50	20%	5%	-	-	15%	20%	60%	60%
51-60	30%	10%	10%	5%	45%	40%	35%	70%
61-70	40%	15%	20%	5%	60%	55%	15%	55%
71-80	50%	20%	30%	10%	75%	70%	10%	35%
81-90	60%	25%	40%	15%	75%	70%	5%	15%
91-100	70%	30%	50%	20%	60%	75%	-	-
100-120	80%	35%	60%	25%	35%	75%	-	-
121-150	70%	40%	70%	35%	10%	75%	-	-
151-200	60%	40%	80%	40%	5%	75%	-	-
00+	50%	40%	85%	45%	-	-	-	-

Siblings and Birth Order

Use the Number of Siblings table on page 25 of *WFRP*. To determine the relative ages of your siblings (older or younger than you), use the Birth Order table at right. The age difference between your character and a particular sibling is determined by a die roll on the Age Difference table.

D10	Birth Order
1-5	Older
6-10	Younger

Race	Age Difference
Dwarf	1D10 years
Elf	2D10 years
Halfling	1D5 years
Human	1D5 years

GENDER

D10	Dwarf	Other Races
01-30	Female	Female
31-50	Male	Female
51-100	Male	Male

Twins, Triplets, Quadruplets, Etc.: Siblings of the same age have a 15% chance of being twins. If the twins are of the same sex, there is a 20% chance that they are identical twins. There is a 1 in 10000 chance that your character has a twin, if you want to check for it. If this is indeed the case, there is a 1% chance that your character is one of a triplet. If that is the case, continue with 1% chances of quadruplets, quintuplets and so on. Triplets and larger broods are identical 95% of the time. Identical twins (or triplets, etc.) share the same starting Characteristics profile and are obviously very similar to one another in appearance, but do not necessarily share any other qualities. This is especially true if the twins follow different careers.

Family Characteristics

Roll once on the Family Characteristics below to generate details of your family's history.

D100	Family Characteristics
01-05	Inheritance
06-10	Mother perished in childbirth
11-15	Noble line
16-40	Nothing unusual
41-50	Parents divorced
51-65	Parents divorced, step family
66-70	Sibling killed
71-75	Sibling perished in childbirth
76-95	Step family
96-100	Tragedy!

Inheritance: Your family has received a small inheritance that lines your pockets with six rolls on the Purse Contents table. There is a 20% chance that you are entitled also to a monthly allowance in that amount.

Mother perished in childbirth: This sad occurrence has a 25% chance of claiming the life of your youngest sibling as well. Player characters are excluded from this effect of course!

Noble line: Your family is somehow related to one of the great families of the Empire. Roll randomly to determine which parent carries the

D100	Noble Line
01-03	Close relation to Elector Count
04-18	Close relation to local ruler
19-21	Close relation to provincial ruler
22-33	Distant relation to local ruler
34-39	Distant relation to provincial ruler
40-42	Distant relation to Elector Count
43-45	Minor lord in your own right
46-51	Contested claim to minor title
52-63	Tenuous claim to minor title
64-66	Contested claim to high title
67-72	Tenuous claim to high title
73-76	Very distant relation to Elector Count
77-88	Very distant relation to provincial ruler
89-100	Very distant relation to local ruler

noble line, and roll on the Noble Line table at right to determine the nature of the relationship.

Nothing unusual: Your family has little to chat about at the dinner table.

Parents divorced: Your parents have legally divorced or otherwise annulled, and you may have one or more step families.

Sibling killed: Whether murdered, felled in glorious battle, perished of a wasting disease or killed in some other way, one of your siblings has died before their time. Roll randomly to determine which sibling has been lost.

Sibling perished in childbirth: Roll randomly to determine which sibling was lost.

Step family: One or both of your parents has a second spouse, whether divorced from your parent or practicing bigamy. You may use the Spouses and Children table to create step-families, rolling on the Number of Siblings table in *WFRP* for the number of half brothers and sisters.

Tragedy!: The rest of your family has been killed through accident or foul play, or has been hopelessly separated from you by war or other circumstance. You are the only survivor in your immediate family.

Parents' Status

The following table may be used to determine your parents' condition: alive, dead, sick or well. Unless noted, assume that the parent is healthy and capable of work.

To determine the age difference between your character and their parents, roll randomly on the Young/Mature Age table (ECM p.9) to determine their age bracket. Then roll the age dice indicated to determine that parent's age when the first child in the family was born.

Family Details (Parents' Status) - Friends and Enemies

D100	Parents' Status - Young	Parents' Status - Mature
01-05	Both parents deceased	Both parents missing
06-10	Both parents missing	Father deceased, mother missing
11-15	Father deceased, mother infirm	Father infirm, mother deceased
16-20	Father deceased, mother missing	Father infirm, mother missing
21-25	Father infirm, mother deceased	Father missing
26-30	Father infirm, mother missing	Father missing, mother deceased
31-35	Father missing	Father missing, mother infirm
36-40	Father missing, mother deceased	Mother deceased
41-45	Father missing, mother infirm	Mother infirm
46-50	Mother deceased	Mother missing
51-55	Mother infirm	Father infirm
56-60	Mother missing	Both parents hale and hardy
61-70	Both parents infirm	Both parents infirm
71-80	Father infirm	Father deceased, mother infirm
81-100	Both parents hale and hardy	Both parents deceased

FRIENDS AND ENEMIES

Your character won't be alone in their struggles. You may have friends, allies or business connections to help you. Also you may have rivals and enemies to contend with and make you struggle some more.

Roll percentile on the table at right to determine if you have any friends or enemies, and how many of each. Then roll the indicated number of times on the Friends and Enemies tables.

Be sure to work with your GM to come up with the best stories for your friends or enemies. These characters are likely to play a large part in your adventures, and your GM should develop them into full characters. Friends and allies

should last a long time if you're good to them, just as rivals and enemies will be a thorn in your side until they're dealt with.

Some characters may be defined by their mortal enemies. Without them, your character may become hollow and devoid of motivation. The GM should be mindful of

the ways friends and enemies can influence your character, and make the most out of them for as long as it is entertaining. Starting off a campaign with a critical encounter between your character and an enemy may be an explosive beginning. Or, the GM may keep your enemies in reserve until the campaign has a chance to develop.

If you're instructed to roll twice on the Friends or Enemies tables, you may get a duplicated result. In most cases you can work with the duplicate just by creating a new friend or enemy of that type, but your GM should let you roll again if the results are implausible or if there are other difficulties trying to individualise them.

During play, you should take advantage of your friends and allies. Turn them when you need help or questions answered. That's why they're there. On the other

hand, you will probably see the advantage in completely ignoring your enemies. To entice you into making your enemies a

D100	Friends	Enemies
01-06	0	1
07-13	0	0
14-30	0	2
31-47	1	0
48-78	1	1
79-85	1	2
86-92	2	0
93-99	2	1
100	2	2

D100	Enemies
01-06	Blackmailed
07-12	Change of heart
13-18	Contained fury
19-25	Cruel tormentor
26-31	Degenerate
32-37	Enemy defeated
38-43	Enemy of the state
44-50	Hunter and hunted
51-56	Only hurt the ones you love
57-62	Professional rivalry
63-68	Shadow
69-75	Shattered family
76-81	Sibling rivalry
82-87	Trouble by the ton
88-93	Unknown enemy
94-100	Vile creatures

D100	Friends
01-06	Academic connection
07-12	Authority figure
13-18	Avenge me!
19-25	Business connection
26-31	Dependent
32-37	Family loyalty
38-43	Family retainer
44-50	Fearless comrade
51-56	High society connection
57-62	Loyal beast
63-68	Mentor and pupil
69-75	Only you and your priest need know
76-81	Partner
82-87	Strength in numbers
88-93	Underworld connection
94-100	Wealthy patron

a greater element in your adventures, your GM will award you additional experience points. Depending on how important your enemies figure into the story and how well you roleplay your character's reactions to them, the reward may be up to 25 XP per adventure.

Likewise, making good use of your friends and allies' roleplaying opportunities might net you a few bonus experience points each session.

Friends

Academic connection: You know someone who is educated. At the very least, this contact can read and write and knows something about a few academic subjects. However, this character may be university professor or a travelling naturalist, perhaps a specialist in the field of physical sciences on a lengthy research project. You can turn to this character with general academic questions, and perhaps to pen a letter for you. There might even be a chance that if you provide them with a bit of useful news, maybe they'll reciprocate with an apprenticeship.

Authority figure: You're acquainted with a law enforcer or government agent of reasonably high rank. They might be able to do you a favour if you get in trouble, but don't push your luck or try to take up too much of their precious time. However, if properly compensated, this contact may be much more willing to lend their assistance and offer greater privileges.

Avenge me! Roll again if you have not already established a friend, then continue with this result. Someone has killed your friend or ally, and you're left to pick up the pieces. In addition to being devastated by your loss, you seek revenge from those responsible for their death.

Business connection: You know someone with greater experience in your line of work. This contact might provide you with valuable trading

opportunities or even a small loan. This character is probably a merchant or a member of a trade guild, or possibly a politician or noble. Whatever you do, don't try to appeal to their sympathies: this contact is all business and will leave you in the cold unless they see a potential for profit in helping you.

Dependent: You have a child, younger sibling, friend or other charge who demands much of your attention. This need not be in the form of constant supervision, but this character has no one else to rely on, and can't support themselves for one reason or another. Should you leave this dependent behind, you might find yourself with an enemy, and at the very least a guilty conscience.

Family loyalty: A sibling, close cousin, parent, or lifelong comrade is your best friend and most trusted ally. You would die to save them, and they would certainly do the same. You spend a great deal of time with this ally, possibly sharing living quarters or working side by side. This ally will not betray you except in the most extreme circumstances.

Family retainer: You have a constant companion in the form of a family retainer. This individual may have been assigned to babysit your character during a long trip, or could be a long time family friend with nothing else to do, a dogsbody oath-bound to serve you for a certain amount of time, fanatic follower or something else. This character is loyal and will obey most commands without question, but will not put their life in jeopardy for you.

Fearless comrade: You know someone who will do just about anything for a few shillings – or sometimes just for bragging rights. This person is probably well known for their antics and unpredictable behaviour. You might not want to spend a lot of time with this person, but you can usually count on them to try something when

nobody else is willing. Some will call them daredevil, and others will call them idiot because they find it so hard to refuse any feat of personal courage. This doesn't mean they'll follow you across a continent to slay a dragon, but they'll be more than happy to leap a canal or eat an entire batch of Rumster pies regardless of what's probably in it.

High society connection: You have a contact in someone of power and influence. This may be a local mayor, guildmaster, watch captain or something similar. More often, your contact will be someone who assists this person, giving you an in without actually getting close to the source of power. While you can't rely on this person to bail you out of trouble, there may be odd jobs or useful information that they can pass on to you. In time you may be able to win greater favour from this contact, and some day count them among your friends. For the moment, don't push your luck, but take anything they're willing to give.

Loyal beast: You own a dog, horse or falcon that is attached to you. If you do not begin the game with some other animal, this loyal beast is a dog. This animal is a loyal companion and unusually sensitive to your commands. This does not give you any special training or trick riding abilities.

Mentor and pupil: You have a mentor, pupil or colleague with whom you have developed a friendship. You may be currently in a formal educational setting or apprenticeship, or you may have completed your time of study but still remain in contact with this character. You may seek them out for advice and good conversation, and of course for instruction and sharing of information. This character is not likely to betray your trust, and may be very loyal and protective.

Only you and your priest need know: You have some other member of religious faith. This person is available for spiritual guidance, but their loyalty lies first with their cult or deity. This character will be of help to you only as long as you show respect for their beliefs. Don't expect any magical healing from this contact, nor for the entire temple staff to help you out of a tight spot, but if you are devout and faithful you may be able to gain their trust over time.

Partner: You have a close companion, lover, spouse, good friend, sibling, cousin, or someone of the same profession that you trust and rely on. You spend most of your time with this person, and you feel largely responsible for their well being. You share nearly everything. This level of commitment is not uncommon among adventurers, but if it is deemed too troublesome the GM may call for a re-roll to get a different result.

Strength in numbers: You have several friends, contacts, or brothers in arms belonging to a gang, cult, guild, military unit or other organization. While you may not be a steadfast member of this group, you are nevertheless well known. If you need a lot of people in a hurry, you can usually count on 1D10 additional bodies to help you out. They won't just come out for nothing - it had better have something to do with the group's normal operations.

Underworld connection: You know a barkeep, fence, smuggler, grave robber, drug peddler or some other rogue. Though you wouldn't consider this to be a close and trusting relationship, this connection can sometimes get you black market items and sense of what's happening in the dregs of society, help you locate a bodyguard, find a pit fight to watch. This character would probably not admit to knowing you, and you'd be a fool to tell them too much about yourself in case they decide to sell you out.

Wealthy patron: You are on good terms with someone who is generous with their money. This could be a relative, employer, mentor, or some organization important to your character. For whatever reason, you can turn to them for funding. These funds should be available only for expenses incurred during approved activities. If your patron is a local temple, they might pay for an excursion to locate an icon or scroll important to their faith. If your patron is a business partner, they might give you money to spend on shop supplies. Roll once on the Purse Contents table for the typical weekly allowance provided by this patron. This is not an extremely strong relationship, and if you fail to produce results (or profits) you're likely to lose this support entirely.

Enemies

Blackmailed: You're being blackmailed by a cunning opponent, or have set out to blackmail someone (who will try to stop you, no doubt). The intention of a blackmailer is almost always to seek financial gain or to extort special favours or status, but this involves a careful strategy to compromise their enemy's position. Former lovers or business associates are obvious targets for blackmail.

Change of heart: Roll again if you have not already established an enemy, then continue with this result. You and an enemy have reconciled, though there may be some lingering bitterness. How the animosity is resolved depends on the nature of the relationship. Your former enemy may become a friend or ally, but some grudges are going to die hard and this may not be possible with some enemies, especially if they are members of larger organizations.

Contained fury: You have a burning hatred or jealousy for someone you know. At this point those feelings have not been expressed, but until you get some kind of resolution you won't be

able to rest easy. There may be good reasons why you have to hide these emotions, as it may come at the cost of your livelihood - or your very life. The enemy may be someone close to you, even someone who thinks of you as a friend. Your enemy may have forgotten about the reasons for your hatred, or may have an inkling of your unhappiness. Optionally, another character close to you may be hiding these emotions toward you, and they may erupt when you least expect it.

Cruel tormentor: You frequently find yourself in close proximity with someone who gleefully preys on your weaknesses. Or, you might be the instigator of the torment, bullying someone weaker than you on a regular basis. This bullying has taken its toll and both parties have become bitter enemies. When the two of you meet in the same place, there is sure to be a fight. Perhaps the only way to end the rivalry is to prove that you are stronger, which may require beating your opponent to a pulp or sending them to the bottom of the river.

Degenerate: You've borrowed a great deal of money and you couldn't pay it back in time. So there's somebody out there trying to track you down and may you pay through the nose. Your character owes a loan shark, bank or other person or organization an amount about ten times what your character starts with. If you can raise the funds and pay back your loan, you might save your skin. But if they catch you first, you're going to the bottom of the river or worse. Or, the situation may be reversed: you might be deep in debt of your own because someone borrowed from you and hasn't been able to pay you back.

Enemy defeated: Roll again for a different result to determine the nature of the enemy, then continue with this result. You've vanquished one of your enemies, killing or defeating them, forcing them into retirement,

outliving them, bankrupting them, or removing their support. This doesn't mean you've completely settled the score, as there may be friends of your enemy that are still alive and interested in getting revenge.

Enemy of the state: You're accused (with a 25% chance of actually being guilty) of a crime against the Empire or another nation. You have (perhaps unwittingly) sold state secrets, killed a member of government, committed heresy or defamation or some other unforgivable crime. You're labelled a traitor in your homeland and will face execution if you're captured. The only way to escape this fate is to clear your name by finding the true criminal(s) – or by setting up a scapegoat.

Hunter and hunted: Someone is looking for you, or you are looking for someone. There may be a bounty on your head, or you may be suspected of a crime in a distant land – or maybe a crime on the next street over. You may be looking for someone who wronged you, or who you suspect of fleeing from a crime. The cause of the animosity will determine the severity of the meeting's outcome.

Only hurt the ones you love: Someone you have fallen in love with (or who has fallen in love with you) has become your worst enemy. This could be the result of a bad split, unrequited love, a messy affair or betrayal of trust. There may still be some feelings of adoration between you, but for at least one of you, there is only animosity and a burning desire to get revenge in the most embarrassing and humiliating way possible.

Professional rivalry: You have made an enemy of someone in your same line of work. They may be more or less experienced than you, trying to take your customers from you or disrupt your business in other ways. You may have intruded on their territory and cut into their profits,

deliberately or accidentally. In any case, neither of you will be satisfied until the other has been run out of town or impoverished. Intimidation is sure to play its part in this rivalry and it should not be a surprise if the matter escalates into violence. This could also be a bad relationship with a former employer or employee.

Shattered family: You hate or are hated by one or both parents, or some or all of your children. You can't stand to be in the same room with the family members in question, and the rift isn't one that can be easily mended. The nature of the animosity may be vague, built up over years of family tension. Or the reason may be a specific encounter, such as a parent humiliating a child or being too restrictive, or extreme insolence and rebelliousness toward one's parents.

Shadow: You always seem to get the better of someone, and they have come to hate you for it. You don't intend to surpass this individual so often, but things always seem to work out that way. This constant rejection and humiliation has turned them mad with jealousy, and they would like nothing more than to see you humiliated or better still, removed from the picture altogether. The animosity in the relationship is directed at the 'better' of the two, but there may be mutual dislike depending on how the slighted party conveys its anger.

Sibling rivalry: A sibling, first cousin or other close relative is a constant competitor in personal or professional matters, or both. This rivalry is more intense than playful, and can be downright nasty at times, coming to blows. Broken teeth and bruised chins are probably the extent of the injuries, but your differences won't be solved any time soon, so get used to them.

Trouble by the ton: You've made an enemy of an entire gang, club, cult, guild or other private organization. You might be a former member of

the group and were forced out, or just someone who has accidentally crossed their path and earned their ire. Your enemies make it difficult for you to travel certain places or during certain times of day, and if they ever catch up with you they're likely to bury you. Best to avoid them until you've got a gang of your own to oppose them.

Unknown enemy: Sometimes you think you're crazy, because it seems as if you're dogged by a determined enemy - one that you've never seen! Your plans are sometimes foiled, but always in the most suspicious of ways. It's very hard to know who might be out to get you - but depending on your personal history there may be many good reasons why. Until you figure it out, watch your back! You never know if trouble is waiting for you around the next corner.

D100	Region	Colours	Accents
01-12	Altdorf	Azure/blue and crimson/red	Silver/white
13-16	Bogenhafen	Mulberry/purple and silver/white	-
17-22	Hochland	Crimson/red and forest green	-
23-28	Middenheim	Azure/blue	Silver/white
29-36	Nordland	Azure/blue and gold/yellow	-
37-46	Nuln	Black/charcoal	Silver/white
47-52	Ostermark	Crimson/red and gold/yellow	-
53-58	Ostland	Black/charcoal and silver/white	Azure/blue
59-68	Reikland	Silver/white	-
69-74	Stirland	Black/charcoal and forest green	-
75-82	Talabecland	Crimson/red and gold/yellow	Azure/blue
83-91	Talabheim	Crimson/red and silver/white	-
92-100	Wissenland	Charcoal/black or grey and silver/white	-

Vile creatures: You hate the spawn of Chaos and anything that seems unnatural to you. Roll once on the Starting Skills and Talents table on the Warriors column.

PERSONAL HERALDRY

Use the tables and information on page 10 of the *Character Pack* and page 25 of *Old World Armoury* to determine your family shield's background design and central imagery.

Heraldry Colours

Use the table below to determine a colour scheme for shields, families, towns, and so on.

Roll on the left column to determine the principal colour, and on the following columns for accents and details colours.

For Imperial characters, their heraldry colours may be dictated by the province they call home. This should be the same as your place of birth, but does not necessarily have to be. Roll on the table at left, or choose one if the GM allows.

D100	Principal Colour	Secondary Colour							
		01-13	14-25	26-38	39-50	51-62	63-75	76-88	89-100
01-07	Azure/blue	Black	Copper	Crimson	Gold	Green	Grey	Mulberry	Silver
08-14	Black/charcoal	Blue	Brown	Copper	Crimson	Gold	Green	Mulberry	Silver
15-20	Brilliant blue	Black	Brown	Copper	Crimson	Gold	Green	Grey	Silver
21-26	Brown/umber	Black	Copper	Crimson	Gold	Green	Grey	Mulberry	Silver
27-32	Copper/bronze	Blue	Black	Brown	Crimson	Green	Grey	Mulberry	Silver
33-40	Crimson/red	Blue	Black	Brown	Copper	Gold	Green	Grey	Silver
41-47	Dark blue/indigo	Black	Brown	Copper	Crimson	Gold	Green	Grey	Silver
48-54	Forest green	Blue	Black	Brown	Copper	Gold	Grey	Mulberry	Silver
55-60	Gold/yellow	Blue	Black	Brown	Crimson	Green	Grey	Mulberry	Silver
61-66	Grey	Blue	Brown	Copper	Crimson	Gold	Green	Mulberry	Silver
67-73	Mulberry/purple	Blue	Black	Brown	Copper	Gold	Green	Grey	Silver
74-80	Ochre/orange	Blue	Black	Copper	Gold	Green	Grey	Mulberry	Silver
81-86	Sienna/red earth	Blue	Black	Copper	Gold	Green	Grey	Mulberry	Silver
87-94	Silver/white	Blue	Black	Brown	Copper	Crimson	Gold	Green	Mulberry
95-100	Vivid green	Black	Brown	Copper	Crimson	Gold	Grey	Mulberry	Silver

CHARACTERISTICS PURCHASING

This point-buy system may be used as an alternative to rolling randomly for your Characteristics ratings. Note that if this method is used for generating Characteristics you must forgo Shallya's Mercy (*WFRP*, page 19).

During character generation each player should be given a certain number of points to spend on Characteristics. 90 to 100 points will create very weak characters. 100 to 120 points will create Characteristics with about the same average ratings as you'd get by rolling. 120 to 130 points will create more formidable Characteristics. A total of 110 or 115 points is recommended.

DWARF		Characteristic	Cost per +1 to rating
Start	Max.		
32%	50%	Weapon Skill (WS)	1 point
22%	40%	Ballistic Skill (BS)	1 point
22%	40%	Strength (S)	1 point
32%	50%	Toughness (T)	1 point
12%	30%	Agility (Ag)	2 points
22%	40%	Intelligence (Int)	1 point
22%	40%	Willpower (WP)	1 point
12%	30%	Fellowship (Fel)	2 points
1	1	Attacks (A)	-
3	3	Movement (M)	-
11	14	Wounds (W)	5 points
1	3	Fate Points (FP)	10 points

ELF		Characteristic	Cost Per +1 Bonus
Start	Max.		
22%	40%	Weapon Skill (WS)	1 point
32%	50%	Ballistic Skill (BS)	1 point
22%	40%	Strength (S)	2 points
22%	40%	Toughness (T)	2 points
32%	50%	Agility (Ag)	1 point
22%	40%	Intelligence (Int)	1 point
22%	40%	Willpower (WP)	1 point
22%	40%	Fellowship (Fel)	1 point
1	1	Attacks (A)	-
5	5	Movement (M)	-
9	12	Wounds (W)	5 points
1	2	Fate Points (FP)	20 points

The tables below show the starting ratings for each race and the maximum starting Characteristic rating. The column on the far right of each race's table shows the point cost to increase that Characteristic's rating by +1.

Example: A Dwarf character with 110 points to spend may go in for something such as (with points costs in parentheses): WS 44 (12pts.), BS 28% (6pts.), S 40 (18pts.), T 44 (12pts.), Ag 19 (14pts.), Int 31 (9pts.), WP 33 (11pts.), Fel 16 (8pts.), A 1, M 3, W 13 (10pts.), FP 2 (10pts.).

HALFLING		Characteristic	Cost Per +1 Bonus
Start	Max.		
12%	30%	Weapon Skill (WS)	2 points
32%	50%	Ballistic Skill (BS)	1 point
12%	30%	Strength (S)	2 points
12%	30%	Toughness (T)	1 point
32%	50%	Agility (Ag)	1 point
22%	40%	Intelligence (Int)	1 point
22%	40%	Willpower (WP)	1 point
32%	50%	Fellowship (Fel)	1 point
1	1	Attacks (A)	-
4	4	Movement (M)	-
8	11	Wounds (W)	5 points
2	3	Fate Points (FP)	5 points

HUMAN		Characteristic	Cost Per +1 Bonus
Start	Max.		
22%	40%	Weapon Skill (WS)	1 point
22%	40%	Ballistic Skill (BS)	1 point
22%	40%	Strength (S)	1 point
22%	40%	Toughness (T)	1 point
22%	40%	Agility (Ag)	1 point
22%	40%	Intelligence (Int)	1 point
22%	40%	Willpower (WP)	1 point
22%	40%	Fellowship (Fel)	1 point
1	1	Attacks (A)	-
4	4	Movement (M)	-
10	13	Wounds (W)	5 points
2	3	Fate Points (FP)	10 points

AGEING

For Elves and Dwarfs – and Halflings to an extent – growing old may be a graceful and gradual process. For Humans life seems to pass quickly and end abruptly. For those who survive to an advanced age, the rewards are often wisdom, but the body begins to wear down. PCs may even begin the game having felt the effects of ageing.

To determine when the effects of ageing will affect your character, the GM should secretly roll on the table on the bottom of this page. On that year, and at regular intervals thereafter, roll once on the Effects of Ageing table and apply the results to your character. This is also the year females experience menopause.

To determine your character's natural lifespan, the GM should secretly roll the dice indicated on the table below. On that year your character will finally succumb to old age and die of natural causes.

Characters do not necessarily perish when a characteristic is reduced to 0 or they are completely devoid of skills or talents. They are reduced to simpletons instead. More than likely they will be left for dead or shuttered into an asylum for the rest of their days. Characters deace when they have less than 1 Wound on their profile.

If a starting character is found to have met or exceeded their lifespan before play begins, be a good sport and roll again for ageing effects.

No matter how old a starting character is, do not roll more than 3 times on the Effects of Ageing table during character generation, and every character should expect to have at least 5 or more years of natural lifespan (or long enough to complete your campaign).

D100	Effects of Ageing
01-07	Gain 1D2 Insanity Points
08-10	Gain 1D5 Insanity Points
11-12	Gain 1D10 Insanity Points
13-14	Lose 1 Fate Point, or no effect if only 1 remains
15-37	No effect
38-39	Roll on the Permanent Injuries table as palsy or other ailment strikes
40-43	Reduce Agility by 1D5%
44-47	Reduce all of your main profile characteristics by 1D2%
48-49	Reduce Attacks by 1, or no effect if already 1
50-53	Reduce Ballistic Skill by 1D5%
54-57	Reduce Fellowship by 1D5%
58-61	Reduce Intelligence by 1D5%
62-65	Reduce maximum lifespan by 1D5 years
66-67	Reduce Movement by 1, or no effect if already 0
68-71	Reduce Strength by 1D5%
72-75	Reduce Toughness by 1D5%
76-79	Reduce Weapon Skill by 1D5%
80-83	Reduce Willpower by 1D5%
84-88	Reduce Wounds by 1D2
89-90	Reduce Wounds by 1D5
91-96	Remove a skill or talent of your choice, or remove one level of skill mastery
97-98	Roll on the Insanities table (WFRP p.201)
99-100	Roll twice on the Permanent Injuries table you are wracked with disease

D100	Permanent Injuries
01-15	2 Insanity Points
16-30	Facial disfigurement (-10% Fellowship)
31-35	Hearing loss (-5% hearing-based Perception and Search tests)
36-40	Limp (may not run)
41-55	Missing finger (-3% Agility)
56-60	One arm or hand (-15% Agility)
61-65	One ear (-15% hearing-based Perception and Search tests)
66-70	One eye (-15% sight-based Perception and Search tests)
71-75	One leg (-1 Movement)
76-85	Vision loss (-5% sight-based Perception and Search tests)
86-95	Roll on the Insanities table (WFRP p.201)
96-100	Lose 1 Fate Point (unless already left with just 1 Fate Point)

Character	Ageing Effects Begin	Interval Between Rolls for Effects	Natural Lifespan
Dwarf	D100 plus 500 years	20 years	Ageing Effects Begin plus (D5 times 100) years
Elf	Never	Never	D1000 plus 1000 years
Halfling	(D10 times 5) plus 40 years	2 year	Ageing Effects Begin plus 6D10 years
Human	(D5 times 5) plus 25 years	1 year	Ageing Effects Begin plus 4D10 years
Magister	As per race	As per race times Magic characteristic	As per race times Magic characteristic

