

Old World Adventures – Career Compendium

Every Adventurer was someone before adventure found them. Some are almost adventurers already, like gruff mercenaries or noble Knight Errant. Others have adventure thrust upon them, brave Scribes, foolhardy Blacksmiths or even confused Beekeepers!

Basic Careers

A character's Starting Career is one of the most important choices a player can make. Their Starting Career determines what Skills the character knows, as well as his wealth and Starting Equipment.

Below is a large, but not inclusive, list of Careers a character can chose before his first adventure. Each Basic Career lists 3 Basic Skills which a character must master before they can move on to an Intermediate Career or switch to a different Basic Career. Once a Basic Skill is chosen, the character can use and benefit from it in game. Before then, it is just potential, the character can't use or benefit from it.

Each character begins with one of the three Basic Skills allowed by their Starting Career. The player may choose which of the 3 Basic Skills their character has already mastered.

Moving On – Intermediate Careers

When a character has picked all 3 of their Starting Career's Basic Skills, they may move on to a new Career. This can either be one of the Intermediate Careers which their Starting Career allows entry too, or a whole new Basic Career. Whatever the new Career, the player must spend 1 Experience point acquired from Crewing an adventure to switch to a new Career.

If the player chooses to move to a new Basic Career, they may spend their Experience Points to acquire the new Skills they have access to from their new Basic Career. If they already know one or more of these Skills, they don't need to buy them again, they can simply buy the final Skills required to complete the new Basic Career and move to another Career, either a further Basic Career or an Intermediate Career accessible from their current Basic Career.

Intermediate Careers have 4 further Skills to master before moving onto to the final Advanced Career. If the character already has one or more of these new Skills at Rank 1, they may stack this Skill to Rank 2 (assuming it is a Skill which has Ranks). If the character does not have a Stackable Skill provided by an Intermediate Career at Rank 1, then they may buy the Skill at Rank 1 from their Intermediate Career. They do not automatically gain the Skill at Rank 2 unless they already know it at Rank 1.

Advanced Careers

Once they have picked every Skill from their Intermediate Career, they may either move to an Advanced Career accessible from this Intermediate Career, or pick a new Basic Career.

To move to an Advanced Career, the character must often complete some sort of quest, challenge or requirement. In the campaign, there may only be 1 character, PC or NPC, in each Advanced Career at a time. This means that a character may need to replace, kill or persuade to move on the current representative of the Advanced Career they wish to take.

Advanced Careers follow the same pattern, allowing a potential stack of a Skill to Rank 3, assuming the character already knows the Skill at Rank 2. In addition, Advanced Careers often allow access to powerful unranked Skills.

Once a character has picked every Skill accessible from their Advanced Career, they must choose a new Basic Career. They have mastered their craft, and it is time for them to begin a new chapter.

Advanced careers will all have a career-defining ability. This will be agreed upon by the player and the Ref, once the career is achieved.

Specific Costume and Roleplay Requirements

You will notice as you browse the Career list that some Careers have an * by them.

These Careers have a specific Costume, Roleplay or both requirement before a player is allowed to choose that Career. They usually represent very iconic Warhammer Careers, or have a higher level of power that should be well represented.

Note that there are many Careers that require only the standard, high quality LRP costume to represent, only very specific Careers will have a greater costume focus.

The details of Specific Costume and Roleplay Requirements follow the Career lists.

Modifying a Career

There are a number of ways to alter a Career to make a character unique.

Racial Skills

A character's Race gives him one or more Skills on top of their Career. If you want to play a very tough Scribe, play a Dwarf. The Human *Wild Skill* Racial allows a Human character to pick any single Basic Skill from the list. Racial Skills **cannot** allow a Basic Skill to be stacked to Rank 2 as a starting character.

“My Father's Sword”

You just saved up £800, ordered a suit of Full Plate from a LARP supplier online, waited 7 months while they ignore your emails and it turned up out of the blue today all oily and new!

Oh. There doesn't seem to be a Starting Career that has Full Plate. Do you have to wait 6 months before your farmer character has made enough Gold Crowns to buy Full Plate in game?

No! By using the **“My Father's Sword”** rule, your character can start with any single item of Equipment he likes. However, you must choose one of your Starting Skills (including your racial Skills) to lose as a trade-off.

If the item in question is a Black Powder weapon, this will require the Ref's approval. This is because Black powder weapons are rare and we wish to maintain a fairly low level feel to the game, at least near the beginning of the campaign.

Equipment Swaps

A character can easily swap one piece of starting equipment for another with the Ref's approval. Want a Frog Wife with a spear instead of a staff? No problem!

Starting Career List

Career	Description	Skills	Equipment	Starting Gold Crowns	Career Exits
Apothecary	Apothecaries brew potions and poisons. They tend to be well respected in their communities, with a quiet under-the-counter trade with more dubious clientèle.	Potion Brewer Poisoner Snakes-Blood	Dagger Bag for herbs Sickle	10	Artisan Merchant Alchemist Murderer Physician
Baker	Why do Bakers become Adventurers? Because they Knead the Dough! *cough* Ahem. Bakers tend to be quite prosperous due to the high profit margin of their goods. In addition, they learn quite a lot about various rare herbs and spices that can be put to good use in Healing Drafts.	Trade – Baker Potion Brewer Iron Gut	Up to 5 Knives Club (Rolling Pin)	10	Artisan Merchant Alchemist
Barber-Surgeon	Barber-Surgeons are the closest things to a doctor that most people in The Empire are likely to see. They specialist in rudimentary medical care, the hated practice of Dentistry, and of course haircuts and shaving. Their knowledge of anatomy makes them more dangerous than they look.	Surgery Trade – Barber Backstab	Up to 5 Knives or Daggers Small Mirror Scissors Bandages	10	Physician Artisan Murderer
Bard	Bards travel The Old World, entertaining the locals for loose change and telling stories of adventure and heroism.	Entertainer Charmed Life Linguist	Sword Leather jack or Gambeson (Rank 1 armour) Lute or instrument	10	Cat Burglar Outlaw Chief Spy Merchant Murderer
Beekeeper	Beekeepers are secretive individuals, filled with rare and mysterious knowledge of Hive and Honey. They also tend to get stung a lot! This builds a natural immunity to poison, as well as a thick skin.	Trade – Apiarist Snake’s Blood Poisoner	Leather Jack (Rank 1 Armour) Club or Dagger	10	Artisan Merchant Alchemist
Blacksmith	Blacksmiths are skilled individuals who can work metal in a forge. They tend to be strong and tough.	Blacksmith Fortitude Evaluate	1 Handed Hammer – Tool Dagger	10	Artisan Merchant
Bounty Hunter	A Bounty Hunter tracks down individuals wanted by The Law. They are often paid more if they return the target alive to face justice, but sometimes dead is easier...	Tracking Alienist Fortitude	Sword or Axe Padded Armour (1) Rope or Irons Club or Cosh	10	Annoited Priest of Verena Ghost Walker Spy Vampire Hunter Veteran
Bowyer	Bowyer make bows and fletch arrows. They often test bows as they make them, and they are good shots as a consequence.	Bowyer/Fletcher Fortitude Evaluate	Bow and 12 Arrows Dagger	10	Targeteer Artisan Merchant
Cooper	Coopers make barrels. This makes them strong. They also sell barrels to Brewers. This makes them drunk.	Trade –Cooper Iron Gut Fortitude	1 Handed Axe – Tool Dagger	10	Artisan Merchant
Carpenter	Skilled woodworkers are always required to rebuild a village after the latest Orc rampage! They have a lot of stamina from years of hard, repetitive work and can soldier on after many bumps and cuts.	Evaluate Carpenter Fortitude	1 Handed Axe – Tool 2 Handed Axe – Tool.	10	Artisan Merchant

Cook	It takes a true artist to call oneself a Cook and nothing else. Cooks tend to have short tempers.	Trade – Cook Frenzy Iron Gut	Knives (Up to 5) Cleaver Club (Rolling Pin)	10	Artisan Merchant Murderer
Cutthroat	What is the difference between a Cutthroat and an Assassin? About 100 Gold Crowns a kill. Cutthroats are skilled murderers who make a good living from the deaths of others. They are usually considered to be evil, although a few Cutthroats pick their jobs with some sort of moral compass.	Backstab Poisoner Stealth	Up to 5 knives and Daggers Mask Light armour (Rank 1)	10	Murderer Alchemist Cat Burglar Outlaw Chief
Dunnykin Diver	“It’s a dirty job....and I’m stuck with it. Thanks.” Dunnykin Divers clean out cesspits and privies. They are usually immune to most diseases. Or dead.	Trade – Dunnykin Plague Survivor Iron Gut	Dagger or Club Stinking Clothes Peg (for nose)	10	Artisan Merchant Murderer Outlaw Chief
Engineer	A profession originally created by the Dwarfs, Engineering is now taught in the larger cities of The Old World. Engineers make complex mechanisms, allowing the construction of locks, clocks, crossbows and even the new and terrifying Black Powder Weapons.	Engineer Blacksmithing Evaluate	Crossbow and 12 bolts Hammer (1 handed – Tool) Dagger	5	Pistolier Artisan Duellist Hand Gunner Merchant Physician Spy
Estalian Diestro (Human Only)	The many fencing schools of Estalia attract regular pupils, teaching specific styles of fighting with all sorts of weapons. Some students travel north to The Old World, to test their skills against Imperial Nobles and other, more terrible, foes.	Evade Linguist Fortitude	Rapier or Foil Fine clothing Dagger and/or Buckler	5	Duellist Veteran Sergeant Spy
Fisherman	Skilled with nets, spears and rod and line, Fishermen have very fast reactions and are surprisingly good fighters when pressed.	Trade –Fisherman Evade Iron Gut	Spear (1 handed or 2 handed) Dagger	10	Artisan Merchant
Flagellant*	Flagellants are doomsday fanatics. They believe, (possibly correctly) that the end days are upon the world. Considering themselves already doomed, Flagellants hurl themselves against the forces of Chaos, hoping to martyr themselves in the service of Sigmar.	Fearless Frenzy Fortitude	Flail or Club (2 handed) <i>or</i> 2 Flails <i>or</i> Clubs Tatty robes Crazy eyes Big Book (Counts as Rank 2 or 3 Breastplate)	2	Flagellant Zealot Outlaw Chief Vampire Hunter
Frog Wife (Title applies to both men and women)	On the poorest outskirts of a village, the lowly Frog Wife delves in the mud and pools looking for frogs, toads, newts and leeches to sell to apothecaries or cooks. Desperate and often ostracised, adventure is sometimes an appealing doorway to a better life.	Tracking Snake’s Blood Iron Gut	Staff Soiled clothes Dagger	10	Merchant Murderer Outlaw Chief Spy
Guard	Guards are paid to keep the peace. They also try to solve crimes. Some are upright bastions of Justice. Most just want a quiet life, a small bribe and to not get stabbed. Please?	Alienist Fortitude Evaluate	Medium Armour (Rank 2) <i>or</i> Light armour (rank 1) and Breastplate (steel) (Rank3) Helm (Rank 3) Sword Club Whistle or Bell	2	Sergeant Hand Gunner Veteran Outlaw Chief Spy Serjeant at Arms

Grave Robber	Making a living from the grave goods of the recently buried is not only illegal, but in The Old World there is a fair chance the corpse you are robbing may object! Experienced Gravediggers are pretty fearless and good in a fight, often arming themselves with the cutting weapons required for orderly disposal of inconvenient Zombies.	Fearless Resist Magic OR Stealth Plague Survivor	1 <i>or</i> 2 handed Axe Light armour (Rank 1) Bandit mask Spade (LARP safe only on adventures please!)	5	Veteran Merchant Murderer Outlaw Chief Physician Vampire Hunter
Outlaw	Outlaws tread a dangerous path, since the penalty for robbery is death. Of course, they CREATE dangerous paths, at least for those with money to steal! They are masters of ambush.	Stealth Backstab Thievery	Sword <i>or</i> Axe <i>or</i> Mace Bow and 12 arrows. Light Armour (Rank 1) Dagger	5	Outlaw Chief Murderer Cat Burglar Duellist Ghost Walker Merchant Pistolier Targeteer Veteran
Hunter	Hunters roam the wilds and forests, tracking game. Skilled with a bow, Hunters are often called upon to hunt more dangerous game than Deer	Tracking Stealth Evade	Bow 12 Arrows Dagger Light Armour (Rank 1)	5	Ghost Walker Cat Burglar Merchant Murderer Outlaw Chief Targeteer
Knight Errant	Young Bretonnian Nobles are destined to grow up to be Knights. At 17, they are Knighted and sent out into the world to prove their valour and learn skill at arms. Knight Errant are almost all reckless, having never learnt the wisdom of experience.	Fearless Iron Clad Charmed Life	Light or medium armour (Rank 1 or 2) Helm (Rank 2 or 3) Sword <i>or</i> Mace Shield Dagger	2	Questing Knight Imperial Knight Veteran
Lay Priest*	A Lay Priest hasn't dedicated his worship to any one of the Deities of The Old World, and instead venerates them all equally. They travel the land, offering spiritual council and aid to those in need.	Minor Miracles – Create Food, Mend Fortitude Performer	Staff Robes Begging Bowl Dagger	10	Anointed Priest (pick any Deity) Flagellant Zealot Vampire Hunter Serjeant at Arms
Man at Arms	A Man at Arms is a soldier, paid and outfitted by the Elector Count of the Province they live in. They receive quite good training and equipment and a good amount of leave to be with their families. Then they get called to go and fight another war against other races usually much stronger/faster/tougher/crazier than they are. They are trained to overcome pain and fight to the end.	Iron Clad Fortitude Gambling	Sword <i>or</i> Mace Shield <i>or</i> Halberd Light or Medium armour (Rank 1 or 2) Helm (Rank 2 or 3) Dagger Tabard Dice or cards	2	Veteran Sergeant Hand Gunner Murderer Outlaw Chief Serjeant at Arms

Miner	A popular Dwarven profession, Mining in The Old World carries all the usual dangers of working underground, with the added horrors of Goblins, Skaven and other even worse creatures from the roots of the world.	Trade – Miner Fortitude Iron Gut	Hammer <i>or</i> Pick (2 Handed) Torch Helmet (Rank 2 or 3)	10	Artisan Merchant Veteran
Noble	Imperial Nobles who become Adventurers are often third or fourth sons, with no responsibilities to their family and little to do but drink, gamble and fight.	Evade Gambling Iron Gut	Rapier <i>or</i> Foil Great Sword <i>or</i> Long Sword Fine clothes	5	Cat Burglar Duellist Imperial Knight Merchant Murderer Pistolier Spy
Norse Berserker	Born in the harsh, cold land of Norsca, Norse Berzerkers are a little touched by Chaos, enough to make their frenzied battle style both terrifying and effective.	Frenzy Fortitude Evade	Two of Axe or Sword Warm clothing Light Armour (Rank 1)	5	Outlaw Chief Sergeant Veteran
Peasant Levey	Peasants in Bretonnia already have a pretty rough deal. Their Feudal Lords take huge taxes, leaving them literally dirt poor. Things can always get worse however. In times of war, Bretonnian peasants get conscripted to bolster the mounted Knights on the field of battle. Armed with poorly made Glaives, foot soldiers are usually outclassed. Those gifted with the Longbow however, are often deadly, since they are required by law to practice shooting every Sunday.	Trade – Farmer <i>or</i> Bowyer/fletcher Plague Survivor Iron Gut	Light Armour (Rank 1) Glaive <i>or</i> Longbow and 12 Arrows Dagger	5	Outlaw Chief Sergeant Targeteer Veteran
Pit Fighter	Pit Fighters fight to entertain. Huge wagers are placed on the lives of these often short-lived but charismatic warriors.	Fortitude Prize Fighting Evade	Helm (Rank 2 or 3) <i>Two of the below:</i> Sword, Axe, Mace, Shield, Two handed Axe, Two handed Hammer or 1 or 2 handed Spear.	5	Duellist Merchant Murderer Outlaw Chief Veteran

Initiate Of <> - *	Joining the Priesthood of one of the Gods of The Old World is a popular choice of both the Noble and Working Classes. Many Priests just pay lip service to their God, but some practically shine with faith and devotion. Different Gods favour different sorts of Priests. Below are listed the various Gods of The Old World, and the common Skills and Equipment of each.	<As per God> (Keywords are determined by the Priest's God)	<As per God>	<As per God>	Anointed Priest
<Manann>*	Manann is the God of the Seas. His Priests tend to be blunt and impartial, favouring practicality and humility against a world beyond the control of mere mortals.	Minor Miracles – Create Water, Illuminate Fortitude Iron Gut	Driftwood Cudgel <i>or</i> Spear <i>or</i> Staff Robes	10	Anointed Priest Veteran Serjeant at Arms
<Morr>*	Morr is the God of Death and Dreams. His Priests serve him by ensuring the natural order of life and death is maintained. Priests of Morr are severe, foreboding individuals who despise Necromancy and those who disturb those laid to their final rest.	Rites of Death - 1 use of the TURN Keyword Per encounter. Fortitude Resist Magic OR Charmed Life	Robes Mace <i>or</i> Flail Shield Helm (Rank 2 or 3)	5	Anointed Priest Serjeant at Arms Vampire Hunter Veteran

<Myrmidia>*	Myrmidia is the Goddess of Soldiers and Tactics. She is worshipped more in the southern countries of Tilea and Estalia than in The Empire, where Sigmar is held as the Warrior God. Her Priests value fitness, a keen mind and discipline over bravery or savagery.	Minor Miracles – Mend, Illuminate Evade Alienist	Medium Armour (Rank 2) Spear (1 Handed) and Shield <i>or</i> Spear (2 Handed)	2	Anointed Priest Duellist Serjeant at Arms Veteran
<Ranald>*	Ranald is the God of Good Fortune. His Priests are exciting, dare-devil individuals who place their very lives into the hands of The Lord of Luck. They are often quite wealthy since they have good fortune with cards and dice...	Minor Miracles – Deep Pocket, Guidance Evade Gambling	Daggers (2) Dice <i>or</i> Cards Light Armour (Rank 1)	10	Anointed Priest Cat Burglar Merchant Outlaw Chief Spy
<Shallya>*	Shallya is the Goddess of Healing and Mercy. Her Priests are reluctant to shed blood unless The Faith is threatened, but are some of the most powerful healers in The Empire.	Healing Hands – 1 Use of the HEAL Keyword per encounter. Surgery Potion Brewer	Staff Robes	10	Anointed Priest Alchemist Physician

<Sigmar>*	The patron God of The Empire, Sigmar was once a mortal barbarian hero who united the tribes of men against the Orcs of the Worlds Edge Mountains. Sigmar is a Warrior God and his Priests are expected to be warriors too. Priests of Sigmar train their skill at arms with devotional fervour.	Minor Miracles – Mend, Illuminate Fortitude Resist Chaos	Medium Armour (Rank 2) Warhammer (1 handed) and Shield <i>or</i> Warhammer (2 Handed) <i>or</i> 2 Warhammers	2	Anointed Priest Imperial Knight Serjeant at Arms Vampire Hunter Veteran
<Taal and Rhya>*	The Husband God Taal and his Wife Rhya are the nature Gods of The Old World. Their Priests are tasked with protecting vast swathes of land from any threats to its natural growth and prosperity. They find it easy to befriend animals, harbouring a special hatred for the twisted Beastmen of Chaos.	Minor Miracles – Create Food, Create Water Tracking Potion Brewer	Staff <i>or</i> Cudgel and Shield Light Armour (Rank 1)	5	Anointed Priest Alchemist Ghost Walker
<Ulric>*	The wolf God of Battle and Winter, Ulric worship is more popular the further north you travel. He is a harsh God of glorious, undisciplined battle and terrible cold that tests the stoutest heart. His Priests are both raucous and loud, headstrong and savage.	Minor Miracles – Mend, Guidance Fortitude Frenzy	2 Handed hammer, mace <i>or</i> sword Medium Armour (Rank 2)	2	Anointed Priest Imperial Knight (White Wolf) Serjeant at Arms Veteran
<Verena>*	Verena is the Goddess of Learning and Justice. Her priests often serve their communities as Judges, deciding simple disputes like who owns which pig, or more dramatic decisions including sentencing a criminal to death.	Minor Miracles – Guidance, Detect Magic Alienist Evaluate	Staff <i>or</i> Sword Robes	10	Anointed Priest Duellist Serjeant at Arms Vampire Hunter

Rat Catcher	A dangerous but lucrative profession, most cities offer a small payment for each rat tail handed in to the local bursar. Sewers and canals are dangerous places and some still whisper of giant rats or even ones who walk and talk like men....	Plague Survivor Poisoner Fortitude	Rat Stik (Club) Dagger Lantern Dirty clothes	10	Alchemist Merchant Murderer Spy Veteran
Runesmith* (Dwarf only)	Despite being an inherently non-magical race, Dwarfs have found their own way to use The Winds of Magic. They forge Runes, which wrap and shape Magical power in very specific ways. By using Rune Stones, a Dwarven Runesmith can repair weapons and armour, fortify steel or flesh and even bring the wrath of the forge down upon their enemies. Runesmithing looks a lot like Hedge Magic to a layman, as the dwarf in question draws a Rune Stone from a pouch and commands it's power with a loud voice and a blow from their hammer.	Rune Carving (2 from: Guidance, Illuminate, Mend) Rune Smithing Engineering	Hammer (1 Handed) Pouch of Runestones Light Armour (Rank 1)	5	Artisan Hand Gunner Merchant Physician Pistolier Veteran Runesmith Adept
Scout	Scouts are employed by armies or war bands to move ahead of the front lines and report on enemy movements and numbers. They are solitary, independent individuals with a lot of nerve. Contrary to popular belief, Scouts rarely carry a ranged weapon, as actually engaging in combat implies that something has gone really wrong.	Stealth Tracking Evade	Light armour (Rank 1) Short sword <i>or</i> Hand Axe Dagger Good Boots	5	Cat Burglar Duellist Ghost Walker Hand Gunner Murderer Outlaw Chief Pistolier Sergeant Spy Targeteer Veteran
Scribe	Scribes can read and write, in itself a rare skill, often in demand. Scribes sometimes get lured into adventuring life after reading one too many enthusiastic accounts of adventurers long dead.	Trade – Scribe Linguist Fearless	Dagger Quill and Ink Parchment Keenness Nice clothes soon to be ruined	10	Artisan Cat Burglar Merchant Physician Spy
Sell Sword	Sell Swords are almost adventures already, fighting for coin rather than a cause. Fighting for money has a steep learning curve, most Sell Swords who have lived long enough to earn the name have usually acquired a decent set of weapons and armour and enough scars to drink for free for years.	Fortitude Evade Prize Fighting	Sword <i>or</i> Axe Light or Medium Armour (Rank 1 or 2) Shield <i>or</i> Second Sword <i>or</i> Axe	2	Duellist Hand Gunner Merchant Murderer Outlaw Chief Sergeant Spy Targeteer Veteran
Shepherd	Shepherding in The Old World is a surprisingly dangerous lifestyle. Roaming packs of wolves, cunning goblins or hungry Beastmen all want to make a meal of their flock and the Shepherd besides! Shepherds are hardy and usually skilled in using the long Staves they carry to see off more than the occasional irate Ram.	Trade – Shepherd Fortitude Tracking	Staff Light Armour (Rank 1)	10	Artisan Ghost Watcher Merchant Outlaw Chief

Squire	Squires are young, often of noble birth, and on the path to become Knights. They help tend to horses and armour, and do what they can to learn the ways of combat from more experienced warriors.	Fortitude Trade - Squire Iron Clad	Light or Medium Armour (Rank 1 or 2) Spear Sword Shield	2	Imperial Knight Outlaw Chief Pistolier Sergeant Veteran
Tanner	Tanner cure leather, a repulsive and smelly process. Leather is very useful, so Tanners are always appreciated, as long as they stay way over there!	Leather Worker Iron Gut Plague Survivor	Leather Armour (Rank 1 or 2) Club Dagger	5	Artisan Merchant
Cutpurse	I'm sure "Rogue" sounds more glamorous, but most people see cutpurses as the lowest of the low. Thievery is about the fourth oldest profession and people have had a long time to get really good at it! Cutpurses are often drawn to adventurer's lifestyle as a good way to avoid the authorities or simply the temptation of even more riches.	Evade Thievery Stealth	Daggers (up to 5) Light Armour (Rank 1) Mask	5	Cat Burglar Ghost Watcher Merchant Murderer Outlaw Chief Spy
Slayer* (Slayer Dwarf Only)	A peculiar facet of Dwarven culture, Slayers are (usually young) Dwarfs who have suffered some personal crisis, often a blow to their pride. Some are spurned by a lover, or feel responsible for the death of a loved one. Whatever the motivation, these Dwarfs believe that their only option is to die an honourable death in battle. They remove their well-forged armour, dye their hair and beards bright orange and head into the world to find the deadliest creatures they can to give them the Good Death they desire.	Fearless Evade Fortitude	1 Axe (2 handed) 2 Axes (1 handed) Up to 4 Axes (Throwing) Orange hair dye Crazy glint in eyes. Blue Woad Tattoos	5	Troll Slayer (Dwarf Slayer only)
War Dancer* (Wood Elf Only)	In the mysterious forests of the Wood Elves, some elves are called to become War Dancers. They learn the dances that tell the sagas of the Gods of the Elves, weaving a story with motion and song. In times of war, War Dancers weave the Dance of Destruction, cutting their enemies like a storm of razor sharp leaves. War Dancers sometimes go into the world to learn new tales to dance to their Elven kin. War Dancers wear no armour, covering their bodies in protective war paint.	Evade Performer Resist Magic OR Resist Chaos	Sword <i>or</i> Spear (2 handed) <i>or</i> 2 x Sword (1 handed) <i>or</i> Spear (1 handed) Woad Tattoos	5	Duellist Veteran War Dancer Harlequin

Wise Woman / Village Elder	<p>“There are two things you should know about the Wise Woman...”</p> <p>Many villages in The Old World are lucky enough to have someone who has lived a good few years and picked up lots of useful knowledge. Things like how to deliver a breached child, or save a woodsman’s leg when his axe slips. They tend to create an air of mystery around themselves and are treated with respect because most villagers know that knowledge is power.</p>	<p>Alienist Surgery Potion Brewer</p>	<p>Staff Ragged Robes Dagger</p>	15	<p>Alchemist Merchant Outlaw Chief Physician</p>
Witch/Warlock – Apprentice*	<p>The power of the Winds of Magic that blow across The Old World is extremely dangerous. By meddling with such power, an individual not only risks their life, but also their soul. Magic in The Empire is sanctioned only for the use of the Eight Colleges of Magic in Altdorf. All other practitioners who dabble in the undisciplined Tradition of Hedge Magic are labelled “Witch” or “Warlock”. They are usually feared, shunned and even hunted by the fanatical Witch Hunters of Sigmar. Many villagers know however, that the Witch who lives in the woods may be the only person who can save a dying child, or see off an unholy threat from the wilderness. Local Witches often get quiet support from their nearest village, such as food, clothes and castoffs, just in case their potent Hedge Magic is one day needed.</p>	<p>Catrips (Any 2) Hedge Magic</p> <p>Potion Brewer <i>or</i> Poisoner</p> <p>Alienist <i>or</i> Charmed Life</p>	<p>Staff Dagger Tattered Clothes Pouches with many weird items inside</p>	5	<p>Alchemist Physician Witch/Warlock – Adept Witch/Warlock – Necromancer Witch/Warlock - Cultist</p>
Puritan*	<p>Puritans are Witch Hunters in training. The feared Witch Hunters are driven to seek out and destroy (usually with fire) any supernatural threat to The Empire. They hunt Witches (duh), Undead and the servants of The Ruinous Powers. Some Witch Hunters are truly fanatical, holding unfair trials and burning even innocent victims who in truth have no magic powers at all. Other, more radical Witch Hunters, realise the benefit of having Magical support from a Witch or Warlock, working together for the common good. A Witch working with a Puritan should be aware that the Puritan has one eye on them, looking for any sign of corruption...</p>	<p>Fearless Alienist Resist Chaos</p>	<p>Light Armour (Rank 1) Sword <i>or</i> Hammer Torch and Flint and Steel Iron Stake Dagger</p>	5	<p>Duellist Murderer Spy Vampire Hunter Veteran</p>

Additional Starting Careers

There are of course many more Careers than have been listed above. If a player has an idea that isn't met by one of the existing Starting Careers, they should ask the Ref. between them they should be able to create a Starting Career that fits a particular concept.

Intermediate Career List

Career	Description	Skills	Career Exits
Alchemist	Alchemists begin to learn mysteries that are close to true magic, brewing potions and poisons both complicated and potent.	Potion Brewer Snakes Blood Poisoner Iron Gut	Explorer Guild Master Philosopher
Anointed Priest of <>*	Anointed Priests have made progress on the path of a servant of a God, wielding significant Divine powers and speaking on behalf of their church in local matters.	<As per God>	High Priest of <>
<Manann>*		Miracle Worker (Disease, Might, Retch) Fortitude Plague Survivor	Explorer High Priest of Manann
<Morr>*		Miracle Worker (Turn, Fear, Sleep) Plague Survivor Resist Magic OR Resist Chaos	High Priest of Morr
<Myrmidia>*		Miracle Worker (Blind, Smite, Vorpal) Shield Fighter Armoured Casting	Captain High Priest of Myrmidia
<Ranald>*		Miracle Worker (Bless, Blind, Rise) Evade Charmed Life	Explorer High Priest of Ranald
<Shallya>*		Miracle Worker (Rise, Heal, Sleep) Surgery Potion Brewer	Doctor High Priest of Shallya
<Sigmar>*		Miracle Worker (Rise, Empower, Bless) Fortitude Armoured Casting	High Priest of Sigmar Templar of Sigmar Warlord Witch Hunter
<Taal and Rhya>*		Miracle Worker (Might, Entangle, Rise) Tracking Snakes Blood	Explorer High Priest of Taal and Rhya
<Ulric>*		Miracle Worker (Smite, Might, Empower) Grudge Born Fury (Chaos) Fortitude	High Priest of Ulric Templar of Ulric Warlord

<Verena>*		Miracle Worker (Blind, Circle, Vorpal) Alienist Fearless	High Priest of Verena
Arena Fighter	An arena fighter has progressed from the lowly pits to large arenas with large crowds. As much entertainer as fighter, arena fighters must learn to carry on fighting with their blood flowing from several wounds.	Fortitude Second Wind High Pain Threshold Evade	Champion Fencing Master Gladiator Warlord
Artisan	An Artisan specialises in their trade, learning advanced techniques on their way to becoming a master of their craft. They are disciplined and hard-working, willing to go to great lengths to improve their skills.	2 from the list below: Blacksmith, Carpenter, Bowyer/fletcher, Leather Worker, Engineer, Trade (any) Haggler Evaluate	Explorer Guild Master Master Craftsman
Cat Burglar	Experienced Cutpurses often progress to becoming Cat Burglars, masters of breaking and entering and second story theft. They are quick and quiet, just like their namesakes.	Stealth Evade Thievery Evaluate	Thief Spymaster
Duellist	Duellists fight in formal duels for honour or judicial purposes. Duels can be fought with any weapon, but Rapier and Foil, as well as the new Black Powder Pistol, are popular choices in The Empire.	Evade Second Wind High Pain Threshold Fortitude	Champion Fencing Master Gladiator Highwayman
Flagellant Zealot*	Either very successful or very Unsuccessful depending on your point of view, Flagellant Zealots have fought the creatures of chaos with nothing but a flail and a wild stare for a while and still aren't dead. They believe themselves to be the chosen of the Gods, and fight with reckless abandon.	Resist Chaos Second Wind Fortitude High Pain Threshold	Redemptionist Warlord Witch Hunter
Ghost Walker	Master hunters or bow wielding warriors are often described as Ghost Walkers. Masters of stealth, they melt into the forest, a swift arrow the only clue to their presence.	Stealth Tracking Grudge Born Fury (Beastmen or Greenskins) Evade	Marksman Ranger Waywatcher
Troll Slayer* (Dwarf Troll Slayer only)	Troll Slayers have been fighting for a while and still haven't found the death they seek. They are deadly, angry and more often than not, drunk.	Evade Iron Gut Fortitude Grudge Born Fury (Player's choice)	Daemon Slayer
Hand Gunner*	Hand Gunners are soldiers who have been trained in the use of the new Black Powder Musket. It is a complex weapon, and expensive, so only the best Imperial soldiers are chosen to wield them.	Rapid Reload Fearless Fortitude Engineer	Captain Marksman Rifleman
Imperial Knight*	Imperial Knights belong to one of the Knightly Orders of The Empire, Including The Knights Panther, The Reiksgard, The Order of the Blazing Sun and The Knights of The White Wolf.	Fortitude Iron Clad Shield Fighter Prize Fighting - Jousting	Champion Master of a Knightly Order Warlord
Merchant	Merchants make money. They also like to keep it, and are often surprisingly good fighters.	Haggler Second Wind Evade Linguist	Explorer Guild Master Spymaster
Murderer	Professional Murderers are close to earning the title "Assassin". They are also one mistake from earning the title "Condemned".	Backstab Evade Poisoner Stealth	Assassin Thief Spymaster
Outlaw Chief	Outlaw Chiefs are the best amongst the worst. Leading a lawless band takes a strong personality and a stronger arm.	Strong Evade High Pain Threshold Fortitude	Champion Gladiator Highwayman Warlord Ranger

Physician	Physicians are accomplished surgeons and actually have a chance of healing a serious wound without magic. They are often disdainful of the supernatural, trusting the new religion of science.	Surgery Fearless Iron Gut Backstab	Explorer Doctor
Pistolier*	Pistoliers are brave, headstrong skirmishers who have mastered the new black powder pistol in warfare.	Evade Rapid Reload Engineer Fearless	Captain Marksman Rifleman
Questing Knight* (Human Only)	A Bretonnian Knight will sometimes be driven to seek out The Lady of the Lake and her Grail. This is known as The Quest, as the Knight puts aside his lance and begins his journey to fight evil and drink from The Grail to become a legendary Grail Knight. Already, the magic of The Lady begins to work, cloaking them in an invisible protection to ward off evil sorcery.	Fortitude Iron Clad Resist Magic OR Charmed Life Minor Miracles – Create Food, Mend	Grail Knight Warlord
Runesmith Adept*	Runesmith Adepts have mastered all the basic Dwarven Runes of power, and begin to learn the older, more potent ones. They are gruff, singed and stern, but usually fair.	Rune Smithing Engineer Fortitude	Master Craftsman Rune Lord
Sergeant	Sergeants are no-nonsense soldiers with experience under their dented armour. They are tough, determined and often good leaders, and are all masters of intimidation.	Fortitude High Pain Threshold Fearless Second Wind	Captain Warlord
Serjeant at Arms	Serjeants at Arms are the muscle of the temples to those deities who are of a more martial bent; custodians, bodyguards and Templars in training. Seasoned, devout warriors who are striving to prove their worthiness to join the ranks of the Templar order.	Fortitude High Pain Threshold Fearless Iron Clad	Templar Captain
Spy	Spies find and sell secrets. They are cunning, skilled and run the gamut from loyal patriot to despicable lone agent.	Linguist Stealth Backstab Thievery	Assassin Thief Spymaster
Targeteer	Targeteers are professional sharp-shooters, earning money from tournaments and competitions.	Prize Fighting Evade Strong Bowyer/fletcher	Highwayman Marksman Ranger
Vampire Hunter*	Vampire Hunters are near to becoming Witch Hunters, earning their station by hunting and killing specific threats to The Empire before moving on to a full Witch Hunters responsibilities. They are driven and deadly, some corrupt, some fanatical.	Alienist Resist Chaos Evade High Pain Threshold	Explorer Highwayman Redemptionist Witch Hunter Ranger
Veteran	Veterans are warriors who have survived lots of combat. They begin to learn the secret, unteachable tricks of real fights, add scars on top of scars and horrors that require much drink to quiet.	Fortitude Evade Iron Clad Shield Fighter	Champion Gladiator Warlord
War Dancer Harlequin* (Wood Elf Only)	War Dancer Harlequins take the starring roles in War Dancer performances. In battle, they are avatars of war, leads in a story of destruction that falls upon their foes.	Evade Resist Magic OR Resist Chaos Grudge Born Fury – Beastmen Lightning Reflexes	Warlord War Dancer Troupe Master
Witch/Warlock – Adept*	Adepts of Hedge Magic command powerful spells that can be used for good or ill. Witches and warlocks are often well respected and kept as a precious secret by their communities, their magic a comfort when darkness calls.	Hedge Magic Potion Brewer <i>or</i> Alienist Resist Chaos	The Witch/Warlock Philosopher
Witch/Warlock – Necromancer*	Some Hedge Magic users turn to the dark powers of Necromancy, which offers eternal life and power over death. More often however, it offers a slow death at the hands of a Witch Hunter.	Hedge Magic Dark Magic Fearless	Lich Lord
Witch/Warlock – Cultist*	Cultists begin to contact, make packs with, and become corrupted by the Powers of Chaos. This path will inevitably lead to damnation, but along that path lies great power. Learning to work dark magic whilst wearing despoiled armour is but one gift that Daemons use to tempt a warlock to the darkness.	Hedge Magic Dark Magic Armoured Casting	Daemonologist Redemptionist

Advanced Careers

Career	Description	Skills
Assassin	Many aspire, but only one can truly be called The Assassin. Silent, deadly and expensive, the Assassin is a master of the kill.	Dagger Master Nerve Strike Evade Poisoner Stealth Deadly Throw Lightning Reflexes
Captain	The Captain leads the local soldiers. He is brave, tough and often loved by his men. His skills are equal to any foe, and his heart never falters in the face of battle.	Sword Master Polearm Master Fearless Fortitude Evade Second Wind
Champion	The Champion is a master of all weapons and a deadly warrior. They are often called upon to fight Trials by Combat for others, are regularly called out in duels and are usually at the forefront of important battles.	Evade Fortitude Axe Master Sword Master Percussion Master Polearm Master
Explorer	The Explorer is at the very pinnacle of the true adventurer, the first to a new land, the first to discover a new terror, the first to find a vast treasure. The Explorer has mastered every skill required in a life of adventure.	Evade Fortitude Tracking Resist Chaos Second Wind Linguist
Daemonologist*	The Daemonologist has uncovered the vile spells required to summon the Daemons of Chaos to serve his whims. Daemonology is the most dangerous of Magics, but no one can deny its potency.	Hedge Magic Fortitude Second Wind Strong High Pain Threshold
Daemon Slayer* (Dwarf Only)	The mightiest of Slayers, The Daemon Slayer despairs that he may never meet a foe who can bring him the sweet release of death in battle.	Axe Master Fortitude Evade Strong Knee Breaker High Pain Threshold
Doctor	The Doctor is a master of the new science of "Medicine". Able to fix a man without magic, his new found school of "Surgery" is rising in popularity as the fear of Chaos in The Old World grows. His knowledge of the human anatomy makes him as capable killer as he is a healer, and he always has a few sharp blades about his person.	Surgery Potion Brewer Knee Breaker Dagger Master Master Haggler Nerve Strike
Fencing Master	The Fencing Master is the true master of the Rapier, the Foil and the Sword. With hundreds of duels under his belt, and a whole new style of fencing that bears his name, The Fencing Master lives to prove his style is the pinnacle of the art of the sword.	Evade Sword Master Fencing Master Blind Fighting Nerve Strike Dagger Master Lightning Reflexes

Gladiator	The Gladiator fights for the roar of the crowd. Strong, tough and charismatic, he has the skill to keep a fight going till the crowd cry out for blood, then cheer for more as he takes another victory.	Fortitude Performer Evade Sword Master Axe Master Knee Breaker
Grail Knight* (Human Only)	The Grail Knight has drunk from The Grail and met The Lady of the Lake. Magically protected, this paragon of chivalry confronts all evil with sword in hand and honour in his heart.	Sword Master Iron Clad Resist Magic OR Resist Chaos Fortitude Miracle Worker (Heal, Purge, Cure)
Master of a Knightly Order* (Human Only)	There is one Master for each of the Knightly Orders in each area of The Empire. Brave, honourable and an expert in armoured combat, The Master leads other Knights in battle, or faces grave threats alone, armour shining bright.	Fortitude Sword Master Percussion Master Polearm Master Iron Clad Fearless
Guild Master	The Guild Master is the ultimate trader, silver tongued and gold laden. He knows many trades, brokers many deals, and knows how to wield gold as The Champion wields his axe.	3 from the list below: Blacksmith, Carpenter, Bowyer/fletcher, Leather Worker, Engineer, Trade Master Trader Master Haggler Second Wind
High Priest of <>*	There can be only one High Priest for each of the Gods of The Old World. He is the ultimate authority for his deity in the province, answerable to no one but the Grand Theogonist of his Order and his God.	<As per God>
<Manann>*		Miracle Worker (Intervention, Avatar, Smite) Fortitude Polearm Master Weapon Breaker Strong
<Morr>*		Miracle Worker (Turn (Second use), Intervention, Avatar) Fortitude Resist Magic OR Resist Chaos Percussion Master Second Wind
<Myrmidia>*		Miracle Worker (Intervention, Avatar, Empower) Evade Polearm master Blind Fighting Nerve Strike

<Ranald>*		Miracle Worker (Intervention, Avatar, Time Freeze) Evade Gambling Dagger Master Blind Fighting
<Shallya>*		Miracle Worker (Intervention, Avatar, Rise (second use)) Surgery Potion Brewer Second Wind Nerve Strike
<Sigmar>*		Miracle Worker (Intervention, Avatar, Smite) Percussion Master Fortitude Grudge Born Fury (Greenskins) Resist Chaos
<Taal and Rhya>*		Miracle Worker (Intervention, Avatar, Invisibility) Tracking Potion Brewer Frenzy Strong
<Ulric>*		Miracle Worker (Intervention, Avatar, Empower (second Use)) Strong Fortitude Percussion Master Frenzy
<Verena>*		Miracle Worker (Intervention, Avatar, Time Freeze) Alienist Blind Fighting Fortitude Polearm Mastery
Highwayman	The Highwayman is the ultimate Outlaw. Charismatic, cunning and as at home in the wilds as in a darkened tavern. He may use the powerful Black Powder Pistol for an intimidating tool as he shouts the dreaded words “Stand and Deliver, your money or your life!”	Rapid Reload Evade Tracking Stealth Sure Shot Fearless
Lich Lord*	The power of Necromancy is vile, but it is certainly great. The Lich Lord has mastery over Undeath, indeed, is on his way to that dark state himself. Now all but the most powerful Witch Hunters fear HIM, and his undead servants begin to carve him out a black, silent, Empire of his own.	Hedge Magic Fortitude Second Wind Resist Chaos High Pain Threshold

Marksman	The Marksman is simply the best shot around. However he earned the title, The Marksman is as good as his name, with anything that can strike a target from a distance.	Sure Shot Nerve Strike Deadly Throw Rapid Reload Evade Strong
Master Craftsman	There can be one Master Craftsman for each Profession. In that field, they are simply the best; their items fetching vast prices and their weapons deadly works of art.	3 from the list below: Blacksmith, Carpenter, Bowyer/fletcher, Leather Worker, Engineer, Trade (any) Second Wind Master Trader Master Hagglor
Philosopher	The Philosopher is the master alchemist, who has dug deep into the secrets of alchemy and learned the power of the Panacea and the Philosopher's Stone.	Potion Brewer Poisoner Gambling (Lead into Gold) Fortitude Master Trader Second Wind
Thief	The Thief is the Duke of burglary, the Count of the picked pocket and the Lord of the heist. Quiet as a mouse, cunning as a fox and always three steps ahead of the guards.	Thievery Stealth Evade Deadly Throw Blind Fighting Master Trader
Ranger	The Ranger is the ultimate woodsman. Only Elves can hope to best his affinity with the wilds or his skill with a bow. He is one with the land, and a deadly foe to those who would bring it harm.	Stealth Tracking Sure Shot Evade Fortitude Knee Breaker
Redemptionist*	The Redemptionist is the most stalwart, the craziest, and the most fanatical of all fanatics, the ultimate Flagellant. His rage against Chaos is vast, his power enormous. But is he so close to the Chaos he despises that he nearly belongs to the Blood God himself?	Fortitude Strong Percussion Master Grudge Born Fury (Chaos) Miracle Worker (Empower, Fortify, Bless)
Rifleman*	The Rifleman has mastered the musket, and developed the deadly Rifle, a weapon only a handful of Men know how to use effectively. With a crack of Black Powder, another foe of The Empire falls dead, far out of range of its primitive bow.	Sure Shot Engineer Fortitude Second Wind Stealth Iron Gut
Rune Lord* (Dwarf Only)	The Rune Lord is the master of Dwarven Runes, wielding the oldest, most potent of Runic magic. He is also a master of metals and the forge, and can create the mysterious Cannon or even the dreaded Organ Gun.	Rune Smithing Blacksmith Engineer Fortitude Strong
Spymaster	The Spymaster is an expert in intelligence, manipulation and politics. He is quiet, cunning and sly, ready to use the secrets he knows to break Empires and depose Kings.	Stealth Thievery Nerve Strike High Pain Threshold Evade Deadly Throw

Templar of <>*	There can be one Templar for each of The Gods of The Old World. Part Knight, part holy warrior, Templars were once Priests who have chosen to worship their Gods on the field of battle, with steel in equal measure to faith.	Sword Master or Axe Master or Percussion Master or Polearm Master (As appropriate) Fortitude Iron Clad High Pain Threshold Second Wind Shield Master Miracle Worker (1 – depending on Deity)
The Witch/Warlock*	There is a marked difference between A Witch and THE Witch. The Witch is the Hedge Magic User that everyone knows. They are very powerful, have avoided the temptations of Chaos, and are a well-kept secret that the community hold dear. No one can threaten The Witch without a hard and fast response from the people who love her so well.	Hedge Magic Alienist Potion Brewer Resist Chaos Fortitude
Warlord	The Warlord is a mighty warrior, leading massed troops into the jaws of death. He lacks the discipline of The Captain, making up for it with fearsome strength and savage charges.	Fortitude Fearless Strong Axe Master Frenzy Shield Master
War Dancer Troupe Master* (Wood Elf only)	The Troupe Master is the best, and most deadly, of his Troupe. He knows every dance, from the Dance of Blades to the Weaving Death. His skills are beyond reckoning, his movements beyond elegance. He is Lord of the Dance, and will dance the Ballet of Woe for his enemies.	Evade Sword Master Polearm Master Blind Fighting Nerve Strike Resist Magic OR Resist Chaos
Waywatcher (Wood Elf Only)	The Waywatcher is the most skilled of the Wood Elven archers, as much a part of Athel Loren as the trees. He is a shadow of death, the perfect shot. His is the wood, and his the choice of life or death for all who step into it.	Stealth Tracking Sure Shot Knee Breaker Blind Fighting Nerve Strike
Witch Hunter*	The Witch Hunter is an unflinching foe of Chaos and sorcery. Noble or corrupt, The Witch Hunter knows that the ends justify the means.	Resist Chaos Alienist Fortitude Miracle Worker (Turn, Agony, Fear) Sword Master Lightning Reflexes

Specific Costume and Roleplay Requirements

As mentioned above, some Careers have specific costume and roleplay requirements that must be met before a player can play such a character.

This is in part to raise the level of the club's aesthetic value, and in part to prevent power gaming; that is choosing a Career type as a system benefit as opposed to a genuine desire to portray such a character.

In all cases of a Costume or Roleplay requirements, we will not demand the expenditure of a large amount of money to meet them. Most costume items and props can be made at home, and club members can offer many suggestions of how to manage the requirements on a budget.

In regards to the quality of Roleplaying required for certain characters, this will also be made as simple as possible so that new players can also enjoy these unusual roles.

The Careers that require specific requirements are listed below in the order that they appear in the above lists.

Flagellant/Flagellant Zealot/Redemptionist

Flagellants are maniacal religious fanatics. They believe that the End of Days is soon upon the world. They believe they are already doomed, and the best way to achieve eternal salvation is to die fighting the enemies of Sigmar and The Empire.

Costume

A Flagellant costume must include:

- Ragged robes, often made from sacking or other cheap cloth.
- Some sort of Sigmarite iconography, such as a medallion, book, holy symbol or scrolls
- Ideally a LRP safe Flail weapon, of failing that, a club or agricultural implement.

Roleplay

The Flagellant should preach about the coming apocalypse, and should suitably represent their religious frenzies with frothing mouths and wild eyes.

Lay Priest

A Lay Priest is an all-round worshiper of The Gods of The Empire. They wander the lands, helping the common man with their spiritual problems and providing charity if they can. They are usually poor, spending all their spare funds on helping others.

Costume

A Lay Priest costume must include:

- A Generic Holy Symbol, such as an amulet, book or medallion. The symbol should be non specific, like a sun, cross or other celestial object.

Roleplay

The character should be altruistic, then adapt their roleplay towards a specific deity as they progress towards their Intermediate Career. The quality of the rituals they use to work their two Cantrips should be high and dramatic.

Initiate/Anointed Priest/High Priest of Manann

A Priest of Manann worships the God of the Seas. They are practical, impartial individuals with a world view biased by the uncaring nature of their Deity. Like the Sea, Manann is fickle and sometimes cruel.

Priests of Manann expect the ocean to provide. They fight with weapons associated with fishing or the ocean, and wear clothing with a nautical flavour. The more powerful and important the Priest, the more extreme the costume and dedication to his Deity's whims.

Costume

A Priest of Manann's costume must include:

- A Holy Symbol in the form of an amulet, book or orb. Manann's Symbols are a crashing wave or a Crown with the ocean behind it.
- A Spear, driftwood club or Trident.
- Colours including blue, grey, green and washed out, faded cloth.
- The means to carry water for use as Holy Water.

Roleplay

The character should:

- Avoid and chastise the waste of water, such as spitting or spilling.
- Cleanse wounds and areas of defiled lands with water.
- Bless any fishermen, Boaters and sailors.

Initiate/Anointed Priest/High Priest of Morr

A Priest of Morr worships the God of Death and Dreams. They are solemn, serious individuals who despise necromancy and seek to maintain dignity for the dead. Morr expects his Priests to defend graveyards and to lay any human to rest with the correct ritual. The more powerful and important the Priest, the more extreme the costume and dedication to his Deity's whims.

Costume

A Priest of Morr's costume must include:

- A Holy Symbol in the form of an amulet, book or orb. Morr's Symbols are a Raven or A Skull.
- A Mace, Flail, Scythe or Staff
- Colours including black and/or purple
- The means to carry water for use as Holy Water.
- The means to carry silver coins to place on the eyes of the dead

Roleplay

The character should:

- React with violence towards attempts of Necromancy
- Cleanse burial sites with Holy Water
- Place silver coins on the eyes and cross the arms of any slain Human, friend or foe.
- Cover their faces with a mask or deep hood.

Initiate/Anointed Priest/High Priest of Myrmedia

A Priest of Myrmedia worships the Goddess of Tactics and War. They are driven, intelligent individuals who favour a tactical, planned approach to combat. Myrmedia holds personal honour in high regard, and expects her Priests to act with courage and discipline. The more powerful and important the Priest, the more extreme the costume and dedication to his Deity's whims.

Costume

A Priest of Myrmedia's costume must include:

- A Holy Symbol in the form of an amulet, book or orb. Myrmedia's Symbols are a Spear over a Shield, or a simple Spear.
- A Spear, or Spear and Shield.
- Colours including White, decorated with blue or red.
- The means to carry water for use as Holy Water.
- The means to carry rope or manacles to capture prisoners of war.

Roleplay

The character should:

- Behave with honour and dignity at all times.
- Always accept an honest surrender.
- Keep your word when given freely.
- Encourage tactical fighting and organise formations of fighters.

Initiate/Anointed Priest/High Priest of Ranald

A Priest of Ranald worships the God of tricksters, luck and thieves. They are cunning, good humoured individuals who favour a reckless approach to life and combat. Ranald holds faith in blind luck in high regard, and expects his Priests to trust their luck over judgement. The more powerful and important the Priest, the more extreme the costume and dedication to his Deity's whims.

Costume

A Priest of Ranald's costume must include:

- A Holy Symbol in the form of an amulet, book or orb. Ranald's Symbols are a hand with crossed fingers or coins.
- A dagger or two upon their person.
- Clothes that allow easy movement (and a quick getaway!).
- The means to carry water for use as Holy Water.
- Dice, cards or some other form of gaming item.

Roleplay

The character should:

- Behave recklessly, trusting their luck.
- Always help a thief in evading the law.
- Make decisions by flipping a coin.
- Donate 1 coin in 10 they gain to the Temple of Ranald. (The character may save these coins then use them to buy a Blessing of Ranald when they can afford it)

Initiate/Anointed Priest/High Priest of Shallya

A Priest of Shallya worships the Goddess of Healing, Mercy and Childbirth. They are caring, kind individuals who favour those who work to preserve life. Shallya holds care and community in high regard, and expects her Priests to heal the sick and bring mercy to the weak. The more powerful and important the Priest, the more extreme the costume and dedication to his Deity's whims.

Costume

A Priest of Shallya's costume must include:

- A Holy Symbol in the form of an amulet, book or orb. Shallya's Symbols are a Dove or a Heart with a drop of blood.
- A staff or club for self-defence.
- White clothes.
- The means to carry water for use as Holy Water
- The means to carry bandages and other tools to heal the wounded and sick.

Roleplay

The character should:

- Behave with compassion, helping those in need.
- Always heal those not lost to evil or Chaos.
- Show mercy to surrendering enemies.
- Avoid combat and bloodshed unless defending the weak or your own life.

Initiate/Anointed Priest/High Priest of Sigmar Heldenhammer

A Priest of Sigmar worships the God of The Empire and War. They are brave, dedicated individuals who favour strength, honour and courage. Sigmar holds the combat of Chaos and martial skill in high regard, and expects his Priests to be brave, strong warriors. The more powerful and important the Priest, the more extreme the costume and dedication to his Deity's whims.

Costume

A Priest of Sigmar's costume must include:

- A Holy Symbol in the form of an amulet, book or orb. Sigmar's Symbols are a Twin Tailed Comet or a Warhammer.
- A Warhammer
- Armour.
- The means to carry water for use as Holy Water.
- Many Priests of Sigmar shave their heads. OWA will not demand this, but a bald cap or a crew cut would be extra cool.

Roleplay

The character should:

- Behave with courage and aggression against the enemies of The Empire
- Always help a citizen of The Empire in need.
- Be respectful to any Dwarf who has not proved himself an enemy of The Empire.
- Act with loyalty to The Empire, following orders from the Elector Counts and Grand Theogonist.

Initiate/Anointed Priest/High Priest of Taal and Rhya

A Priest of Taal and Rhya worships the Lord of Nature and the Mother of the Earth. They are wild, distant individuals who favour practicality and respect for nature. Taal and Rhya hold the protection of the wilderness and those who make their living from it in high regard, and expects his Priests to protect the land and its people. The more powerful and important the Priest, the more extreme the costume and dedication to his Deity's whims.

Costume

A Priest of Taal and Rhya's costume must include:

- A Holy Symbol in the form of an amulet, book or orb. Taal and Rhya's Symbols are The Coil of Life, antlers and a bow and arrow.
- A wooden weapon, such as a spear, a bow or a staff or club.
- Clothes of green and brown, no metal armour.
- The means to carry water for use as Holy Water
- Natural decorations, such as leaves, corn shoots or acorns.

Roleplay

The character should:

- Behave with bravery and confront the forces who would defile the land.
- Cleanse areas of bloodshed from corrupt creatures with holy water.
- Be respectful of farmers, hunters and shepherds.
- Encourage others to use their own natural gifts, speak out against technology such as firearms.

Initiate/Anointed Priest/High Priest of Ulric

A Priest of Ulric worships the God of Wolves, Battle and Winter. They are savage, powerful individuals who favour brute strength, fortitude and honesty. Ulric holds strength and honour in high regard, and expects his Priests to be hardy and unflinching in combat. The more powerful and important the Priest, the more extreme the costume and dedication to his Deity's whims.

Costume

A Priest of Ulric's costume must include:

- A Holy Symbol in the form of an amulet, book or orb. Ulric's Symbol is The Wolf.
- A Warhammer or Axe.
- Wear clothes of black and grey, with furs. Armor is encouraged, but a Helm is forbidden, as Ulric wears no Helm to prove his bravery.
- The means to carry water for use as Holy Water.
- Priests of Ulric are unshaven.

Roleplay

The character should:

- Behave rashly and bravely.
- Act immediately with violence against the forces of Chaos.
- Defend any slights to your honour. Do not lie or deceive.
- Encourage others to do battle, speak passionately about the joys of combat.

Initiate/Anointed Priest/High Priest of Verena

A Priest of Verena worships the Goddess of Learning and Justice. They are wise, stoic individuals who favour intelligence, the written word and Laws. Verena holds wisdom and judgement in high regard, and expects her Priests to be honest and just. The more powerful and important the Priest, the more extreme the costume and dedication to his Deity's whims.

Costume

A Priest of Verena's costume must include:

- A Holy Symbol in the form of an amulet, book or orb. Verena's Symbols are a Scale or an Owl.
- A Staff or Sword.
- Clothes of white cloth.
- Carry water for use as Holy Water.
- Be clean shaven and well turned out.

Roleplay

The character should:

- Behave with honesty and integrity.
- Attempt to judge over disputes and duels.
- Safeguard knowledge, such as books or wise individuals.
- Encourage others to follow the Laws of The Empire.

Runesmith / Runesmith Adept / Rune Lord

A Runesmith works Dwarven Runes of Power. They forge the Winds of Magic themselves into stone and metal Runes, which are then struck to unleash their power. Runesmiths are well respected by their Dwarven brethren.

Costume

A Runesmith's costume must include:

- A Bag or Pouch containing a number of Runestones. These can be stone or metal, and must show various Dwarven Runes upon them.
- A Hammer (Warhammer or LRP safe Tool Hammer). This is used to strike a Runestone when casting a Rune Smith Keyword.
- High quality armour and clothing.
- The usual costume requirements to play a Dwarf, with even more effort made to be as "Dwarfy" as possible.

Roleplay

The character should be wise and focused, keen to experiment with new technology, and distrustful of any other magic. Rune Smithing Vocals are often sung, an extension of the Blacksmith tradition of singing the steel.

Note

Due to countless generations of becoming accustomed to them, beneficial Runes can always be cast on yourself or your fellow Dwarves; however members of other races may be resistant to their effects if they have the Resist Magic skill.

Slayer/Troll Slayer/Daemon Slayer

A Slayer has been hurt or humiliated, and has taken the Slayer vow to find a good death. Since no Dwarf can fight to loose, Slayers go out into the world without their trusty armour, dying their beard and hair bright orange to attract attention, hoping to redeem themselves through an honourable demise. Slayers cover themselves with blue woad to advertise themselves as Slayers. The more powerful a Slayer becomes, the more pronounced his beard and hair become.

Costume

A Slayer's costume must include:

- A bright orange beard, and dyed hair (Brush out is fine)
- Blue Woad body paint.
- A small amount of clothing so as to display as much woad as possible whilst respecting people's modesty.
- The usual costume requirements to play a Dwarf, with even more effort made to be as "Dwarfy" as possible.

Roleplay

The character should be reckless and brooding, going from an insular character to a wild combat maniac in battle.

War Dancer/War Dancer Harlequin/War Dancer Troupe Leader

War Dancers are storytellers and actors. They play out the history of The Wood Elves in wild and complex dances. As with all Wood Elves, their ways are alien and mysterious. War Dancers use their skills in combat to weave complex and deadly patterns as they fight, creating a whirlwind of destruction that is as deadly as it is beautiful.

Costume

A War Dancer's costume must include:

- Long flowing hair (Player's own or a wig)
- Blue Woad body paint.
- A small amount of clothing so as to display as much woad as possible whilst respecting people's modesty.
- The usual costume requirements to play an Elf, with even more effort made to be as "Elfy" as possible.

Roleplay

The character should be fey and fickle, keen to tell stories and listen to the stories of others.

A War Dancer should attempt to emulate a fast, acrobatic fighting style, whilst remembering at all times the need to pull their blows.

Witch/Warlock Apprentice//Witch/Warlock Adept//The Witch/Warlock

Witches and Warlocks have taken their first step to becoming powerful workers of Hedge Magic. They must be careful to avoid attracting attention, because despite the fact that Hedge Magic isn't officially illegal in The Empire, Witch Hunters are always looking for those who can bend the Winds of Magic to their will, waiting for the slightest glimmer of the use of Dark Magic or corruption by the forces of The Ruinous Powers.

Costume

A Witch or Warlock's costume must include:

- A bag, pouches or both containing the props and components to cast each Keyword you know. Have a think about fun stuff like sacrificing stuffed animals, lots of fake blood, organs and insects. Break sticks to shatter, light candles or blow smoke or feathers.

Roleplay

The character should be aware that they walk a fine line between glory and destruction.

A Witch or Warlock's Spell vocals should be loud, long and impressive, with lots of effort made to use components and gestures to really bring the magic to life.

Puritan/Vampire Hunter/Witch Hunter

The Witch Hunter and its predecessors embody one of the iconic careers in the Warhammer World. Witch Hunters are unflinching in their pursuit and destruction of Chaos, Sorcery and corruption.

Costume

A Puritan, Vampire Hunter or Witch Hunter costume must include:

- A suitably impressive stovepipe or tricorn hat.
- A long coat
- Various trinkets and amulets, often dedicated to Sigmar.
- Stakes of Iron or Wood
- High quality armour and/or clothing.

Roleplay

The character should be larger than life, vocal about corruption and the dangers of chaos.

They may work with Magic Users, but will be on the lookout for any use of Dark Magic.

Black Powder Use

Many Careers are focused on the use of Black Powder pistols or rifles. These include the **Pistolier, Hand Gunner, Duellist, Rifleman** and others.

Using a Black Powder Weapon in OWA is a privilege, and the following rules **MUST** be followed before their use will be allowed by a character.

1. The Weapon or Weapons must be able to follow the rules laid out in the Black Powder Weapon section of the Core Rulebook.
2. The weapon must be capable of having a Ram Rod inserted into the barrel for Roleplay purposes.
3. The player must provide a suitable Ram Rod prop for the weapon if it does not include one.
4. The player **MUST** use the Ram Rod as part of their reloading roleplay until they gain the Rapid Reload Skill. Once they have this Skill, they may forgo the Ram Rod and simply tap the weapon stock as they reload.
5. The player must accept that a shot that was ignored or missed by a crew member as a simple miss.
6. A character that uses a Black Powder Weapon regularly should have black smudges on their skin (use makeup) and may well be slightly deaf.

Questing Knight/Grail Knight

The Questing and Grail Knights embody the ultimate in Arthurian legend. They are the iconic Knight in Shining Armour.

Costume

A Questing Knight or Grail Knight's costume must include:

- Chainmail or (preferably) Plate Armour.
- A Fleur de Lis, either as an amulet or as part of the Knight's heraldry.
- A Tabard displaying heraldic colours and/or heraldry
- A Sword and Shield or Mace and Shield, or a Great Sword
- High quality armour and/or clothing.

Roleplay

The character should act as the epitome of the chivalrous Knight. They must help the weak, defend the helpless and act with honour at all times. Grail Knights must "Draw upon the Power of The Lady of the Lake" when they cast their Miracles.

Necromancer/ Lich Lord

The Necromancer and Lich Lord use the power of Dark Magic to raise undead creatures. Strangely Necromancy is not specifically illegal in The Old World. However, very few people are ok with the raising of their loved ones as shambling Zombies. The Priests of Morr will attack a known Necromancer on sight, and the Witch Hunters will certainly want a quiet word over a hot brazier...

Costume

A Necromancer or Lich Lord's costume must include:

- The usual pouches and bags of components, with a theme of bones, blood and dust.
- A dark, forbidding costume, with lots of black, leather and perhaps bones or skin..
- Makeup to allow the use of the Undeath spell.
- Makeup to represent a sallow, pallid complexion and a slow transformation to undead status.

Roleplay

The character is becoming corrupted by the dark magic they wield. They tend to have a black sense of humour and are curious about death in all its forms. Necromancers usually seek a form of immortality, and this drives them to more and more evil acts.

Cultist/Daemonologist

The Cultist and Daemonologist use the power of Dark Magic to call, summon and bind Daemons from the Realm of Chaos. Daemonology and Chaos Magic are strictly forbidden in The Empire, and the Witch Hunters of Sigmar are forever watchful of those with the power to summon such creatures. Despite this, many fall to the lure of Daemonology and the power it grants, often entering into daemonic pacts with good intentions then slipping into corruption and madness. Only the strongest wills can master the Daemons of the Warp, and even these will often mutate into vile, cackling monsters.

Costume

A Cultist or Daemonologist's costume must include:

- The usual pouches and bags of components, with a theme of blood, decay, skin, silk and ichor.
- A number of amulets or runes displaying the signs of The Gods of Chaos.
- A dark, forbidding costume, with lots of black, leather and perhaps bones or skin.
- Makeup to allow the use of the Possession Spell.
- Makeup to represent mutations, corruption or decay.

Roleplay

The character is becoming corrupted by the dark magic they wield. They tend to madness, enjoying destruction or corruption of the land and its people. Clever Daemonologists conceal their power under a guise of innocence.

Templars of The Gods

Templars were once Priests of one of the Gods of The Old World, who chose the path of a Holy Knight instead of a High Priest. Templars are the most martially inclined of The Faithful, trading Divine power for combat skill.

Costume

A Templar of a God should maintain and follow the costume guides of the Priest of the Deity they worship, with the exception that Heavy Armour and military weapons such as swords and polearms are now acceptable.

Roleplay

A Templar follows similar rules to the Priests they were in their intermediate career, again with the exception that combat is more acceptable, even to peaceful faiths such as Shallya.

Knight of the Empire/ Master of a Knightly Order

A Knight or Master of a Knightly Order is the member of one of the famous, Germanic Knightly Orders of The Old World. A Knight or Master is a true knight, perhaps not so caught up in chivalry and mythology as a Bretonnian knight, but still a powerful armoured warrior with a code to follow and a reputation to maintain.

Costume

- A Knight or Master of a Knightly Order must display the heraldry and tokens of their Order, such as a Panther Cloak of the Knights Panther, or the solar symbols of the Knights of the Blazing Sun.
- The Knight must wear well made, plate armour.
- The Knight must wield the appropriate weapon of their Order, such as a Warhammer for the Knights of the White Wolf, or Sword and Shield for the Knights Panther.

Roleplay

Knights of The Empire are more functional than their Bretonnian counterparts. They are wealthy, usually of noble stock, but see Knighthood as a mark of their martial power, rather than a social caste. They are determined, loyal to The Empire, and well versed in the art of shock combat.