

## —NEW CAREER: WRECKER—

The long rivers of the Old World are dangerous places, made all the more so by Wreckers. These river pirates seek to sink vessels and then raid the wrecks. Their techniques for doing this vary, although most lure the unwary into rocky shallows to hole their hulls. Although only interested in cargo, some Wreckers make a habit of killing, wary of escapees that may inform Riverwardens of their identities or locations. In lean times, it is not unknown for entire communities to turn to wrecking to feed their starving families. Whilst most are of these are desperate and only “short-term” sorts, some Wrecker crews are very experienced, targeting even well guarded traders. Such crews rarely stay in one place for any length of time, for their activities soon draw attention from Riverwardens, Bounty Hunters and local Militiamen.

**Note:** If you are rolling randomly for your Starting Career, you can substitute Wrecker for Smuggler with your GM's approval.



## —Wrecker Advance Scheme—

## Main Profile

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

## Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

**Skills:** Common Knowledge (The Empire or Kislev), Consume Alcohol or Dodge Blow, Gamble or Navigation, Outdoor Survival or Sail, Perception or Search, Row, Secret Signs (Ranger) or Speak Language (Kislevite), Swim

**Talents:** Orientation or Rover, Sharpshooter or Strike to Stun

**Trappings:** Bow with 10 Arrows, Light Armour (Leather Jack), Row Boat

**Career Entries:** Boatman, Ferryman, Marine, Outlaw, Peasant, Riverwarden, Seaman, Smuggler

**Career Exits:** Boatman, Marine, Outlaw, Thief, Veteran

## —NEW CAREER: RIVERWARDEN—

A clarion call across the murky waters of the Reik can only mean one thing: Riverwardens. These strong-backed lawmen are commonly perceived by river goers as little better than thugs, as they must harass even innocent vessels when checking for smuggled goods and have learned that politeness and trust do not pay off. The over-worked patrols, which toil through month-long shifts at a time, are responsible for waters too large to be effectively controlled. They spend most of their time concentrating on the worst law-breakers, including pirates, murderers, and barge thieves, and allow most petty misdemeanours to slip by with spot-fines. They are a common sight on the rivers, and their patrols extend as far as Kislev.

**Note:** If you are rolling randomly for your Starting Career, you can substitute Riverwarden for Roadwarden with your GM's approval.



## —Riverwarden Advance Scheme—

## Main Profile

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

## Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

**Skills:** Common Knowledge (The Empire or Kislev), Gossip or Speak Language (Kislevite), Navigation, Outdoor Survival or Sail, Perception, Row, Search, Secret Signs (Scout)

**Talents:** Orientation or Very Strong, Specialist Weapon (Gunpowder)

**Trappings:** Pistol with Powder and Ammunition for 10 Shots, Light Armour (Leather Jack), Row Boat, Shield, Uniform, 10 Yards of Rope

**Career Entries:** Boatman, Ferryman, Marine, Roadwarden

**Career Exits:** Boatman, Marine, Roadwarden, Seaman, Sergeant, Smuggler, Toll Keeper, Verenean Investigator\*, Wrecker

\* This career is detailed in *Sigmar's Heirs*