

### New Talent: Witchcraft

**Description:** You have managed to survive the perils of hedge wizardry and teach yourself more powerful techniques of magic use. This gives you access to spells beyond Petty Magic, but since you must figure out each spell on your own, your progress is slower than that of a Sorcerer. Witchcraft allows you to learn any spell from an Arcane Lore with a Casting Number of 15 or less, but you must pay 200 xp for each one. You can cast these spells without having the Speak Arcane Language (Magick) Skill. However, you must roll an extra d10 when casting one of these spells. This does not add into your Casting Roll but does count for the purposes of Tzeentch's Curse. Once you learn an Arcane Language and an Arcane Lore, you no longer have to roll the extra die.

slaves. They are a merciless lot, hardened from their frequent battles with Imperial sailors and the feeble militias that stand against them. Reavers sail the seas to bring booty back to their settlements in their frozen lands. Others sell their souls to the Ruinous Powers, hoping to attract the attention of their uncaring Gods, and gain the power they so crave.

#### —Reaver Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	+10%	+5%	+10%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

**Skills:** Common Knowledge (Bretonnia, the Empire, Lustria, Norsca, Southlands, Tilea, or the Wasteland), Consume Alcohol, Dodge Blow, Row, Sail, Scale Sheer Surface, Speak Language (Breton, Estalian, Reikspiel, or Tilean), Swim

**Talents:** Hardy or Street Fighting, Menacing or Strike Mighty Blow, Seasoned Traveller

**Trappings:** Hand Weapon, Medium Armour (Mail Shirt, Leather Jack, Leather Leggings, Leather Skullcap, and Helmet), Shield, Tattoos

**Career Entries:** Berserker, Bondsman, Marauder, Seaman, Skald, Warleader, Whaler

**Career Exits:** Marine, Mate, Mercenary, Navigator, Slaver, Ulfwerenar, Veteran, Warleader

### Seer

Seers are self-appointed authorities on all matters involving the spiritual world. They can be found in marketplaces of any town, proclaiming their latest revelation to anyone who will listen. Since Seers operate outside the bounds of sanctioned religious laws, and purport to understand the will of the Gods, they are easy targets for persecutions by Witch Hunters, who don't draw a line of distinction between the authentic seers and the charlatans. In Norsca, however, Seers are valued members of a Jarl's entourage, reading the signs and portents in the entrails of their sacrifice or translating the flickers of fire to divine some glimpse of future events.

#### —Seer Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	—	+5%	+5%	+10%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	+1	—	—

**Skills:** Blather or Speak Arcane Language (Daemonic or Magick), Channelling or Performer (Palm Reader), Charm Animal or Public Speaking, Magical Sense or Perception

**Talents:** Hedge Magic or Keen Senses, Luck or Petty Magic (Hedge), Public Speaking

**Trappings:** Instruments of Divination (dice, cards, a chicken, etc.)

**Career Entries:** Hedge Wizard, Skald



**BONDSMAN**



**FREEHOLDER**



**MARAUDER**

**Career Exits:** Agitator, Charlatan, Maledictor †, Vagabond, Vitki, Witch  
(This career may be found in *Realms of Sorcery* page 131.)

## Skald

Skalds are the keepers of lore, the chroniclers of the histories of the Norse. Part entertainer, part warrior, these individuals are held in high esteem for their wisdom and knowledge. All Kings keep Skalds in their retinues, as do most Jarls. When the call for war is sounded, the Skald bears the banner and marches to battle with his comrades.

### —Skald Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	—	+5%	+10%	+5%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

**Skills:** Academic Knowledge (History), Blather, Charm, Common Knowledge (Norsca), Common Knowledge (Chaos Wastes), Gossip, Perception, Performer (any two), Speak Language (Norse), Speak Language (any two) or Ventriloquism

**Talents:** Mimic, Public Speaking, Savvy, Suave

**Trappings:** Hand Weapon, Shield, Light Armour (Leather Jack and Leather Skullcap), Banner, Several Scrolls Recounting the Histories of the Character's Tribe

**Career Entries:** Bondsman, Entertainer

**Career Exits:** Agitator, Berserker, Burgher, Freeholder, Marauder, Mercenary, Reaver, Rogue, Seer

## Slaver

In the past, slavery was quite common in the Old World. The practice is as old as Humanity, originating in the ancient empire of Khemri, and continued through the various civilisations that rose and fell in the intervening years, leading to the present day. In an evolving economy,

slavery is simply impractical. In places like Bretonnia, serfs perform all the work and live lives little better than slaves, but in the Empire, men and women, whilst Peasants, are in charge of their own destinies. Of course, in some remote corners of the Old World, the practice flourishes. Araby is famed for its flesh markets as is Sartosa and even some dark corners in Marienburg. The Norsemen take slaves as well, either from surrendered adversaries or as plunder from one of their raids. Occasionally, they have reason to traffic with unsavoury flesh dealers, and some enterprising Norsemen take up the profession.

### —Slaver Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+20%	—	+10%	—	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

**Skills:** Common Knowledge (Bretonnia, the Empire, or Tilea), Drive, Evaluate, Follow Trail, Haggle, Intimidate, Ride, Speak Language (any three), Torture

**Talents:** Dealmaker, Menacing, Public Speaking, Seasoned Traveller or Streetwise, Specialist Weapon Group (Entangling) or Strike to Stun

**Trappings:** Hand Weapon, Horse and Cart, Horse with Saddle and Harness, three Pairs of Manacles, 10 Yards of Rope, 100 Thralls

**Career Entries:** Marauder, Merchant, Reaver

**Career Exits:** Captain, Chaos Warrior †, Outlaw Chief, Seaman

## Vitki

Admittedly, most Norseman spellcasters are Sorcerers, Witches, and Warlocks. All of these mystics draw their power from the Dark Gods, channelling *Dhar* to suit their needs. Still, in some parts of Norsca, an older tradition remains: one placing emphasis on divination, healing, and prophecy. Whilst most include them in the pantheon of corrupt Daemonologists, Vitki are not blatant servants of the Ruinous Powers, and instead work their magic to aid their people.



REAVER

SEER

SKALD

SLAVER