



WFRP2

Optional Character Creation Rules: Races and Regional Options

by Jackdays

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Chapter I: Racial Characteristics

Racial Characteristics are mostly based on the information found from the *Core Rulebook*. Gnome, Ogre and Barbarian Human Characters are taken (and modified) from other sources. Savage Halflings own creation. More about their sources can be found later in this document. Following table will also provide Racial Size Level, Carry Capacity, Options for Beginning Talents & Traits and basic Height.

Table: Racial Characteristics


Characteristics	Human, Civilized	Human, Barbarian	Dwarf	Elf	Halfling, Civilized	Halflings, Savage	Gnome	Ogre
Racial Size Level:	Medium	Medium	Medium	Medium	Small	Small	Small	Very Large
Weapon Skill (WS)	20+2d10	20+2d10	30+2d10	20+2d10	10+2d10	15+2d10	20+2d10	20+2d10
Ballistic Skill (BS)	20+2d10	20+2d10	20+2d10	30+2d10	30+2d10	30+2d10	10+2d10	15+2d10
Strength (S)	20+2d10	25+2d10	20+2d10	20+2d10	10+2d10	10+2d10	20+2d10	35+2d10
Toughness (T)	20+2d10	25+2d10	30+2d10	20+2d10	10+2d10	15+2d10	10+2d10	40+2d10
Agility (Ag)	20+2d10	20+2d10	10+2d10	30+2d10	30+2d10	30+2d10	20+2d10	15+2d10
Intelligence (Int)	20+2d10	15+2d10	20+2d10	20+2d10	20+2d10	15+2d10	30+2d10	15+2d10
Will Power (WP)	20+2d10	20+2d10	20+2d10	20+2d10	20+2d10	20+2d10	30+2d10	25+2d10
Fellowship (Fel)	20+2d10	15+2d10	10+2d10	20+2d10	30+2d10	25+2d10	20+2d10	15+2d10
Attacks (A)	1	1	1	1	1	1	1	3
Movement (M)	4	4	3	5	4	4	4	6
Starting Wounds (1d10):								
1-3	10	11	11	9	8	8	9	20
4-6	11	12	12	10	9	9	10	24
7-9	12	13	13	11	10	10	11	28
10	13	14	14	12	11	11	12	32
Starting Fate Points (1d10):								
1-4	2	1	1	1	2	2	2	0
5-7	3	2	2	2	2	2	3	0
8-9	3	2	3	2	3	3	3	1
10	3	2	3	2	3	3	3	2
Carry Capacity	x10	x10	x20	x10	x10	x10	X10	x40
Options for Beginning Talents & Traits:	Clumsy, Crippled, Dwarfism, Eunuch, Fat, The Gifted, Gigantism, Handsome, Impaired, Maimed, Mute, Poor Health, Skinny, Ugly, Very Fat	Clumsy, Crippled, Dwarfism, Eunuch, Fat, The Gifted, Gigantism, Handsome, Impaired, Maimed, Mute, Poor Health, Skinny, Ugly	Clumsy, Crippled, Dwarfism, Eunuch, Fat, Handsome, Impaired, Maimed, Mute, Ugly, Very Fat	Crippled, Eunuch, Handsome, Impaired, Mute, Poor Health, Skinny	Crippled, Dwarfism, Eunuch, Fat, Handsome, Impaired, Maimed, Mute, Poor Health, Ugly, Very Fat	Crippled, Dwarfism, Eunuch, Fat, Handsome, Impaired, Maimed, Mute, Poor Health, Ugly	Clumsy, Crippled, Dwarfism, Eunuch, Fat, Handsome, Impaired, Maimed, Mute, Poor Health, Ugly	Clumsy, Crippled, Eunuch, Fat, Gigantism, Handsome, Impaired, Maimed, Mute, Poor Health, Ugly, Very Fat
Height: Male	5'4"+1d10"	5'4"+1d10"	4'4"+1d10"	5'6"+1d10"	3'4"+1d10"	3'4"+1d10"	3'5"+1d10"	9'6"+3d10"
Height: Female	5'1"+1d10"	5'1"+1d10"	4'2"+1d10"	5'4"+1d10"	3'2"+1d10"	3'2"+1d10"	3'3"+1d10"	9'6"+2d10"



Weight:

Character weight as in encumbrance value, is the sum of **Strength** and **Toughness** Characteristics multiplied by 10. Various Optional Talents & Traits (like Fat, Skinny...etc.). It is also possible to use Weight tables found from sourcebooks.

Racial Size Level:

- ❖ Any fitting items, like armour or clothing (possibly others) cost and weight differently to different size levels. This is detailed in table below. GM judgement to use this rule with weaponry too. See also my optional weapon document for additional rules for different sized-weaponry.
 - ❖ There are bonuses/penalties to physical tests against different sized opponents (grapple, arm-wrestling, strength tests...etc.). You get a +20 bonus against every level smaller opponent, and a -20 penalty every level bigger opponent. See size-levels below. Example: *Medium-sized* (human) gets a +20 bonus against *small-sized* (Halfling), and a -40 penalty against *very large-sized* (Ogre).
 - Three size-levels bigger enemy should be just too large (GM decision).
 - *Minimum-sized* is special. It means any diminutive or fine sized creatures. They cannot wrestle even with *tiny-sized* creatures. Also everyone gets extra +20 bonus against them.
 - ❖ **Minimum (Insects...):** -
 - ❖ **Tiny (Snotling...):** price: halved; encumbrance: 1/10
 - ❖ **Small (Goblin, Halfling...):** price: normal; encumbrance: halved
 - ❖ **Medium (Human, Dwarf...):** price: normal; encumbrance: normal
 - ❖ **Large (Black Orc, Centigor, Minotaur...):** price: x2; encumbrance: x2
 - ❖ **Very Large (Ogre, Rat Ogre, Troll...):** price: x4; encumbrance: x5
 - ❖ **Huge (Griffon, Manticore, Wyvern...):** price: x8; encumbrance: x8
 - ❖ **Gigantic (Dragon, Giant, Hydra...):** price: x16; encumbrance: x12
- 

Options for Beginning Talents & Traits:

In this document (Chapter 2), there are some optional Talents/Traits, which can be chosen from the beginning, when creating a new Character. These give possibilities and variation to the original rules. Also, more rules for both players and NPCs. Player (with the permission from GM) may choose any of them freely. Some are benefits, which cost something. Others (most) are just negative drawbacks, that actually give minor to major penalties, but also provide some other bonuses to compensate these penalties.

- ❖ **Benefits:** The Gifted, Gigantism, Handsome/Beautiful
- ❖ **Drawbacks:** Clumsy, Crippled, Dwarfism, Eunuch, Fat, Impaired Sense, Maimed, Mute, Poor Health, Skinny, Ugly, Very Fat

Table: Fast List of Penalties and Bonuses

Optional Talents & Traits	Penalties	Bonuses
Clumsy	-10 Agility	+5 Characteristic Points
Crippled	-1 Movement, -10 on skills and Characteristics reliant on mobility	+15 Characteristic Points
Dwarfism	-10 Strength, -10 Toughness, -1 Movement, minimum Wounds, Optional for Stigma (-10 Fellowship)	+20 Characteristic Points +10 Concealment +10 Silent Move +1 random Talent/Trait
Eunuch	Special	+5 Characteristic Points
Fat	-10 Agility, -10 on Strength skills, -20 on Agility skills, eats more	+5 Toughness +3 Wounds
The Gifted	-1 random Talent/Trait	Special
Gigantism	-10 Concealment, -10 Shadowing, Optional for Stigma (-10 Fellowship)	+1 Movement Maximum Wounds +10 Intimidate
Handsome/Beautiful	-5 Characteristic Points	+20 Charm
Impaired Sense	Special	+15 Characteristic Points
Maimed	Special	+20 Characteristic Points +1 random Talent/Trait
Mute	Special	+15 Characteristic Points
Poor Health	-10 Toughness, -20 against disease, poison...etc., -1 Wound	+15 Characteristic Points
Skinny	-10 Strength, -1 Wound	+10 Characteristic Points
Ugly	-10 Fellowship, -30 Charm	+10 Characteristic Points
Very Fat	-10 Agility, -20 on Strength skills, -30 on Agility skills, eats more	+10 Toughness +4 Wounds

Chapter II: New Talents & Traits

Attitude (Trait)

Description: You have a real attitude. You are proud, temperamental, independent, individualistic, jealous, possessive, colourful, passionate, charming, aggressive, self-important, cheerful, unreliable, outgoing, flamboyant, quick-tempered, elegant, macho...etc. This gives a +10 bonus to any **Fellowship** based tests, when you are in a good mood or with friendly people. When you are wounded, taunted or insulted you are quick to anger (if GM chooses, you can make **Average Will Power Test**). This state will last one day (about 24 hours) or possibly as long as you calm down (GM decision). You lose your **Fel** bonus and gain a -10 penalty to any Intelligence based tests (possible doing rash decision). If you have *Frenzy* talent, that is automatically also activated.

Big-Fat-and-Stupid! (Trait)

Description: Ogres seem completely incapable of complex, abstract thought. They are entirely illiterate, relying upon storytelling to pass on their legends and history, and they do not understand art, poetry, metaphor, simile, music, philosophy, or many, many other things. Further, as Ogres are so immense, no horse is ever capable of bearing them. No Ogre character may take the Hypnotism, Performer (Jester, Mime, Musician), Read/Write, Ride or Trade (Calligrapher) Skills. Further, an Ogre player must always have GM permission before taking any Academic Knowledge Skill. Conversely, an Ogre does not need to purchase these skills to complete a career.

Originally from the *Imperial Ogres* (WFRP2 source).

Big and Tough (Trait)

Description: You are taller and larger (usually more muscled) than average member of your race. This should rise average height and weight by 5-10%. You also gain a +1 Wound point and a +10 bonus to Intimidate. Can be combined with *Gigantism* trait, but you only gain a +1 Wound point. *Dwarfism* trait negates this trait, but you can select extra random talent/trait (*Table: Random Talents/Traits*).

Born Mountaineer (Talent)

Description: You are home at the high mountains. You gain a +10 bonus on Outdoor Survival and Scale Sheer Surfaces on mountains. Also same bonus to any survival, cold or fatigue tests made in the high altitude.

Children of the Gods (Trait)

Description: All Elves are able to sense the Winds of Magic, as such, at the GMs discretion. This natural aptitude can be characterized by allowing them to use Magical Sense as a Basic Skill. The constant flow of magical energy also means that Elves are more resistant to disease, gaining a +20 bonus to all resistance tests. When an Elf fails any test to resist mutation they roll on different table. See more information from the *Defenders of the Forest*.

Originally from the *Defenders of the Forest* (WFRP2 fan-sourcebook) and also *Warpstone Issue 30* (fan-magazine).

Clumsy (Trait)

Description: You are just very clumsy.

- ❖ This gives a -10 penalty to **Agility** Characteristic in the Character creation. Yet, it is possible to build up Characters manual dexterity with career choices that train the Characteristic.
- ❖ *If Chosen in Character Creation:* Character gains 5 Characteristic Points that can be divided with all the Main Characteristics, except **Agility**. Also none of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.



Contempt (Trait)

Description: You despise all other forms of life and see them as nothing more than contemptible fodder to be exploited and disposed of as needed. This limits your empathy towards others very much (if not fully). You are cruel and see things like slavery as normal. You are usually not shaken by any horrors of violence (like torture or battle) against others – No, **Will Power** -based tests are ever needed for those horrors. You also gain a +10 bonus to any Torture Skill tests. Besides this, you can choose one race, that you very much hate. Mark this race next to this trait. You gain a +5 bonus to WS and BS when attacking individuals from that race. Races with many sub-races are treated as one (example: If you choose Elves, then that counts for High Elves/Sea Elves, Dark Elves and Wood Elves). With GM decision you may buy an extra race you hate with 100XP, after each fully finished Advanced Career.

Crippled (Trait)

Description: You suffered a terrible injury or were born twisted in some way.

- ❖ This gives a -1 penalty to **Movement** Characteristic in the Character creation. Yet, it is possible to build up Character movement with career choices that train the Characteristic.
- ❖ Character also gains a -10 penalty on skill and Characteristic tests reliant on mobility (like Dodge Blow).
- ❖ *If Chosen in Character Creation:* Character gains 15 Characteristic Points that can be divided with all the Main Characteristics, except **Toughness**. Also none of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.

Desert Survivor (Talent)

Description: You are familiar of deserts – extremely challenging environment, that lacks plant-life, animal-life and water. Survival in this environment (Desert or similar Desolation) is very difficult. GM decision: You either gain a +10 bonus or this Talent takes away any extra penalties caused by desert environment, when testing following skills: Outdoor Survival, Trade (Farmer) and Trade (Herbalist). Basically any tests to survive, travel, find food or shelter in a desert environment.

Dwarfism (Trait)

Description: You are abnormally short for your species. Subtract about 25% from height when you roll it (Example: Humans it is 3'6"/3'9" + 1d10" x0,75%). Use minimum weight for your race. Your encumbrance value is divided by two. Racial Size Level should be one level lower. Also consult above how this affects to equipment.

- ❖ This gives a -10 penalty to **Strength** Characteristic in the Character creation. Characters **Strength** Characteristic will never go above racial minimum.
- ❖ This gives a -10 penalty to **Toughness** Characteristic in the Character creation. Yet, it is possible to build up Character stamina with career choices that train the Characteristic.
- ❖ This gives a -1 penalty to **Movement** Characteristic.
- ❖ You also start with minimum **Wounds**.
- ❖ *GM decision:* Dwarfism may give character a social stigma, that causes a -10 penalty to any **Fellowship** based tests.
- ❖ *Bonus:* Character gains a +10 bonus to all Concealment and Silent Move skill tests.
- ❖ *If Chosen in Character Creation:* Character gains 20 Characteristic Points that can be divided with all the Main Characteristics, except **Strength** and **Toughness**. Also none of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.
- ❖ *If Chosen in Character Creation:* Character gains extra Random Talent (should not be anything that rises any of the Characteristics).

Eternal Grudge (Trait)

Description: You gain a +5 bonus to WS and BS when attacking individuals that you hate (those wounded, taunted or insulted you or your kin). You can choose one race, that you very much hate. Mark this race next to this trait. Besides this, you have studied how to wage war against this race. You gain a +10 bonus to any Academic Knowledge (Strategy & Tactics) skill tests when fighting against this race. Races with many sub-races are treated as one (example: If you choose Elves, then that counts for High Elves/Sea Elves, Dark Elves and Wood Elves). Can be combined with *Grudge-born Fury* Talent. With GM decision you may buy an extra race you hate with 100XP, after each fully finished Advanced Career.



Eunuch (Trait)

Description: Must be male. You were cut.

- ❖ Character cannot be seduced.
- ❖ Character cannot sire no children and, thus, can have no heirs.
- ❖ *GM decision:* Eunuch Trait may cause character a social stigma in some events, that causes a -10 penalty to **Fellowship** based tests.
- ❖ *If Chosen in Character Creation:* Character gains 5 Characteristic Points that can be divided with all the Main Characteristics, except **Toughness**. Also none of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.

Fat (Talent)

Description: You have approximately 150% the average weight for your size (height). This also means your encumbrance value, which is the sum of **Strength** and **Toughness** Characteristics multiplied by 10.

- ❖ This gives a -10 penalty to **Agility** Characteristic in the Character creation. Yet, it is possible to build up Characters dexterity and become less fat later with career choices that train the Characteristic.
- ❖ Also because Character is in bad shape he/she gains a -10 penalty to all **Strength** and a -20 penalty to all **Agility** based skill tests.
- ❖ Character may have trouble to fit into the normal clothing and armour. Also Character eats 150% the amount that normal person needs. And he/she will probably be hungrier than normal.
- ❖ *Bonus:* Character gains a +5 bonus to your **Toughness** Characteristic.
- ❖ *Bonus:* Character gains a +3 bonus to starting **Wounds**.
- ❖ It is possible to get Fat later date, and also possible (but usually very hard) to get fit again.

The Gifted (Trait)

Description: You are naturally sensitive to the Winds of Magic. This is sometimes referred as “Magical Sight”, “Spirit Sight” or just “Sight”. This Trait allows the use of magical Sense as a Basic Skill. You may either choose with your GM or determine randomly one Wind of Magic that you have a natural aptitude and connection with, as all other manifestations from other Winds of Magic are hard to perceive (-10 penalty to all tests). Should you obtain the Magical Sense skill fully the other Winds of Magic will become visible to your magical perception. This ability is as much a curse as a gift, since although Magisters may view you as a potential apprentice, the Witch Hunters can mistake it as a sign of corruption. Also sensitivity may cause latent, uncontrolled, magical effects (GM decision). These should be minor effects, yet maybe noticed and can cause problems. Also sight is always “on” – for some the knowledge and things they see, could be too strange untrained. They may become mad of the visions they see and others do not.

- ❖ Character gains the ability to use *Magical Sense* as Basic Skill.
- ❖ *If Chosen in Character Creation:* Character must either use one free random Talent/Trait (or if rolls Sixth Sense or Luck to gain this option), or if free Talent/Trait is not available option, then take five points away from one of the Characteristics, except **Intelligence** and **Will Power**. This should be decided with GM.
- ❖ See more about the *Aethyric Senses* from the Realms of Sorcery (WFRP2 sourcebook).

Originally from the *Warpstone Issue 30* (fan-magazine).

Gigantism (Trait)

Description: You are abnormally tall for your species. Your height is racial maximum and add there one feet and +1d10” (Example: Humans it is 6’11”/7’2” + 1d10”). You are approximately double the average weight for your size level (height). This also means your encumbrance value, which is the sum of **Strength** and **Toughness** Characteristics multiplied by 10. Racial Size Level should be one level higher. Also consult above how this affects to equipment.

- ❖ Character gains a -10 penalty to *Concealment* and *Shadowing* skill tests.
- ❖ *GM decision:* Gigantism may cause character a social stigma, that causes a -10 penalty to certain **Fellowship** based tests.
- ❖ *Bonus:* This gives a +1 bonus to **Movement** Characteristic.
- ❖ *Bonus:* Character starts with maximum **Wounds**.
- ❖ *Bonus:* Character gains a +10 bonus to all *Intimidate* skill tests.

The Great Maw (Trait)

Description: Ogres can and will eat almost anything – their hunger is legendary. This gives following, but optional, rules:

- ❖ *Cost of Living:* Ogres eat a lot! All costs for food are multiplied by 5 when judging how much food it takes to fill an Ogre.
- ❖ *Eating:* Given time, Ogres can digest anything, be this meat, bone, metal, or even stone. The more difficult an item is to digest, the louder the bands of muscle in the Ogre's gut work, cracking, rumbling, and booming. Obviously, this can be an impediment to stealth.
- ❖ *Immunity to Toxins:* Raw meat carries no worry for an Ogre. Unless a food source is particularly poisonous, Ogres are considered to automatically pass any **Toughness** Tests required to avoid illness brought about by ingestion. Magical poisons (e.g. those derived from Warpstone) effect Ogres normally. A GM should use his judgement with this rule: it is fine for Ogres to eat rotten meat, but diseased or poisoned meat should probably require a test to avoid ill-effect.
- ❖ *The Bigger the Strength, the Bigger the Gut!* As Ogres get older and stronger, their great muscle-filled guts grow larger and larger, which is a source of much pride for their race. Add 4d10lbs to an Ogre's weight whenever he takes a **Strength** Advance. Encumbrance value of characters' weight increases by +50 with every +5 **Strength** Advance. With Ogre, increase Encumbrance value by +100, with every Advance.

Originally from the *Imperial Ogres* (WFRP2 source).

Handsome/Beautiful (Trait)

Description: In terms of your race, you are very handsome/beautiful. Those who are attracted of your sex, are very attracted from your looks. Good looks are off course not same as charisma.

- ❖ Character gains a +20 bonus to all Charm skill tests and to any **Fellowship**-based tests done for seduction.
- ❖ *If Chosen in Character Creation:* Character must take five points away from one of the Characteristics, except **Fellowship**. This should be decided with GM.
- ❖ It is possible, that this Trait is lost later date, if characters looks are damaged somehow (physical damage, mutation...)

Home Environment (Trait)

Description: This is the environment you were born (and probably raised and probably live most of your days). It is environment you are familiar. It is possible to move to another environment and in time adapt better it's possible penalties. GM decision, you may adapt another environment in a year and this way lower any penalties by -10, but never fully change your own environment and lose any adapted bonuses if leave that other environment. This trait is unusual in that it is not one trait, but with few variations.

- ❖ **Northern:** You are born in north. These lands include the Chaos Wastes, Norsca, Kislev Oblast, northern Eastern Steppes, Land of Chill, high mountains... You have adapted the most brutal cold and winter. You gain a +10 bonus on Outdoor Survival on cold environment. Also same bonus to any other survival, resistance or fatigue tests made against cold. There are no environmental bonuses or penalties in temperate environments. But, you gain a -10 penalty to same tests in a warm environment (hot seasons) and a -20 penalty in a tropical environment against heat.
- ❖ **Southern:** You are born in the warm south. These lands include Southern Bretonnia, Estalia, Tilea, the Border Princes, Badlands, Dark Lands, Northern Araby, Grand Cathay, Ulthuan... Winters are mild or even warm, but the summer heat can be gruel. There are no environmental bonuses or penalties in a temperate, warm or tropical regions to survival, resistance or fatigue tests against heat. But, you gain a -10 penalty to same tests in a cold environment (GM decision also during cold seasons in a temperate environment too) against cold.
- ❖ **Temperate:** You are born in a temperate regions of world. These lands include most of the Bretonnia, the Empire, northern Dark Lands, Naggaroth, southern Eastern Steppes, Albion, most mountain folk (like Dwarves) ... You are familiar of four seasons. Winters are snowy and could be cold. Summers can be hot. There are no environmental bonuses or penalties in a cold, temperate or warm regions to survival, resistance or fatigue tests against cold or heat. But, you gain a -10 penalty to same tests in a tropical environment (GM decision also during hot seasons in warm environment too) against heat.
- ❖ **Tropical:** You are born in the tropic. These lands include Lustria, New World, Araby, Southlands, Ind, Khuresh... There is always extreme heat in these areas. You gain a +10 bonus on Outdoor Survival on tropical environment. Also same bonus to any survival, resistance or fatigue tests made against heat. There are no environmental bonuses or penalties in a warm environment. But, you gain a -10 penalty to same tests in a temperate environment (cold seasons) and a -20 penalty in a cold environment against cold.



Honour & Duty (Trait)

Description: You have been raised to a social system, where one's face, honour and duty are important elements. Because of this, you try to be best what you do. You gain a +10 bonus to your main skill of your profession. If you belong to warrior-class, then you gain a +5 bonus to both your WS and BS Characteristics. If you happen lose your face and honour (fail badly), you lose these bonuses. If there is a chance to gain your honour back, then you again get the bonus back. All these are GM decisions.

Impaired Sense (Trait)

Description: One of your senses (either eyesight or hearing) is impaired or weakened. Full loss of Sense is not advised for new characters.

- ❖ **Eyesight:** If Character is half-blind or has a poor eyesight (need long-distance classes) you gain a permanent -20 BS reduction and take a -20 penalty on all tests (like Perception or Search) reliant on sight. Negates *Excellent Vision* and Character can never gain that Talent.
- ❖ **Hearing:** If Character is either half-deaf or just have hard hearing, you take a -20 penalty on all tests (like Perception) reliant on hearing. Perception Test maybe required to hear in some events/places (like if someone whispers or if there is a very loud background noise). Negates *Acute Hearing* and Character can never gain that Talent.
- ❖ *If Chosen in Character Creation:* Character gains 15 Characteristic Points that can be divided with all the Main Characteristics. None of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.

Inured to Chaos (Trait)

Description: If you have a mutation, you gain a +10 bonus to tests made to resist gaining additional mutations. **Originally from the *Tome of Corruption* (WFRP2 sourcebook).**

Maimed (Trait)

Description: Because of some accident (or battle) you have lost a limb (or even multiple limbs, but this is not advised for new characters).

- ❖ This is major drawback; whatever limb is lost. Consult WFRP2 Core Rulebook, page 134, for more information about penalties.
- ❖ *If Chosen in Character Creation:* Character gains 20 Characteristic Points that can be divided with all the Main Characteristics. None of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.
- ❖ *If Chosen in Character Creation:* Character gains extra Random Talent (should not be anything that rises any of the Characteristics). If extra limb lost, then another Random Talent could be chosen, but this is not advised.

Master of Dwarfcraft (Trait)

Description: You are master in the arts of your kin. You gain extra +10 bonus on tests with Dwarfcraft skills.

Mute (Trait)

Description: Whether born this way or horribly maimed later in life, you are incapable of speech.

- ❖ Any **Fellowship**-based tests should be evaluated by GM. They could be impossible or have great penalties if speech is needed.
- ❖ Character has learned some kind of sight language.
- ❖ *If Chosen in Character Creation:* Character gains 15 Characteristic Points that can be divided with all the Main Characteristics, except **Fellowship**. Also none of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.

My Precious (Talent)

Description: You have true talent for evaluate precious items, like gems, jewellery, ore and metalwork. You gain a +20 bonus on tests to Evaluate these valuables.



Natural Engineers (Talent)

Description: You are talented engineer, inventor and builder. You gain a +10 bonus on Academic Knowledge (Engineer) and Trade (Stoneworker) skill tests. If you do not have these skills, you can still use Academic Knowledge (Engineer) as Basic Skill.

Poor Health (Trait)

Description: You have been left weak and frail, because some childhood disease or sickness. Because this poor constitution, you are never quite healthy and plagued with near-constant sickness.

- ❖ This gives a -10 penalty to **Toughness** Characteristic in the Character creation. Yet, it is possible to build up Character stamina with career choices that train the Characteristic.
- ❖ Character gains a -20 penalty to any test to resisting diseases, poisons and other similar hazards, and can NEVER take *Resistance to Disease* talent.
- ❖ This gives also a -1 penalty to starting **Wounds** roll (negative scores mean minimum Wound score based on Character race).
- ❖ *If Chosen in Character Creation:* Character gains 15 Characteristic Points that can be divided with all the Main Characteristics, except **Toughness**. Also none of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.

Provincial Expertise (Talent)

Description: You are deeply familiar with your homeland. Select a province or region within your native country. You receive a +10 bonus to all related Common Knowledge Tests.

Skinny (Trait)

Description: You are very skinny, and weak.

- ❖ Character has approximately 2/3 the average weight for his/her size (height). This also means Characters (or creatures) encumbrance value, which is the sum of **Strength** and **Toughness** Characteristics multiplied by 10.
- ❖ This gives a -10 penalty to **Strength** Characteristic in the Character creation. Yet, it is possible to build up Character Strength and muscle later with career choices that train the Characteristic.
- ❖ This gives also a -1 penalty to starting **Wounds** (negative scores mean minimum Wound score based on Characters race).
- ❖ *If Chosen in Character Creation:* Character gains 10 Characteristic Points that can be divided with all the Main Characteristics, except **Strength**. Also none of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.

Ugly (Trait)

Description: You are born truly Unattractive (even hideous). It is also possible to gain this trait through some accident.

- ❖ This gives a -10 penalty to **Fellowship** Characteristic in the Character creation. Yet, it is possible to build up Characters charisma with career choices that train the Characteristic.
- ❖ Also Character gains a -30 penalty to all Charm skill tests used for seduction.
- ❖ *If Chosen in Character Creation:* Character gains 10 Characteristic Points that can be divided with all the Main Characteristics, except **Fellowship**. Also none of the Characteristics cannot go above beginning racial maximum. Example: If your racial roll is 20+2d10, then maximum is 40.

Very Fat (Talent)

Description: You approximately double the average weight for your size (height). This also means Your encumbrance value, which is the sum of **Strength** and **Toughness** Characteristics multiplied by 10.

- ❖ This gives a -10 penalty to **Agility** Characteristic in the Character creation. Yet, it is possible to build up Characters dexterity and become less fat later with career choices that train the Characteristic.
- ❖ Also because Character is in bad shape he/she gains a -20 penalty to all **Strength** and a -30 penalty to all **Agility** based skill tests.
- ❖ Characters needs bigger clothing and armour, which should cost double normal amount. Also Character eats double the amount that normal person needs. And he/she needs to eat all the time!
- ❖ *Bonus:* Character gains a +10 bonus to your **Toughness** Characteristic.
- ❖ *Bonus:* Character gains a +4 bonus to starting **Wounds**.
- ❖ It is possible to get Very Fat later date, and also possible (but usually very hard) to get fit again.



Chapter III: Racial & Cultural Options

Descriptions:

- ❖ Combined or taken from various Warhammer based Wiki articles: <http://warhammeronline.wikia.com>, http://whfb.lexicanum.com/wiki/Main_Page, <http://warhammerfantasy.wikia.com>, <http://wfrp1e.wikia.com/wiki>
- ❖ And from various *Warhammer Fantasy Battle Books*.

Humans

Basic Human concepts taken from the *WFRP2 Core Rulebook* and from the *Tome of Corruption* (WFRP2 sourcebook). Cultural options (or ideas) taken from: *Sigmar's Heirs* (WFRP2 sourcebook), *Knights of the Grail* (WFRP2 sourcebook), *Renegade Crowns* (WFRP2 sourcebook), *Night's Dark Masters* (WFRP2 sourcebook), *Realm of the Ice Queen* (WFRP2 sourcebook), *Tilea – Spears of the Maiden* (WFRP2 fan-sourcebook), *Swords of the South: A Guide To Estalia* (WFRP2 fan-sourcebook). Southlands Ebonian ideas taken from the *Southlands* (WFRP3 sourcebook) by Valvorik. Ikadian ideas taken from the *New World* (Sourcebook) by Mad Alfred.



Albion

Albion is a small island located in the Great Ocean, near the Old World. It is said that it rains every day in Albion, and the islands are shrouded in mist and heavy fog and the land is predominantly bogs, marshes and fens.

Albionese Tribesman (Barbarian)

Damp and gloomy environment of Albion is roamed by barbarian human tribes, led by Truthsayers, guardians of the mysterious Ogham Stones, and inhabited by creatures such as Giants and the strange Fimir. These people know about the mysterious Lizardmen, who have said to have warm and strange, secret valley somewhere shrouded by mist. They are also familiar about Norse, who have raided their lands for more than millennium.

A Albionese Tribesman character gains the following skills, talents and traits:

Skills: Common Knowledge (Albion), Follow Trail, Outdoor Survival, Speak Language (Albionese/Albion)

Talents & Traits: Hardy, Home Environment (Temperate)*, Provincial Expertise (Clan)*, Very Resilient

Albionese, Civilized (Civilized)

OPTIONAL. If you want to use extended Albion (with more islands – Albany, Aeryn, Morien) and civilized kingdoms, you can use this cultural option.

A civilized Albionese character gains the following skills, talents and traits:

Skills: Common Knowledge (Albion), Outdoor Survival, Speak Language (Albionese/Albion)

Talents & Traits: Hardy, Home Environment (Temperate)*, Provincial Expertise (Kingdom/Clan)*, and 1 random talent/trait (*Table: Random Talents/Traits*)



Amazons

Stories of the legendary Amazons, an all-female jungle tribe said to dwell within the depths of the jungles of the New World, have abounded since Men first arrived in Lustria.

Amazons (Barbarian)

In the Old World, the few scholars who believe the Amazons exist, or at least once existed, are generally of the opinion that these feral women were outcasts from the Norse settlement Skeggi. This theory was recorded in the *Journeys to the Dark Heart*, by the brilliant yet notorious eccentric scholar Stilmensch. Other more controversial scholars have written that the Amazons were an entirely separate yet related race created by the Gods for a specific divine purpose, although this theory has been much derided by the more respected authorities on such matters. Regardless, the mythology of the Amazons continues to flourish, and tales of vicious warrior-women wielding strange weapons of power can still be heard in the drinking dens of Swamp Town and Sartosa.

An Amazon (New World) character gains the following skills, talents and traits:

Skills: Common Knowledge (New World), Concealment, Outdoor Survival, Scale Sheer Surfaces, Speak Language (Norse)

Talents & Traits: Big and Tough*, Home Environment (Tropical)*, Provincial Expertise (Amazons)*

Araby

South of Tilea, past the stormy seas of the Black Gulf, and west of Nehekhara, lies the kingdom of Araby. Here the decadent Caliphs and Sultans rule cities made of white stone, and their realms are the vast deserts, oases that glitter like jewels, and mountains inhabited by fierce nomad warriors.

Araby - Urban (Civilized)

In Araby several great cities form a loose coalition, though in effect they are all independent states with their own rulers, traditions and customs. The Sultan of All Araby claims to rule the whole peninsula, but has little real power over the independent coastal city-states or over the fierce nomad tribes who wander the Great Desert of Araby. They have their own magical traditions and Necromancy lives strongly among their magic-users.

An urban Araby character gains the following skills, talents and traits:

Skills: Common Knowledge (Araby), Gossip, Speak Language (Arabyan)

Talents & Traits: Dealmaker or Schemer, Home Environment (Tropical)*, Provincial Expertise (Kingdom/City-state)*, and Desert Survivor* or 1 random talent/trait (Table: Random Talents/Traits)

Araby - Nomad (Barbarian)

Arabyan desert nomads are tough and fierce people moving in the Great Desert of Araby. They know the Lands of the Dead, ancient Nehekhara, and avoid those lands. Desert nomads usually try to avoid also huge cities and have their own customs. Some customs, like Blood-Magic, come from the ancient times of Nehekhara and Nagash. These dark mysteries are based on the Necromancy fuelled by Dhar points found all over the Araby.

A Araby Nomad character gains the following skills, talents and traits:

Skills: Common Knowledge (Araby), Navigation, Outdoor Survival, Ride, Speak Language (Arabyan)

Talents & Traits: Desert Survivor*, Home Environment (Tropical)*, Provincial Expertise (Own Tribe)*





The Border Princes & Badlands

In former times the Border Princes were largely inhabited by savage tribes of Greenskins, but now the land is fiercely disputed by the hardy human colonists and many Orc and Goblin tribes. The human colonists are tentatively organized into tiny kingdoms, small principalities, and independent city-states, but most of them are little more than fortified villages. All of them are targets of fierce Orc incursions and few survive for very long. The colonists are somewhat stronger in the north-west, while the Greenskin hordes dominate the south-east. Even in the north some Orc and Goblin tribes live in hard-to-reach places like forests and mountains. In the centre of the whole region lies Barak Varr, the great seaport of the Dwarfs. The Blood River is the ultimate frontier, but no place north of the river is completely safe from the occasional Orc or Goblin raid.

The Border Princes & Badlander (Civilized)

The Border Princes and Badlands people are tough survivalist. They have adapted to dangerous and ever-changing environment. From home they have learned customs and language, based on the customs of their parents (or their parents) true homeland.

A Border Princes and Badlands character gains the following skills, talents and traits:

Skills: Common Knowledge (the Border Princes), Gossip, Outdoor Survival, Speak Language (Bretonnian, Reikspiel or Tilean)

Talents & Traits: Home Environment (Southern)*, Provincial Expertise (Region)*, and 1 random talent/trait (*Table: Random Talents/Traits*)

Bretonnia

The Kingdom of Bretonnia is a highly-chivalrous feudal kingdom that lies between the lands of the Grey Mountains and the Great Ocean. Bretonnia is second only in size and military power to that of the Empire of Man, both their chief rival and closest allies, having a culture and society that revolves around the ideals of nobility, social birthright and the upholding of a strictly enforced code of chivalry. The nation of Bretonnia has been known throughout the Kingdoms of Man for having the greatest Knights within the entire Old World, rivalling or in some cases even surpassing that of the Knightly Orders of the Empire.

Bretonnian (Civilized)

A proud and honourable kingdom, the warriors of Bretonnia comprised mostly of Knights and Noblemen, who ride into battle with lance, horse, and sword, seeking out glories and rooting out injustice wherever they go. However, though these honourable Warriors are meant to uphold Chivalry and Justice above all other traits, they are nonetheless afflicted with a much darker side from the shining Knights they believe themselves to be. Within the feudal social structure of Bretonnia, these Knights consider their lowly subjects as sub-human, as if they are nothing more than property in their hubris and arrogant eyes. Indeed, the life of a Bretonnian Peasant is a life fraught with endless injustice and cruelty by a nobility whose sole duty was meant to protect them and to uphold their duties as beacons of justice.

A Bretonnian character gains the following skills, talents and traits:

Skills: Common Knowledge (Bretonnia), Gossip, Speak Language (Breton)

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Dukedom)*, Choose one from: Coolheaded, Stout-hearted or Strong-minded, and 1 random talent/trait (*Table: Random Talents/Traits*)





Cathay

Cathay (also known as Imperial Cathay, the Empire of the Celestial Dragon, the Kingdom of the Dragon, Grand Cathay, Great Cathay, Grand Empire of Cathay and the Celestial Empire) is a populous nation of humans located in the Far East of the world, beyond the Dark Lands and the Mountains of Mourn. To the north, with the Great Bastion as border, lie the Eastern Steppes and the Hung and Kurgan territories within the Chaos Wastes. To the east are the island realm of Nippon and the Far Sea, and beyond that the Boiling Sea and Naggaroth. To the south are the Kingdoms of Ind and the Hinterlands of Khuresh. The travellers that return from Cathay tell tales of strange mystics, martial monks, great golden pagodas and inexhaustible armies of the eastern despots. They bring exotic spices and finest silks, gleaming gold, luxurious porcelain vases and all manner of strange and wonderful items.

Cathayan (Civilized)

People of Cathay are modest, mostly quiet, shy, very formal. They try not to openly express their feelings (unless among friends and loved ones). They always remember their status and place in their society. Self-sacrifice is considered righteous virtue. In their strict social system, one's face, honour and duty are important elements in life. But, also they can be very social and friendly to people they are familiar. Practice of martial arts is very common and everyone knows some amount of hand-to-hand fighting skills, some even more.

A Cathayan character gains the following skills, talents and traits:

Skills: Common Knowledge (Grand Cathay), Gossip, Speak Language (Cathayan)

Talents & Traits: Home Environment (Southern)*, Honour & Duty*, Provincial Expertise (Province)*, Street Fighting or Wrestling

The Dark Lands

The Dark Lands is a stark and cheerless place where nature has rent the ground and burst the mountains apart. Amongst the peaks volcanoes spew black smoke into the filthy sky. In the plains the stench of tar pits and oil pools hangs heavily in the air. Steaming lava from beneath the earth's crust covers the ash wastes with a blanket of bubbling magma. It is bordered by both sides by the World's Edge Mountains, and the empire of the Dwarfs, and the Mountains of Mourn, of the Ogre Kingdoms. Almost nothing can grow in the Dark Lands. The dim light and choking air combine to ensure that the land remains devoid of vegetation, except for a few straggly black thorns. The volcanoes and gaping pits bring up all kinds of minerals and gems from beneath the earth: gold and silver, iron and copper, diamonds and sapphires, as well as sulphur, oil and tar. It is a land rich in the materials that Dwarfs especially covet.

The Dark Lander (Civilized)

There are some independent trading settlements along the eastern routes (like the Spice Route). These are strange mix of many races, and also mix of humans from various nations. Their children have born to these rugged, hardy and dangerous settlements, which are constantly under threat of Greenskin, Chaos Dwarf and even Ogre attacks. Many people pass these settlements all the time and even the natives are not really cosmopolitan, they still learn easily many languages and pick different customs from these visitors. And hear many rumours from both east and the west.

The Dark Lander character gains the following skills, talents and traits:

Skills: Common Knowledge (Dark Lands), Outdoor Survival, Speak Language (any two)

Talents & Traits: Home Environment (Southern)*, Provincial Expertise (Settlement)*, and Desert Survivor* or 1 random talent/trait (Table: Random Talents/Traits)





The Empire

Of the Human nations of the Old World, the most important by far is that of the Empire of Man, more often called simply The Empire, forged by the warrior-king and ascended deity Sigmar, from the primitive Human tribes of barbarians who inhabited what became the lands of the southern Empire more than 2500 years ago. Although not as skilled in craftsmanship as the Dwarfs or in magic as the High Elves, the people of the Empire are not beholden by the limits of tradition to the same extent as the Dwarfs or High Elves and continue to progress culturally, technologically and magically. Having yet to succumb to any threat, external or internal, it is the faith, the sense of righteousness, and the unconquerable spirit of its citizens which gives the Empire its strength, as well as the ruthless efficiency of its military and religious orders.

The Empire ~ Averlander (Civilized)

A Averlander character gains the following skills, talents and traits:

Skills: Animal Care or Trade (Miner), Common Knowledge (the Empire), Gossip or Ride, Speak Language (Reikspiel)

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Averland)*, and 1 random talent/trait (*Table: Random Talents/Traits*)

The Empire ~ Hocklander (Civilized)

A Hocklander character gains the following skills, talents and traits:

Skills: Common Knowledge (the Empire), Concealment or Gossip, Speak Language (Reikspiel)

Talents & Traits: Home Environment (Temperate)*, Marksman or Rover, Provincial Expertise (Hockland)*, and 1 random talent/trait (*Table: Random Talents/Traits*)

The Empire ~ Middenlander (Civilized)

A Middenlander character gains the following skills, talents and traits:

Skills: Common Knowledge (the Empire), Gossip or Intimidate, Speak Language (Reikspiel)

Talents & Traits: Home Environment (Temperate)*, Menacing or Warrior Born, Provincial Expertise (Middenland)*, and 1 random talent/trait (*Table: Random Talents/Traits*)

The Empire ~ Nordlander (Civilized)

A Nordlander character gains the following skills, talents and traits:

Skills: Common Knowledge (the Empire), Consume Alcohol or Speak Language (Norse), Speak Language (Reikspiel)

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Nordland)*, Stout-hearted or Very Resilient, and 1 random talent/trait (*Table: Random Talents/Traits*)

The Empire ~ Ostermarker (Civilized)

A Ostermarker character gains the following skills, talents and traits:

Skills: Common Knowledge (the Empire), Gossip or Outdoor Survival, Speak Language (Reikspiel)

Talents & Traits: Coolheaded or Very Resilient, Home Environment (Temperate)*, Provincial Expertise (Ostermark)*, and 1 random talent/trait (*Table: Random Talents/Traits*)

The Empire ~ Ostlander (Civilized)

A Ostlander character gains the following skills, talents and traits:

Skills: Common Knowledge (the Empire), Consume Alcohol, Gossip or Speak Language (Kislevarin), Speak Language (Reikspiel)

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Ostland)*, and 1 random talent/trait (*Table: Random Talents/Traits*)





The Empire ~ Reiklander (Civilized)

A Reiklander character gains the following skills, talents and traits:

Skills: Command *or* Gossip, Common Knowledge (the Empire), Speak Language (Reikspiel)

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Reikland)*, Savvy *or* Suave, and 1 random talent/trait (*Table: Random Talents/Traits*)

The Empire ~ Stirlander (Civilized)

A Stirlander character gains the following skills, talents and traits:

Skills: Animal Care, Animal Training *or* Gossip, Common Knowledge (the Empire), Speak Language (Reikspiel)

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Stirland)*, and 1 random talent/trait (*Table: Random Talents/Traits*)

The Empire ~ Sylvania (Civilized)

A Sylvanian character gains the following skills, talents and traits:

Skills: Common Knowledge (the Empire) *or* Common Knowledge (Sylvania), Gossip *or* Outdoor Survival, Speak Language (Reikspiel) *or* Speak Language (Sylvania)

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Sylvania)*, and 2 random talents/traits (*Table: Random Talents/Traits*)

NOTE! If character is from one of the isolated villages in the east of Sylvania, it is possible that the character does not know the name of the current Emperor and may not even know that Sylvania is part of the Empire.

The Empire ~ Talabeclander (Civilized)

A Talabeclander character gains the following skills, talents and traits:

Skills: Common Knowledge (the Empire), Follow Trail *or* Gossip, Outdoor Survival, Speak Language (Reikspiel)

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Talabecland)*, and 1 random talent/trait (*Table: Random Talents/Traits*)

The Empire ~ Wissenlander (Civilized)

A Wissenlander character gains the following skills, talents and traits:

Skills: Common Knowledge (the Empire), Speak Language (Reikspiel), Trade (Farmer) *or* Trade (Miner)

Talents & Traits: Coolheaded *or* Hardy, Home Environment (Temperate)*, Provincial Expertise (Wissenland)*, and 1 random talent/trait (*Table: Random Talents/Traits*)





Estalia

Estalia is a peninsula located in the western Old World, bordered to the northeast by Bretonnia. Its natural borders are the Irrana and Abasko Mountains to the east, the Great Western Ocean to the north and west and the Southern Sea to the south. The northern kingdoms of the Irrana mountains are humid lands populated by fierce and tough hill-fighters, and where solid fortresses guard the mountain passes, while the kingdoms along the south coast are barren but prosperous trading states whose ships move along the great oceans.

Estalian (Civilized)

Estalians are a hardy people, and claim to be the first humans to have settled the Old World, although this claim is not taken seriously outside Estalia. Those within the cities make their living with fishing and trade. Estalians take great offence to being confused with Tileans, and it is said they will slay any man who mistakenly addresses them in the Tilean language. Estalia is renowned for its Diestros, skilled duellists who ply their trade across the Old World.

A Estalian character gains the following skills, talents and traits:

Skills: Common Knowledge (Estalia), Gossip or Academic Knowledge (Genealogy and Heraldry), Speak Language (Estalian)

Talents & Traits: Home Environment (Southern)*, Provincial Expertise (Kingdom)*, Specialist Weapon Group (Fencing), and 1 random talent/trait (*Table: Random Talents/Traits*)

NOTE! You may also ignore *Specialist Weapon Group (Fencing)* and just take 2 random talents/traits. Fencing is such a common hobby that almost all receive some training in it.

Ind

Ind is a mysterious country located next to Grand Cathay and Khuresh in the far east. It is land of many kingdoms. A favoured destination for spice merchants from all across the world, who eagerly travel here to buy rare and valued herbs. The lands of Ind are rich and fertile, and ruled by aristocratic overlords from their gorgeous palaces.

Ind (Civilized)

A deeply spiritual land, its people may seem strangely content to outsiders, but it is just their odd way of dealing with the horrors of life and should not distract the traveller from the perils of this place. It can be difficult to understand the customs of the locals. In fact, doing something as simple as crossing a bridge the wrong way, or eating meat can stir up the ire of the locals in some places, bringing down swift retribution upon the confused traveller. The gods of Ind are also a puzzling lot, and travellers are advised to smile politely and nod, as a local offer up prayers to his mouse or weevil deity. There is also a very strong caste system in the Ind dividing people.

A Ind character gains the following skills, talents and traits:

Skills: Academic Knowledge (Religion/Theology), Common Knowledge (Kingdoms of Ind), Speak Language (Indhya)

Talents & Traits: Coolheaded, Home Environment (Tropical)*, Provincial Expertise (Kingdom)*, Resistance to Disease





New World Ikadians

OPTIONAL. If you like, Ikadians can be native nomad hunter-gatherer human tribes living the northern New World / Naggaroth. Elves call them Ik-adion-thiadril-aisha ("Children of the Beloved Earth"). They know about Lizardmen and stay away from the steaming jungles of the south. To Ikadians spirituality, animal spirits and dreams are important part of their life. It is said, that among Ikadians are Skinwalkers, who are shapeshifters. They are considered as true weres, not mutated Ulfwerenar like Norse. Ikadians know also about legendary Amazons. Sometimes great Chaos hordes may enter their lands on their way to raid the Lizardmen cities. Chaos forces (commonly Hung) may either use land routes (western side of the Black Spine Mountains) or come from the sea sailing first around The Broken Lands, and then through coastline.

New World Ikadians ~ Island People (Barbarian)

OPTIONAL. Island People live peaceful and harmonic lives in the many islands of the Broken Lands and Sulpheret Islands. Island people are skilled sailors, but their boats are still small and primitive compared to other races. Just enough for sailing from island to another and fishing. Storms can be brutal in the islands and people are hardened and familiar about them. Unlike Plains People, they have permanent settlements, which usually are small. Their islands are more peaceful, than Plains People lands, but sometimes they are also harassed by Dark Elves, Beastmen, great Lizards, Hydras and other great beasts.

A New World Ikadian character gains the following skills, talents and traits:

Skills: Common Knowledge (New World), Outdoor Survival, Row, Speak Language (Ikajo), Swim

Talents & Traits: Home Environment (Southern)*, Provincial Expertise (Tribe)*, Very Resilient

New World Ikadians ~ Plain People (Barbarian)

OPTIONAL. Plain people are basically all the tribes living in the main land – this includes tribes from the plains, mountains and forests/jungles. Plain People live peaceful and harmonic lives mostly in the southern plains and valleys west from to the Black Spine Mountains (keeping away from the north occupied by Dark Elves). Toughest tribes still live close to rivers in the Black Forest and Doom Glades regions. Most tribes train wild horses, that also inhabit their lands – these horses are called "Mustangs". Many also hunt wild cattle known as bison. Some tribes have permanent settlements, which act also as commercial centres, in the mountain ranges hidden and better defended positions. Many Ikadians from these mountain tribes are farmers. Even Ikadians are peaceful, their young warriors ("Braves") are well trained in the combat. Ikadian lands are harassed by Dark Elves, Beastmen, great Lizards, Hydras and other great beasts. There were also so called "Pyramid People". Ikadians that live (or lived once) in the Jungles and forests near Lizardmen and High Elves. They had connections and even trade with both races and were less influenced by the land in which they live(d). They also had a stratified class structure. Their culture might have been more close to become civilized. Yet, their religion was influenced by strange customs of the Lizardmen. It had much more brutal and bloody customs, than other Ikadian cultures, which even feared these tribes. And then these tribes became more corrupt. Many (or all) of their cultures have risen and declined, finally disappearing totally.

A New World Ikadian character gains the following skills, talents and traits:

Skills: Animal Care, Common Knowledge (New World), Outdoor Survival, Ride or Scale Sheer Surfaces, Speak Language (Ikajo)

Talents & Traits: Home Environment (Southern)*, Provincial Expertise (Tribe)*, Warrior Born

NOTE! If there are still tribes in southern jungles, they will have *Home Environment (Tropical)* trait.





Khuresh

OPTIONAL. Khuresh or the Hinterlands of Khuresh are a heavily forested (tropical rainforest) area in the far east of the Old World. To the north of Khuresh is the great nation of Cathay. off the east coast lie the island Empire of Nippon as well as the mysterious Lost Isles of Elithis, and to the west lie the Kingdoms of Ind and the Sea of Dread. Khuresh has a large concentration of Beastmen. Among Khuresh tribes there are legends about the mysterious pyramids deep in inside the great jungles. It is said, that the gods build them and some may live there even now.

Khuresh Pygmy (Barbarian)

OPTIONAL. Pygmy are primitive very short human tribesmen living deep in the jungles. They are fierce and brutal survivalists constantly fighting against Beastmen living in the same jungle. Sometimes also against Khuresh Tribesmen, who may raid Pygmy villages, capture them and sell them as slaves.

A Khuresh Pygmy character gains the following skills, talents and traits:

Skills: Common Knowledge (Khuresh), Outdoor Survival, Scale Sheer Surfaces, Silent Move, Speak Language (Khuresian)

Talents & Traits: Dwarfism*, Home Environment (Tropical)*, Provincial Expertise (Own Tribe)*, Rover

Khuresh Tribesman (Barbarian)

OPTIONAL. Khuresh tribes are tough barbarian tribes living in the coastline and northern parts of the jungle. They are constantly harassed by the Beastmen. Some Khuresh tribes are also slavers, selling slaves (both other tribes and Pygmy) to merchants from Ind and Cathay. Some hire themselves as mercenaries to Cathay.

A Khuresh Tribesman character gains the following skills, talents and traits:

Skills: Common Knowledge (Khuresh), Follow Trail, Outdoor Survival, Scale Sheer Surfaces, Speak Language (Khuresian)

Talents & Traits: Coolheaded, Home Environment (Tropical)*, Provincial Expertise (Tribe)*





Kislev

The Kingdom of Kislev, sometimes known as the Realm of the Ice Queen or simply as Kislev, is the most northerly Human civilization within the Old World, a powerful and war-driven nation that is known far and wide for having one of the greatest horsemen's to ever roam the plains of the southern realms. From the World's Edge Mountains to the East and the Sea of Claws in the West, Kislev stands at the very frontiers of Human civilization, a land covered in wide-open steppes and thundering icy rivers, where lonely villages stand isolated in the empty wilderness, while mighty cities rise from the landscape like great islands of stone. The climate is harsh and unforgiving, and only the strongest, most determined people can survive here.

Kislev - Gospodar (Civilized)

The Gospodars were the tribal people who crossed the High Pass of the Worlds Edge Mountains from the east. They were well armed, and led by their Khan-Queen Miska, displaced the native Ungols, and eventually established the nation of Kislev. The Gospodars themselves had been pushed westwards by the growing strength of Chaos. After founding the city of Kislev, they became known as Kislevites. The Gospodars remain the dominant people of Kislev. They are a wealthy people and have great pride in their accomplishments. They are ruled by Tzars who have tried to knit the peoples of Kislev into one nation, although there is still significant distinction between the Gospodar and Ungol people. They have attempted to convert all of the people to the Gospodar lifestyle and language and general society, but have failed so far.

A Gospodar character gains the following skills, talents and traits:

Skills: Command or Intimidate, Common Knowledge (Kislev), Consume Alcohol, Speak Language (Kislevarin)

Talents & Traits: Home Environment (Northern)*, Provincial Expertise (Province)*, and 1 random talent/trait (Table: Random Talents/Traits)

Kislev - Ungol (Civilized)

The Ungols are the people who inhabited the land now known as Kislev before the arrival of the Kislevites (known then as the Gospodars). They dominated a tribe known as the Ropsmenn but also lived alongside the Teutogens who bordered their territory. Later, they fought against the people of Norsii, forcing them north into what is now known as Norsca. The Norsii arrived as a result of being forced into Kislev by the armies of Sigmar Heldenhammer. Sigmar then aided the Ungols by fighting off the Orcs and Goblins in the Worlds Edge Mountains and, after fighting together at the Battle of Blackfire Pass, a peace was established between the two peoples. The end of Ungol dominance in Kislev was marked by the arrival of the Gospodars over the High Pass, who overran their cities and habitations. They were forced further westward into Ropsmenn country and under the Ungol Warlord Hethis Chaq, the Ungols fought a host led by King Weiran up to the cliffs overlooking the Sea of Claws. Here the Ropsmenn people were broken and scattered forever. Norvard was the greatest city of the Ungols, until it was overrun and renamed Erengard by the Gospodars. At this point in history the Ungols were effectively defeated and absorbed into the Gospodar population. Although defeated, the Ungol culture continues on. Praag has a high Ungol population, some would say they have more power here than the Gospodars do. Some of the fastest Kislev cavalry archers are of Ungol blood, the Ungol Horse Archers. They are watched over closely by the Gospodars, but are used throughout the lands due to their speed of deployment and knowledge of the ground. Also, the Kossars, the foot troops of Kislev, were once a tribe of mercenary Ungol warriors. They are now a combined force of Ungol and Gospodars, an attempt to bind the two peoples together.

A Ungol character gains the following skills, talents and traits:

Skills: Animal Care or Outdoor Survival, Common Knowledge (Kislev), Ride, Speak Language (Kislevarin or Ungol)

Talents & Traits: Home Environment (Northern)*, Provincial Expertise (Province)*, Very Resilient





Kislev - Wheatland Colonial (Civilized)

The Wheatland Colonies (the United Commonwealth of Wheatlands Colonies) on the Dark Lands side of the World Edge Mountains. This area is called also as Zorn Uzkul (the Great Skull Land). People in these colonies are more or less mix of both Ungol and Gospodar. There are several colonies, which are far from united and very individuals: Nieuw Jutonsryk, Hunedoara, Raska, Ruthenia, Vlachistan and Petznak. They are agricultural and very self-sustaining. They are constantly harassed by the Greenskins (especially Hobgoblins), Chaos Dwarves and the Northmen.

A Wheatland Colonial character gains the following skills, talents and traits:

Skills: Common Knowledge (Dark Lands), Common Knowledge (Kislev), Outdoor Survival, Speak Language (Kislevarin)

Talents & Traits: Home Environment (Northern)*, Provincial Expertise (Wheatlands)*, and 1 random talent/trait (Table: Random Talents/Traits)

Nippon

Located somewhere off the coast of the mainland, Nippon is said to be a powerful feudal kingdom, where knights, resplendent in brightly coloured armour made of lacquered wood, enforce a complex and rigid class system. Said to be intensely distrustful of outsiders, they only permit foreigners to travel in their lands rarely. Little else is known about Nippon, though doubtless if the rest of the world is anything to go by, it will be populated by its own unique and deadly monsters and perils.

Nipponise (Civilized)

Nipponise are very polite, punctual, kind, hard-working, shy, formal and in Old World view very clean. In their strict social system, one's face, honour and duty are important elements in life. They always remember their status and place in their society. They try not to reveal their feelings in a formal places or among strangers. In their society people are driven to be good or best whatever they do for a living. It is matter of honour to succeed (and losing one's honour to fail). In many ways their society has much same elements as Dwarven society. The feudal system of Nippon is also very much similar to Bretonnia. In Nippon the knightly warriors of the highest class are called the Samurai.

A Nipponise character gains the following skills, talents and traits:

Skills: Common Knowledge (Nippon), Gossip, Speak Language (Nipponise)

Talents & Traits: Coolheaded, Home Environment (Tropical)*, Honour & Duty*, Provincial Expertise (Province)*





Northmen

Northmen are the barbaric tribes of the Chaos Wastes and Norsca. They are human, though far surpassing the peoples of the more civilised south in strength and vigour. Living in the shadow of Chaos, the Northmen are born into the worship of the Gods of Chaos, and few escape mutations in some form. When hosts of Northmen march with the armies of Chaos, they are known as Marauders.

Northman - Hung (Barbarian)

The Hung are a nomadic oriental race of hunters and gathers, shorter and squatter than the people of Cathay but otherwise resembling them. The Hung are perhaps the most easterly of all the Northmen tribes, inhabiting the lands of the Chaos Wastes to the north of Cathay and the chilly lands of Naggaroth in the New World. The Hung are considered horsemen par excellence, and they breed tough, small horses on their cold mountain slopes which would survive where larger southern warhorses would starve. They ride these into battle when they attack the more civilized lands to the south, such as the petty yet equally barbaric Kingdoms of the Dark Elves. Perhaps out of all the people living within the Far North, the people of the Hung are perhaps the most primitive of them all. Even though their brethren's in the West have built themselves a selection of settlements and massive fortresses, the people of the Hung can amount themselves no better than primitive hunters and gatherers, with little to no concept of even the barest forms of civilization. Instead, these wandering nomads scour the land in search of plunder and battle to sustain themselves, and such is their reputation that the people of Grand Cathay built the mighty Grand Bastion, one of the largest walls ever created for the sole sake of keeping these barbarians from destroying their very kingdom.

A Hung character gains the following skills, talents and traits:

Skills: Common Knowledge (Chaos Wastes or Eastern Steppes), Outdoor Survival, Ride, Speak Language (Hung)

Talents & Traits: Home Environment (Northern)*, Inured to Chaos*, Provincial Expertise (Tribe)*, Rover, Stout-hearted

Special: There is a 25% chance for a Hung character to begin play with a mutation. GM decision the chance for a mutation could be ignored.

Northman - Kurgan (Barbarian)

Kurgan is a term used to describe a race of mighty, nomadic horse-warriors who dwell under the shadow of Chaos, in the vast Eastern Steppes that border the Chaos Wastes. The very term is derived from the burial mounds raised by the Scythian horse-warriors of old, from whom both the Kurgan and their traditional foes, the Gospodarin, descend, and the Kurgan have thus come to be known by the name, for it is said that they desire to bury the peoples of the south under such similar hills. A hardy race of brutal warriors, the Kurgan people rule a vast if not empty empire, bereft of all marks of civilization, leading a grim nomadic existence punctuated by merciless inter-tribal warfare. The Kurgan are renowned throughout the world as some of the greatest and most proficient horsemen ever to ride, favouring short, squat ponies adapted for survival among the cold steppes where the larger warhorses of the south would be hard pressed to survive. Though their domains lie far from the borders of the Empire, such is the fleetness of their steeds and their lust for battle that none can be sure where their next savage assault will fall. The horsemen of the Chaos Wastes know neither fear nor mercy, and slaughter all whom they find with unremitting brutality, piling high towers of skulls to stand as testament to their victory. Yet the Kurgan are also a deeply spiritual people, who worship countless spirits and daemonic gods, each of whom who are but an aspect of the Dark Gods, whom the Kurgan perceive as forces of the natural world, and who keep the earth and all who dwell within it in a constant state of growth and becoming. The Kurgans are divided into countless clans and tribes, the most northerly of which are generally the fiercest and most barbaric of all. Indeed, the Kurgans are by the far the most numerous of all the accursed peoples of Chaos, with numbers far outstripping those of even the bloodthirsty Norscans or the treacherous Hung. Raised in unforgiving climes, the Kurgan are immersed into violence from an early age. They recognize no concepts of nationality, borders or allegiance. Indeed, such things are alien to them. To them, the only law is that of might and power, the will to take and hold. Thus, they are a race of skilled warriors, who rule their bleak dominion with the axe and bow. After all, they must fight from birth to survive.





A Kurgan character gains the following skills, talents and traits:

Skills: Common Knowledge (Chaos Wastes or Eastern Steppes), Outdoor Survival, Ride, Speak Language (Kurgan)

Talents & Traits: Big and Tough*, Home Environment (Northern)*, Inured to Chaos*, Provincial Expertise (Tribe)*, Warrior Born

Special: There is a 25% chance for a Kurgan character to begin play with a mutation. GM decision the chance for a mutation could be ignored.

Northman – Norse (Barbarian)

Norsca is a peninsula located in the far north of the Old World, lying on the doorstep of the Chaos Wastes itself. It is bordered to the south by the frigid waters of the Sea of Claws, to the north by the Kraken Sea and the Realm of Chaos, and to the east by the roving Kurgan tribes of the Steppes. Suffused with the unholy energies of Chaos by its proximity to the ruined Warp Gate that lies at the northern pole, it is a brutal realm where no one ruler holds sway. Instead, the bleak and brutal landscape is divided amongst the barbaric kingdoms and territories of many bloodthirsty and warlike tribes, ruled by dark-armoured Chaos Champions blessed by the favour of their gods, and who are thus held up as akin royalty by their brethren as a result. Norsca is inhabited by a race of savage and ferocious humans known as the Norscans or the Norse; fur-clad warriors and berserkers of hairy brawn who sail the seas in fearsome longships in order to unleash their devastating fury upon the south. Warlike and cruel, the Norse are the very epitome of the Warriors of Chaos; fanatically devoted champions of the Dark Gods and the baneful scourge of their foes. The brutality of their raids have been felt as far abroad as the Witch King's baleful domain of Naggaroth and the mysterious realm of Cathay, for the men of Norsca are reckoned to be perhaps the most adept sailors and navigators in all the world. The Norsemen are, without exception, great warriors, blessed with incredible strength at arms and fearsome demeanours. It is the dream of nearly every member of this fierce people to ascend to the ranks of the greatest warriors - to become mighty Champions of Chaos and bear the dread marks of their gods' ruinous favour. Norsca is a savage and brutal land, plagued by lethal winters for more than half the year, and worse, lashed perpetually by raging gales of Chaos energies howling down from the ancient ruins of the fallen Warp Gate resting at the very heart of the northern Chaos Wastes. As such, no sane Human being would be able to survive in this harsh wasteland with their sanity intact. It is for this reason that most, if not all the tribes of the Norsca, are affected to some extent by the power of Chaos, causing their flesh to warp and mutate through the influences of their Gods, and their minds to be plunged into the darkest depths of the most violent insanity. The Norscans see these alterations as the "blessings" of their dreadful deities, which empower them to strive above and conquer all who oppose them. Hard-bitten and war-like, the men of Norsca are the greatest of all the warriors of the Dark Gods.

A Norseman character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol, Outdoor Survival, Sail or Scale Sheer Surfaces, Speak Language (Norse)

Talents & Traits: Big and Tough*, Home Environment (Northern)*, Inured to Chaos*, Provincial Expertise (Tribe)*

Special: There is a 20% chance for a Norsemen character to begin play with a mutation. GM decision the chance for a mutation could be ignored. If you begin play with a mutation, there's a 10% chance the character is an Ulfwerenar instead of Human.

Northman – Skeggi Norse (Barbarian)

The Norse settlement of Skeggi is one of the few permanent settlements ever created in any part of the lush jungles of Lustria, the infamous jungle-realm now known to be the domains of the ancient Lizardmen Empire. Since time long past, this settlement and its people were one of the first Old Worlders to ever set foot upon this land that many people began to call the "New World." The Norsemen are revered amongst all in the known world as the perfect warriors, and the most skilled adventurer. This trait holds testament to the deeds set upon by the infamous Norse champion Losteriksson, who was the first human to ever cross the great Ocean and discover the lands of Lustria and created the settlement of Skeggi in 888 IC. Basically Skeggi Norse cannot really be said to be Northmen – they live in south. But, their heritage, customs and physical looks are similar to Norse (even their skin tone is commonly bronze-like).

A Skeggi Norseman character gains the following skills, talents and traits:

Skills: Common Knowledge (New World), Outdoor Survival, Sail, Scale Sheer Surfaces, Speak Language (Norse)

Talents & Traits: Big and Tough*, Home Environment (Tropical)*, Inured to Chaos*, Provincial Expertise (Skeggi)*

Special: There is a 2% chance for a Norsemen character to begin play with a mutation. GM decision the chance for a mutation could be ignored. If you begin play with a mutation, there's a 1% chance the character is an Ulfwerenar instead of Human.





Southlands

The Southlands are a mythical location. The Southlands lie south of the Land of the Dead and are dominated by dense swamplands and rain forest. The southlands are inhabited by Lizardmen, savage orcs and forest goblins, and tribes of what adventurers call the "Dark Men", "Southrons" or Ebonians.

Southlands - Old World Colonies (Civilized)

There are few Old World colonies in the Southlands. People born and grown to tropical environment survive better in the hot environment and are also tough and resourceful, when it comes to knowledge and survival in the jungle. Some customs from the Old World still remain, even their home is Southlands.

A native Southlands Colonial character gains the following skills, talents and traits:

Skills: Common Knowledge (Southlands), Outdoor Survival, Speak Language (any Old World), Speak Language (Ebonian)

Talents & Traits: Home Environment (Tropical)*, Provincial Expertise (Colony)*, and 1 random talent/trait (Table: Random Talents/Traits)

Southlands - Ebonian Ivory Kingdoms (Civilized)

The Southlands' humans are called Ebonians. Civilized Ebonians have formed few large, yet maybe little primitive in Old World terms, kingdoms. These are called as the Ivory Kingdoms. They are still civilized people compared to wild tribes.

A Ebonian Ivory Kingdom character gains the following skills, talents and traits:

Skills: Common Knowledge (Southlands), Outdoor Survival, Speak Language (Ebonian)

Talents & Traits: Hardy*, Home Environment (Tropical)*, Provincial Expertise (Kingdom)*, and 1 random talent/trait (Table: Random Talents/Traits)

Southlands - Ebonian Tribesman (Barbarian)

Most of the Southlands people, Ebonians, are wild tribes living in the jungles. They call themselves the Tribes of the Journey. The jungle tribesmen possess more than one culture, but speak dialects related to the same language. While regarded as savages, and much less respected by Old Worlders than the people of the Ivory Kingdoms, they are sometimes sought as guides or porters, more regularly as healers.

A Ebonian Tribesman character gains the following skills, talents and traits:

Skills: Common Knowledge (Southlands), Outdoor Survival, Scale Sheer Surfaces, Speak Language (Ebonian)

Talents & Traits: Fleet Footed or Hardy, Home Environment (Tropical)*, Provincial Expertise (Tribe)*, Rover





Tilea

Tilea is a large fertile peninsula located within the southernmost border of the Old World, along the tranquil coast of the warm and bountiful Tilean Sea. The wealthy city-states that dot Tilea's landscape embrace the ideals of trade, exploration, progression and civil war with almost equal passion. Tilea is a land of great wealth and advancement, a land known far and wide for being the cradle from which the ideals of democracy, civil liberty and justice was birth, founded and establish. It is only from here that the first true Republics were formed by the nation's people, such as the Republic of Remas, while others are ruled by a powerful caste of wealthy Merchants, known collectively as Merchant Princes. Yet for all its wealth and advancement, Tilea is, like much of the Old World, a fractious, war-torn region of earth, where the fertile countryside becomes the battleground from which legions of Mercenaries clash in titanic struggles that serve no purpose other than to advance the petty and greedy ambition of the rich and few. As such, it is of no surprise that there is no greater concentration of these gold-hungry cut-throats than in the lands of Tilea. Perhaps it is fitting that these Mercenaries are known collectively as the Dogs of War.

Tilean (Civilized)

Tileans have very colourful personalities. More about that, look Attitude trait.

A Tilean character gains the following skills, talents and traits:

Skills: Common Knowledge (Tilea), Gossip, Speak Language (Tilean)

Talents & Traits: Attitude*, Home Environment (Southern)*, Provincial Expertise (City-State)*, and 1 random talent/trait (Table: Random Talents/Traits)



Wasteland

The Wasteland is a coastal area around the mouth of the river Reik which contains the prosperous city of Marienburg. The Wasteland used to be the Imperial province of Westerland that was conquered in 501 IC by Emperor Sigismund II, until it seceded during the reign of Emperor Dieter IV in 2429 IC through a hefty bribe.

Wastelander - Marienburger (Civilized)

Marienburg is considered to be the largest port-city in the Old World, and the former capital of the Empire province of Westerland. A centre of trade for the entire continent, Marienburg is a cosmopolitan city with many races and nationalities combining to create a rich and diverse culture. Marienburg is situated at the mouth of the River Reik, adjacent to the Cursed Marshes. It is, in fact, a city of islands in the midst of the Reik Delta. Its proximity to the Great Northern Road gives its merchants access to that region of the Empire as well.

A Marienburger character gains the following skills, talents and traits:

Skills: Gossip or Haggle, Common Knowledge (Wasteland), Speak Language (Reikspiel), Speak Language (any one)

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Marienburg)*, and 1 random talent/trait (Table: Random Talents/Traits)





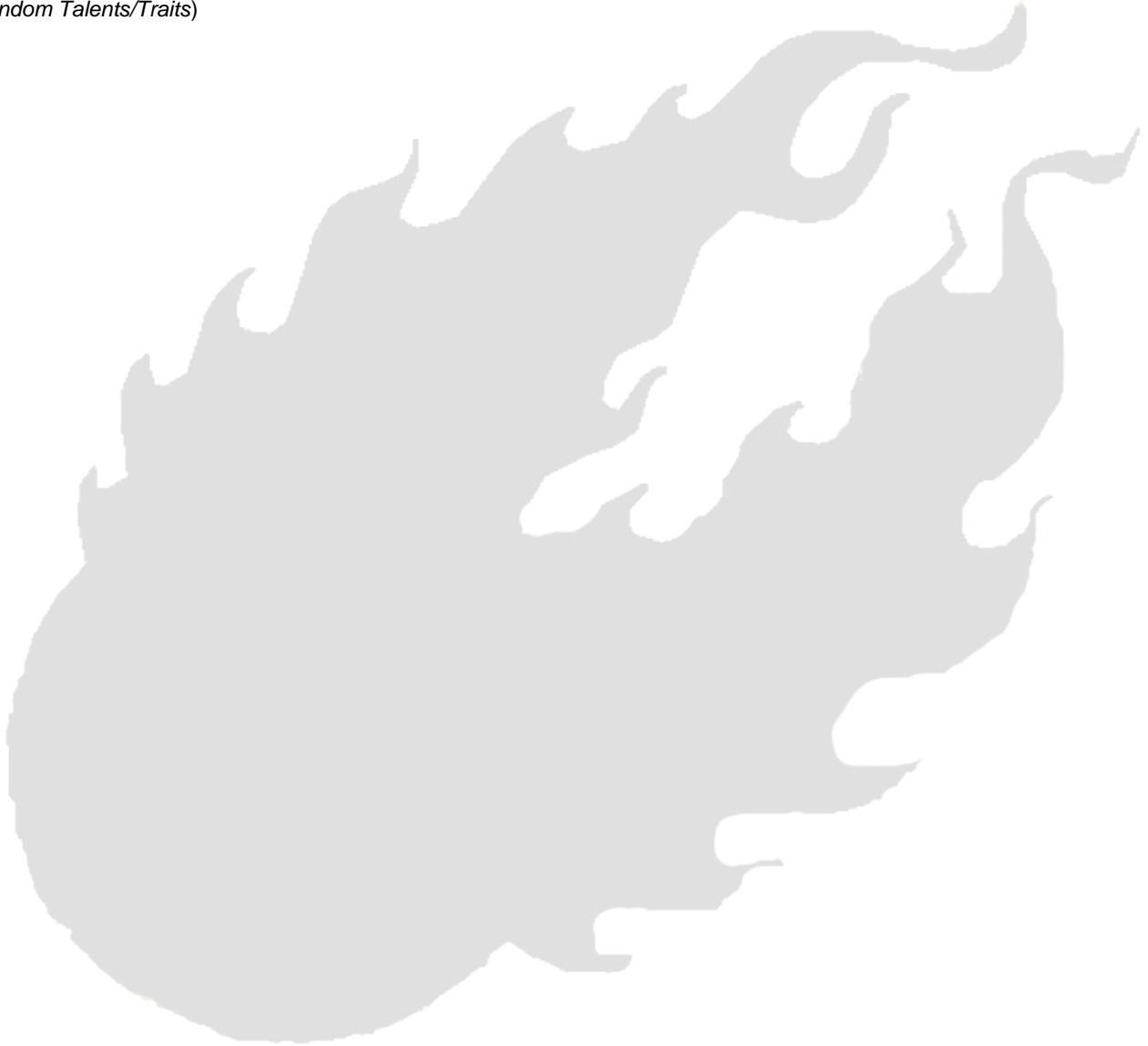
Wastelander - Rural (Civilized)

A Wastelander comes from the smaller settlements around the great river Reik, Marshes surrounding the Marienburg and the Reik, or moors covering the rest of the Wasteland. There are scattered hamlets, few villages, farmsteads, river-front inns and also town of Aarnau, mostly situated on the coastline. Most Wastelanders may use this profile. They are familiar when it comes to boats and swimming.

A Wastelander character gains the following skills, talents and traits:

Skills: Common Knowledge (Wasteland), Row, Speak Language (Reikspiel), Swim

Talents & Traits: Home Environment (Temperate)*, Provincial Expertise (Wasteland)*, and 1 random talent/trait (*Table: Random Talents/Traits*)





Dwarfs

Basic Dwarf concept taken from the *WFRP2 Core Rulebook*. Chaos Dwarfs Cultural options are from *Tome of Corruption* (WFRP2 sourcebook), but revised.

NOTE. Original idea was to create different Dwarfen regional profiles based on the basic concept. It didn't really work that well, with all the regions. So, I decided to add Extra Talent/Trait to each regional profile to give more unique abilities. This Extra Talent/Trait is mentioned differently.

Dwarfs

Karaz Ankor, translated as "The Everlasting Realm" is the primary homeland of Dwarfen kingdoms, holds and cities of the World's Edge Mountains from which they have inhabited since the earliest days of their recorded history. Their original homeland was located in the mountains of the Southlands, but they migrated northwards in search of new veins and minerals to mine, gradually settling in the World's Edge Mountains. At their peak, their lands encompassed nearly the entirety of the World's Edge Mountains, in addition to settlements in the Grey and Black Mountains and many smaller hill settlements in the lands of what would become the Empire. However, their pyrrhic victory in the War of Vengeance, combined with the vast destruction of the Time of Woes and the onslaught of the Goblin Wars, caused the loss of several holds along with hundreds of smaller settlements and mines. The Dwarf name for their homeland is Karaz Ankor - the everlasting realm. There are currently nine major holds and countless smaller kingdoms where the Dwarfs still rule.

Barak Varr (Sea Gate)

A Barak Varr Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Dwarfs), Gossip, Haggle or Evaluate, Speak Language (Khazalid), Speak Language (Araby, Reikspiel, Breton, Estalia or Tilea)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Home Environment (Southern)*, Night Vision, Provincial Expertise (Barak Varr)*, Resistance to Magic, Stout-hearted, Sturdy

Extra Talent/Trait: Dealmaker

Black Dwarfs & Vault Dwarfs (Karak Hirn, Karak Angazbar, Karak Izor, Karak Grom...)

A Black and Vault Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Dwarfs), Gossip, Speak Language (Khazalid), Speak Language (Reikspiel or Tilea), Trade (Miner, Smith or Stoneworker)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Home Environment (Temperate)*, Night Vision, Provincial Expertise (Hold)*, Resistance to Magic, Stout-hearted, Sturdy

Extra Talent/Trait: My Precious*

Expatriate Dwarfs ("Manling Dwarfs", "Flatlanders")

An Expatriate Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Dwarfs), Common Knowledge (homeland), Gossip, Speak Language (Khazalid), Speak Language (homeland), Trade (Miner, Smith or Stoneworker)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy

Extra Talent/Trait: Master of Dwarfcraft*

NOTE! Also gain *Home Environment (Northern, Southern, Temperate or Tropical)* trait based on your location.

Grey Dwarfs (Karak Azgaraz, Karak Norm, Karak Ziflin...)

A Grey Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Dwarfs), Gossip, Speak Language (Khazalid), Speak Language (Bretonnia or Reikspiel), Trade (Miner, Smith or Stoneworker)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Home Environment (Temperate)*, Night Vision, Provincial Expertise (Hold)*, Resistance to Magic, Stout-hearted, Sturdy

Extra Talent/Trait: Master of Dwarfcraft*



Karaz-a-Karak (Everpeak)

A Karaz-a-Karak Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Dwarfs), Speak Language (Khazalid), Scale Sheer Surfaces, Speak Language (Reikspiel), Trade (Miner, Smith or Stoneworker)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Home Environment (Temperate)*, Night Vision, Provincial Expertise (Karaz-a-Karak)*, Resistance to Magic, Stout-hearted, Sturdy

Extra Talent/Trait: Eternal Grudge*

Karak Kadrin (Slayers Keep)

A Karak Kadrin Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Dwarfs), Intimidate, Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Miner, Smith or Stoneworker)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Home Environment (Temperate)*, Night Vision, Provincial Expertise (Karak Kadrin)*, Resistance to Magic, Stout-hearted, Sturdy

Extra Talent/Trait: Warrior Born

Norse Dwarfs (Kraka Drak, Kraka Dorden, Kraka Ornsmotek, Kraka Ravnsvake...)

A Norse Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol, Speak Language (Khazalid), Speak Language (Norscan), Trade (Miner, Smith or Stoneworker)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Home Environment (Northern)*, Inured to Chaos*, Night Vision, Provincial Expertise (Hold)*, Resistance to Magic, Stout-hearted, Sturdy

Special: There is a 5% chance Norse Dwarfs begin play with a mutation. GM decision the chance for a mutation could be ignored.

Extra Talent/Trait: Born Mountaineer*

Southern Dwarfs (Karak Azul, Karak Azgal...)

A Southern Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Dwarfs), Speak Language (Khazalid), Speak Language (any one), Trade (Miner, Smith or Stoneworker)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Home Environment (Southern)*, Night Vision, Provincial Expertise (Hold)*, Resistance to Magic, Stout-hearted, Sturdy, Very Resilient

Extra Talent/Trait: Master of Dwarfcraft*

NOTE! If you character comes from some forgotten Southlands realm, then you can change *Home Environment (Southern)* trait to *Home Environment (Tropical)* trait.

Zhufbar (Torrent Gate)

A Zhufbar Dwarf character gains the following skills, talents and traits:

Skills: Academic Knowledge (Engineering), Common Knowledge (Dwarfs), Gossip, Speak Language (Khazalid), Speak Language (Reikspiel)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Home Environment (Temperate)*, Night Vision, Provincial Expertise (Zhufbar)*, Resistance to Magic, Stout-hearted, Sturdy

Extra Talent/Trait: Natural Engineers*



Chaos Dwarf Dark Lands

The Chaos Dwarfs inhabit the area of the Dark Lands known as the Plain of Zharrduk and their main city, the monstrous Tower of Zharr-Naggrund, rises up here and can be seen through the thick air for miles around. All around the city, mines have been sunk to allow the Chaos Dwarfs to search for the gems and minerals which they covet so greatly. In the depths of these mines, great steam powered engines were built and powered by the heat of the rocks themselves. The coal dug out is piled into huge mounds and the oil and tar that is drilled out of the ground is stored in huge pools which dot the land. Stone from the mountains is used to make roads to connect all the lands together so that all the riches can flow into the enormous city.

Chaos Dwarfs

Malign, dark-souled and merciless, the Uzkul-Dhrazh-Zharr, Dawi Zharr, or Chaos Dwarfs as they are known in legend to the other peoples of the world, are a warrior race of Daemon-smiths and craftsmen, slavers and brutal killers that dominate the northern reaches of the Dark Lands and have done so for thousands of years. Their history is an ancient and terrible one, a saga of a great and hardy people whose nobility would become warped into utter malice, and whose stubborn refusal to die would lead them down a dark and bitter path to damnation.

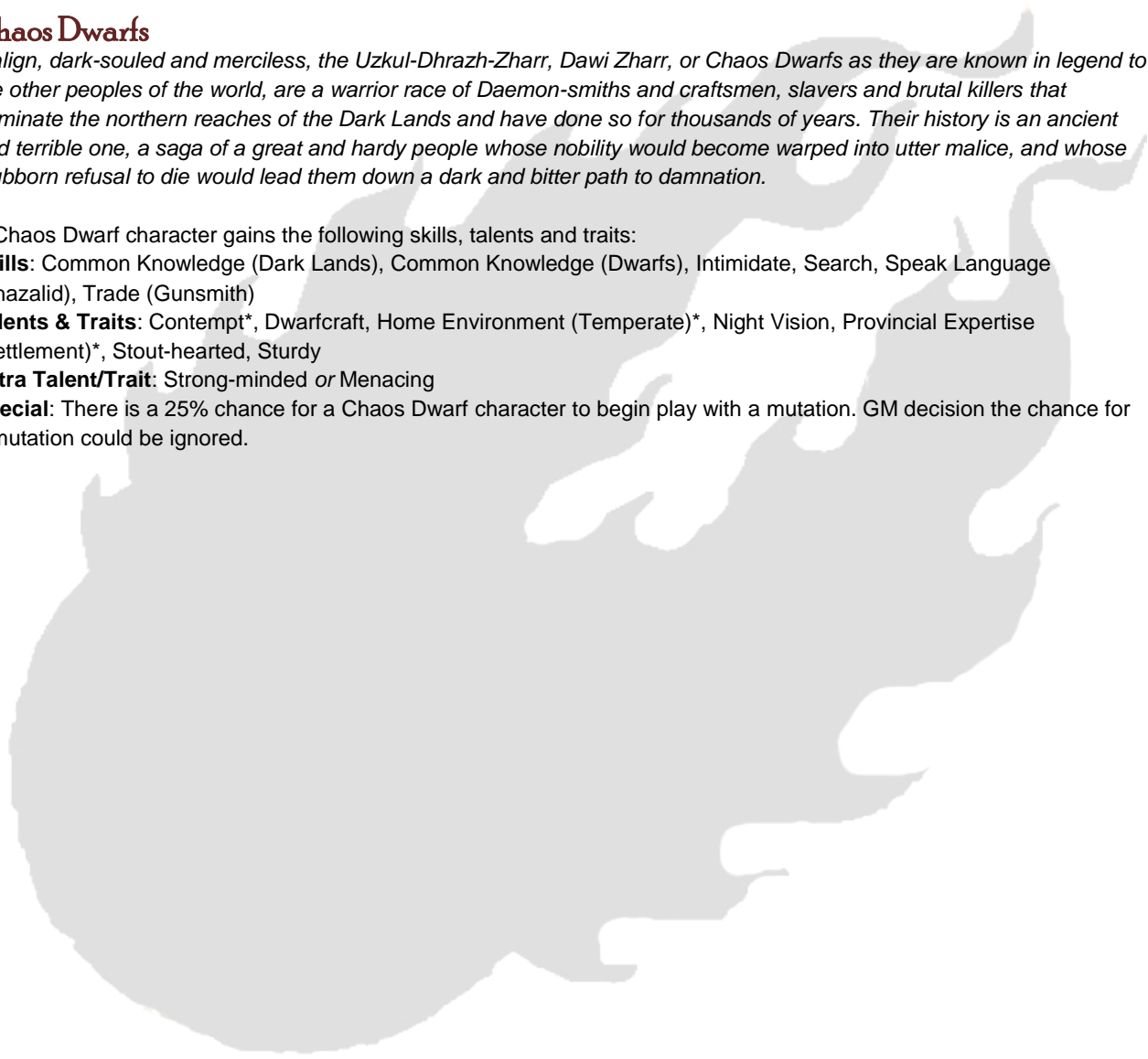
A Chaos Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Dark Lands), Common Knowledge (Dwarfs), Intimidate, Search, Speak Language (Khazalid), Trade (Gunsmith)

Talents & Traits: Contempt*, Dwarfcraft, Home Environment (Temperate)*, Night Vision, Provincial Expertise (Settlement)*, Stout-hearted, Sturdy

Extra Talent/Trait: Strong-minded or Menacing

Special: There is a 25% chance for a Chaos Dwarf character to begin play with a mutation. GM decision the chance for a mutation could be ignored.





Halflings

Basic Halfling concept taken from the *WFRP2 Core Rulebook*. Southlands Biloko – Savage Halfling idea taken from the *Southlands* (WFRP3 fan-sourcebook) by Valvork, and Wayarhui – Savage Halfling from the *Warhammer Fantasy Battle: Lizardmen* (WFB sourcebook) books.

Biloko (Savage)

Biloko are jungle-dwelling Halflings from the Southlands. They intentionally create nightmarish features with their distinctive facial tattoos, reddish skin (dye) and filed teeth. Perhaps the most disturbing about them is that they are skinny, which often leads to failure to recognize them as Halflings (Old Worlders find a skinny Halfling an unnerving sight). Biloko are expert with poisons and rare herbs. They paralyze victims with poison darts, carry them off to eat alive or trade to Lizardmen or Arabyans as slaves. They put victims' preserved heads on stakes as trophies to decorate their territory – much the way Lizardmen do which can lead to some confusion (acquiring the skill to tell the trophies apart is possible, if gruesome). They sometimes travel by flying on strange mounts, strange insects that are part fungus.

An Biloko – Savage Halfling character gains the following skills, talents and traits:

Skills: Common Knowledge (Southlands), Common Knowledge (Biloko), Outdoor Survival, Scale Sheer Surfaces, Silent Move, Speak Language (Ebonian)

Talents & Traits: Home Environment (Tropical)*, Night Vision, Provincial Expertise (Tribe)*, Resistance to Chaos, Resistance to Poison, Rover, Specialist Weapon Group (Blowpipe)

Mootlings (Civilized)

The Moot is the homeland of the Halfling race and part of the Empire, having formerly been part of the province of Stirland. The people of Stirland distrust Halflings more so than even other humans and greatly resent the decision that gave their best farmland to the Halflings. The Moot is mostly farm land and produces much of the food for the Empire. The leader of the moot is the Halfling's representative in the electoral college that selects the Emperor.

A Mootland Halfling character gains the following skills, talents and traits:

Skills: Academic Knowledge (Genealogy/Heraldry), Common Knowledge (the Empire), Common Knowledge (Halfling), Gossip, Speak Language (Halfling), Speak Language (Reikspiel), Trade (Cook or Farmer)

Talents & Traits: Home Environment (Temperate)*, Night Vision, Provincial Expertise (Mootland)*, Resistance to Chaos, Specialist Weapon Group (Sling), and 1 random talent/trait (*Table: Random Talents/Traits*)

Expatriate Halflings (Civilized)

There are huge amounts of Halflings living among humans around the Old World settlements and even beyond.

An Expatriate Halfling character gains the following skills, talents and traits:

Skills: Common Knowledge (homeland), Common Knowledge (Halfling), Concealment, Gossip, Speak Language (Halfling), Speak Language (Reikspiel, Kislevan, Breton, Estalia or Tilea), Trade (Cook or Farmer)

Talents & Traits: Night Vision, Provincial Expertise (home realm)*, Resistance to Chaos, Specialist Weapon Group (Sling), and 1 random talent/trait (*Table: Random Talents/Traits*)

NOTE! Also gain *Home Environment (Northern, Southern, Temperate or Tropical)* trait based on your location.

Wayarhui (Savage)

Wayarhui are jungle-dwelling Halflings from the New World. They are similar as Biloko, yet not as scary. Hairless, copper skinned. They usually stay hidden rather than attack, avoiding especially Lizardmen (which are native to their lands).

An Wayarhui – Savage Halfling character gains the following skills, talents and traits:

Skills: Common Knowledge (Lustria), Common Knowledge (Wayarhui), Concealment, Outdoor Survival, Scale Sheer Surfaces, Speak Language (Wayar)

Talents & Traits: Home Environment (Tropical)*, Night Vision, Provincial Expertise (Tribe)*, Resistance to Chaos, Resistance to Disease, Rover, Specialist Weapon Group (Blowpipe)



Elves

Basic Wood Elf concept taken from the *WFRP2 Core Rulebook* and *Defenders of the Forest* (WFRP2 fan-sourcebook). Sea Elves, High Elves and Dark Elves are based on that. Their concepts may change when fan-sources about them are ready.

Dark Elves (Druchii)

Naggaroth is the westerly homeland of the Dark Elves, who have colonized it since they were exiled from their homeland in Ulthuan and is located in the continent known as the New World. Naggaroth is bordered on the north by the Realm of Chaos (called also Chaos Wastes) and on the south by the tip of Lustria. The continent is split by a vast and rugged mountain range called the Blackspines (from "Black Spine of the World"). The high average elevation and climate factors combine to make the average temperature across most of the continent bitterly cold. Thus Naggaroth has also been called the "Land of Chill". Most of the continent is harsh and unforgiving wilderness, making travel overland extremely difficult. The Dark Elves have overcome this problem by exploring and charting a vast labyrinth of underground waterways which connect a series of fortified gates across the land.

A Dark Elf character gains the following skills, talents and traits:

Skills: Common Knowledge (Elves), Read/Write, Speak Language (Druhir/Black Elven), Speak Language (any one)

Talents & Traits: Aethyric Attunement or Specialist Weapon Group (Longbow), Children of the Gods*, Coolhead or Contempt*, Excellent Vision, Home Environment (Temperate)*, Night Vision, Provincial Expertise (City)*, Strong-Minded, Warrior Born or Schemer

High Elves (Asur)

The Isle of Ulthuan is the ancestral home of the Elven race, and is currently inhabited by the High Elves. Ulthuan forms a hollow ring of land, surrounding an inner sea. This inner sea is accessible only at the Straits of Lothorn, in the south of the island. Ulthuan is split up into provinces, each with its own character and ways of waging war. Ulthuan was shattered in the distant past, during the Sundering with the Dark Elves, and much of its North and Western coasts now lie underwater. The eastern approaches are protected by the Shifting Isles, a treacherous maze of magical mists and moving sandbanks. Ulthuan is also home to the majority of the world's remaining Dragons, who slumber under the volcanic mountain ranges of the Dragonspine Mountains in Caledor.

A High Elf character gains the following skills, talents and traits:

Skills: Academic Knowledge (any one) or Performer (Dancer, Musician or Singer), Charm, Common Knowledge (Elves), Read/Write, Speak Language (Tar-Eltharin), Speak Language (any one)

Talents & Traits: Aethyric Attunement or Specialist Weapon Group (Longbow), Children of the Gods*, Coolhead or Savvy, Excellent Vision, Home Environment (Southern)*, Night Vision, Provincial Expertise (Kingdom/Realm)*

Sea Elves ~ Colonies (Asur)

The Elves living around the coasts of the Elven Kingdoms have a tradition of seamanship and fighting, and lack the normal Elven disdain of physical labour. Because of this, the High Elves look down on them, thinking them rough and uncouth. They are brave warriors and tireless guardians of the seaways, and it is thanks to them that the sea routes between the Old World and Lustria remain open. Sea Elves are quite venturesome and can often be found as merchants and traders in Old World ports. There are many Sea Elven Colonies (Citadel of Dusk, Fortress of Dawn, Tor Elasor, Tower of Stars, Tower of the Sun...) around the world. Those living and born to these colonies are still Asur, yet, they have adapted usually customs and knowledge of their current home region.

A Colonial Sea Elf character gains the following skills, talents and traits:

Skills: Common Knowledge (Elves), Common Knowledge (Land/Region), Sail or Outdoor Survival, Speak Language (Tar-Eltharin), Speak Language (any one), Swim

Talents & Traits: Aethyric Attunement or Specialist Weapon Group (Longbow), Children of the Gods*, Excellent Vision, Night Vision, Provincial Expertise (Colony)*, Seasoned Traveller

NOTE! Also gain *Home Environment (Northern, Southern, Temperate or Tropical)* trait based on your location.



Sea Elves ~ Marienburg (Asur)

Even the great city of Marienburg is just a one of the Sea Elven colonies, it is one of the most important ones. For one reason – to protect the human lands from sea against Chaos Incursions. Sea Elves there are highly respected, living along the humans.

A Marienburg Sea Elf character gains the following skills, talents and traits:

Skills: Common Knowledge (Elves), Common Knowledge (the Wasteland), Sail, Speak Language (Tar-Eltharin), Speak Language (Reikspiel), Swim

Talents & Traits: Aethyric Attunement or Specialist Weapon Group (Longbow), Children of the Gods*, Excellent Vision, Home Environment (Temperate)*, Night Vision, Provincial Expertise (the Wasteland)*, Seasoned Traveller or Schemer


Wood Elves (Asrai)

The Wood Elves, known as the Asrai in some tales, or as the Fay Folk of Athel Loren, are a reclusive, secretive and highly isolationist race of Elves that have long ago voluntarily split off from the rest of their kin, preferring instead to live out their lives in Nature's embrace beneath the enchanted forested canopy of Athel Loren. From here, they have learnt to dwell in concord with the seasons and the weave of life and death that binds all living things together. They are the defenders of the forest, guardians of all things natural and pure. For millennia, the Wood Elves have lived in this state of harmony, lying in wait and hidden from the prying eyes of the wider World. There are other smaller enclaves in the deep forests of the Old World, where Wood Elves also live (like Laurelorn Forest).

A Wood Elf character gains the following skills, talents and traits:

Skills: Charm Animal, Common Knowledge (Elves), Outdoor Survival, Performer (Dancer, Musician or Singer) or Trade (Bowyer or Fletcher), Speak Language (Fan-Eltharin)

Talents & Traits: Aethyric Attunement or Specialist Weapon Group (Longbow), Children of the Gods*, Coolhead or Savvy, Excellent Vision, Home Environment (Temperate)*, Night Vision, Provincial Expertise (Home Woodland Realm)*, Rover





Ogres

Basic Ogre concept is a mix from the *Imperial Ogres* (WFRP2 source) document and from the *Tome of Corruption* (WFRP2 sourcebook).

Ogre Kingdoms Ogres

Far to the east of the Old World, past the Dark Lands and in the Mountains of Mourn is a savage region consisting of frozen and desolate mountains, predominantly inhabited by large clans of Ogres. These "Ogre Kingdoms" are loosely organized into a number of small empires and kingdoms, each separate from the others. The Kingdoms are a large collection of dictatorships, each ruled by its own Tyrant. While their society is described as being brutish and barbaric, Ogres are shown as being capable of dwelling among members of other races, and as being better accepted by others than some of Warhammer's more brutal races.

An Ogre Kingdoms Ogre character gains the following skills, talents and traits:

Skills: Common Knowledge (Ogres), Consume Alcohol, Intimidate, Outdoor Survival, Speak Language (Grumbarth)

Talents & Traits: Big-Fat-and-Stupid!*, Disarm, Fearless, Frightening, Home Environment (Temperate)*, Provincial Expertise (Tribe)*, Specialist Weapon Group (Two-handed), Street Fighting or Wrestling, Strike Mighty Blow, The Great Maw*

The Wanderer Ogres

Some Ogres have branched out of the Mountains of Mourn, often hiring out as mercenaries and following the lucrative call of battle. Ogres can be found throughout the world, in the lawless lands and wilds, but also among the civilized realms. Those who leave intend to return one day, although whether they survive to do so is another matter. Some Ogres settle on those far away places, where they journey.

A Wanderer Ogre character gains the following skills, talents and traits:

Skills: Common Knowledge (Ogres), Consume Alcohol, Intimidate, Speak Language (Grumbarth), Speak Language (any one)

Talents & Traits: Big-Fat-and-Stupid!*, Disarm, Fearless, Menacing, Provincial Expertise (Tribe)*, Specialist Weapon Group (Two-handed), Street Fighting or Wrestling**, Strike Mighty Blow, The Great Maw*

** You may replace this selection to 1 random talent/trait (*Table: Random Talents/Traits*)

NOTE! Also gain *Home Environment (Northern, Southern, Temperate or Tropical)* trait based on your location.



Gnome

Basic Gnome concept taken from the *Warpstone Magazine Issue 30* (WFRP fan-sourcebook).

Gnome

Gnomes can be found almost exclusively on the western side of the Worlds Edge Mountains. Their numbers are few and declining all the time. Some communities survive in the remoter areas of the Isle of Albion, but these cannot be said to constitute anything other than a backward remnant of the race. Traditionally Gnomish society has two community types – static and nomadic. Gnomes prefer to live among other Gnomes in self-contained, isolated communities. These are invariably burrows or cavern networks beneath The Empire's numerous limestone plateaus and other hill ranges. The Gnomish fondness for fishing is almost as infamous as their love of practical jokes and no permanent settlement is ever established far from a well-stocked fishing lake or river (preferably underground). Nomadic communities are groups of pedlars, venturing away from Gnomish regions to trade with other races. The pedlars usually set up a temporary camp and hide it carefully before sending a small number of representatives to the town or village to sell their wares.

A Gnome character gains the following skills, talents and traits:

Skills: Performer (Jester) or Common Knowledge (homeland), Concealment or Trade (Blacksmith), Common Knowledge (Gnomes), Speak Language (Gnomish), Speak Language (any one)

Talents & Traits: Night Vision, Provincial Expertise (Community)*, Tunnel Rat, and 1 random talent/trait (*Table: Random Talents/Traits*)

NOTE! Also gain *Home Environment* (Northern, Southern, Temperate or Tropical) trait based on your location.

