

A Day at the Races

A Warhammer Fantasy Roleplay Scenario



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Introduction

This scenario is written with villages in mind but can be run between any two populated places with minimal rewriting. It is probably best suited for characters in their first or second career and in a group of no more

than 4 PCs. The focal point of the scenario is a pony and cart race between the villages of Eisfeld and Cursdorf, a race that is far from fair and will see the PCs fighting for their very lives.

Arrival at Eisfeld

The scenario begins with the PCs arriving at the small village of Eisfeld, which is little more than a cluster of cottages huddled round the village inn. No major trade routes run through the area so Eisfeld has never grown to anything more than a gathering of local farmers and traders, it is however well known across the local area as the PCs will shortly discover. Immediately on entering the village it is apparent today is not just another day at the village. Most, if not all of the villagers have gathered in the village square where a small stage has been erected which is clearly the centre of all the commotion. On the stage a short, round man is standing shouting excitedly at the crowd, judging by his grubby apron and rotund physique it is clear he is the local inn keeper. Behind him on the stage is a large board, upon which are four names with betting odds next to them. As the PCs approach they can hear the inn keeper's words more clearly: "All bets welcome, step right up, don't be shy, place your bets on who'll be the first to reach Cursdorf this year! And remember there's still one unclaimed cart if anyone out there thinks they're up to the challenge?" Anyone the PCs talk to will excitedly explain that they have arrived just in time for the annual inter-village pony and cart race. On the off chance that the PCs do not enquire as to what is going on the villagers will notice the strangers and ask if they are here for the race. Everyone in the village will have

the following information and happily divulge it to the PCs:

- Every year there is a pony and cart race between Eisfeld and the next village up the road, Cursdorf.
- The local inn keepers and merchants put together a cash prize of 20 Gold!
- The race is open to anyone.
- Five ponies and carts are supplied by the race organisers, four of these are taken but one remains unclaimed.

At the least the villagers will suggest the PCs consider entering, but most likely they will excitedly encourage the PCs to join in.

Once the PCs have been persuaded to join, they should approach the man on the stage who they will be told is Felix Hirtzel, inn keeper and race organizer. Upon signing up they will be told the rules:

The race starts the following morning an hour after sunrise upon Felix's ringing of a bell.

The first manned pony and cart to reach Cursdorf's village square wins.

Competitors can modify their carts in any way they see fit. (Given the time constraints and limited resources in the village there is little the PCs will be able to do, however, should they decide to strip down the bulky cart to make it lighter and easier to handle, they will receive 5% bonus to all **Drive** rolls for the entire race. GMs should award similar bonuses should the PCs come up

with any other workable modifications to their cart)

Anyone caught dabbling in the black arts of magic making will be disqualified and no longer welcome in either village.

As the PCs sign up Felix will point out the other competitors to them, they are:

Pieter Perfekt, Odds of 2 to 1

A tall proud man smartly dressed in bold red and blue, smiling as he chats excitedly with a group of villagers that have gathered around him. He appears to be thoroughly enjoying the attention and milking it for all it is worth.

Penny Grube-Halt, Odds of 3 to 1

An attractive young woman with a noble air, given her poise and well tailored pale pink clothing, she too is surrounded by an excited group of villagers, this group however are exclusively male, all of whom seem to be vying for her attention.

A group of Halflings known as the Underhill Mob, Odds of 5 to 1

The Halflings are dressed in what were once quite smart clothes, though wear and tear has taken its toll on them. They have few villagers round them and appear to be chatting conspiratorially amongst themselves, casting glances at the other racers, particularly the new comers.

Richard (or Dick) Dar Steadly, Odds of 3 to 1

Although Felix will be able to tell the PCs the name of this contestant he will be unable to locate him at that moment but will assure the PCs he is around somewhere. (A successful **Search** roll will reveal a tall, thin man dressed in dark purple clothes lingering by the mouth of an alley leading off the village square. Everything about him looks shifty and suspicious, as soon as the PCs see him he will notice he has been spotted and vanish down the alley, a large mangy dog at his heels. If the PCs pursue him they will find no trace of him.

Once signed up the PCs will be given the odds of 10 to 1 due to their unknown status. PCs are free to place bets on any competitors including themselves. The PCs will now find themselves the centre of attention of any villagers not already swarming around the other racers; they will be bombarded with questions about their race tactics, what they think of the opposition and what races they have competed in before. Felix will tell the PCs they are entitled to free accommodation in the inn for the night.

There is little else to do in a small village such as Eisfeld so the PCs should be encouraged to settle in for the evening and enjoy the attention of the villagers.

Later that evening

The Racers Rest Inn is a small, country inn with a single common room liberally stocked with tables and chairs, tonight it is packed out with excited villagers and business is booming! There are four private rooms which are set aside for the racers, free of charge, Dick Dar Steadly has declined the offer of accommodation preferring to stay with his cart. Present in the inns common room are Penny Grube-Halt, Pieter Perfect, and the Underhill Mob, each occupying their own corner of the inn, Dar Steadly is nowhere to be seen. As official contestants the

PCs will be given a free drink each, a table will be cleared for their comfort and the villagers will again swarm round them and attempt to engage them in race related banter. The villagers here will have more information about the race and racers should the PCs wish to indulge in a little **Gossip**. Since the villagers love to talk about the race all **Gossip** tests are classed as routine (+10%), extra information they have is as follows:

Successful gossip test and up to 9% over:

- There are three routes to Cursdorf; the road is long but easier going, cutting across the fields is rougher going but a shorter route but the shortest route cuts right through the woods which are barely passable by cart.
- No one likes or trusts Richard, or Dick Dar Steadly and his mutt Leigh, keep an eye on him!

10% to 19% above successful gossip:

- Villagers will reiterate that there are really no rules! As long as the laws of the Empire are not broken you can do anything you like to win and the other racers know this and may well exploit it!
- Guard your pony and cart tonight, or pay someone to do so, as in previous years unguarded carts have been known to *malfunction* (see **Running the Race** for consequences of a malfunction) on the day of the race.

20% to 29% above successful gossip:

- Pieter has made some adjustments to his cart, some say these have gone too far and even the faintest adjustment could seriously impede his chances.
- The Underhill Mob enjoy quiet drink followed by 15 noisy ones, if they drink too much, or if someone were to spike their drinks they might not be fit to race the following day!
- Penny is single and on the look out for a possible suitor, a charming man might be able to seduce her.

The other racers will keep to themselves but should the PCs approach them they will react as follows:

Peiter Perfekt

Attitude: He will welcome the PCs and happily engage them in conversation about the race, it is clear he is in it for the sport and loves racing, he will also launch into excited descriptions of his top secret, highly

modified cart. Modifications will include such things as “floating flange clasps”, “anti-lock breaks” and “a bevelled trunion” all of which are entirely useless, but Pieter seems to think his modifications will make it a race winner. In truth the slightest adjustment will lead to a *malfunction* on race day.

Cart Status: His cart is stored in a barn just outside the village, a successful **Gossip** with Pieter will cause him to let slip the location, otherwise he will simply state that it is a secure location. If the PCs **Gossip** with the inn’s inhabitants on the subject of places large enough to hide a horse and cart, a successful test will result in the barn outside town being mentioned, although villagers will not actually know Pieter’s cart is hidden there.

Penny Grube-Halt

Attitude: She will treat the PCs with a little disdain, as newcomers she regards them as barely worthy of note, an experienced racer such as her does not fear them as competition. Unless the PCs can successfully **Charm** her fairly quickly she will either lose interest in talking to them, or one of her many suitors will butt in and elbow the PCs out of the way. A successful **Charm** gains Penny’s attention, a **Charm** succeeded by over 10% will earn Penny’s trust enough that she will invite the PCs to guard her cart over night. Over 20% will convince Penny the PCs should be the only guards for her cart and she will dismiss the many eligible bachelors that have already volunteered for the job.

Cart Status: Penny’s cart is parked clearly in the middle of the village, assuming the PCs have failed to charm Penny sufficiently; it is surrounded by several single males all attempting to gain Penny’s favour by ensuring her cart’s safety throughout the night. PCs can **Intimidate** the crowd to disperse them (use a **WP** of 25 to represent the crowd, one successful **Intimidate** will disperse them all) after which the PCs are free to do anything they like to cause a *malfunction* on race day.

Underhill Mob

Attitude: The friendliest of the competitors, they will welcome the PCs to their table and freely chat about any aspect of the race or indeed anything else; they are never without a drink and usually have a pie to hand too. Their love of ale is their weakness, occasionally one of them will warn the others not to have too much as they will be in no fit state to race the following day. These warnings should crop up occasionally until the PCs have caught on to the fact that getting the Halflings drunk will hinder their chances the following day.

Cart Status: Since the Halflings are numerous they split their number between the inn and guarding their cart. The Halflings guarding the cart will happily leave their post on the promise of a beer in the inn but little else will budge them.

Dick Dar Steadly

Attitude: Dick is no where to be seen in the inn, should they track him down (see below)

he will be openly hostile and threaten the PCs with violence should they not leave, Leigh will back him up with growling and looking generally mean.

Cart Status: A Search of the village will find Dick's cart in an alley out of sight, both Dick and the mutt Leigh spend the night on the cart, anyone approaching will be detected by Leigh and he will wake Dick should the need arise. Dick and Leigh will not leave their cart for any reason.

The PCs

Should the PCs leave their cart unguarded over night they will encounter a *malfunction* as the race begins the following morning.

Although sabotage of all kinds is accepted, open violence towards other competitors will not be tolerated and should the PCs get into a fight with any other competitor they will be disqualified from the race.

Race Day

At sun rise Dick Dar Steadly will be sitting in his cart at the start line, ready to leave. All other competitors will have to set up their carts and move them to the start line. Unbeknown to the PCs Dick has bribed the race officials to start the race early; before

any other competitors are ready Dick will nod to Felix who will immediately start the race giving Dick a deeply unfair head start. All other competitors must rush to their carts and set off at once to stand any chance of catching the cheat!

Running the Race

The PCs will be unable to see which of the three possible routes Dick has taken, this does not matter as Dick will be encountered by the PCs no matter which route they pick. The other competitors will each take a different path, Pieter will take the easy road, Penny will cut across the fields and The Underhill Mob will cut through the woods.

The race is based on a series of **Drive** tests which must be performed at set points, firstly at race start, then again after each of the encounters during the race, the results of these tests determine how far ahead or behind the other racers are. Use the scale below to keep track of the race positions in relation to the PCs:

50yds	40yds	30yds	20yds	10yds	PCs	10yds	20yds	30yds	40yds	50yds	
←	Behind player				→	←	Ahead of player				→

For each successful **Drive** test made by the PCs opponent racers move one space left, for each failed test opponents move one space right. The GM should keep this scale hidden from PCs so they never know the exact distances between them and other racers, they should only have what ever descriptions the GM gives them as to whether they are pulling ahead or falling behind. This way if the PCs race too far ahead or fall too far behind the GM has more freedom to 'modify' race positions to ensure the race remains exciting and tense at all times. The aim is to give the players the feeling that the race is a close run thing, not that they have either gained such a lead that they are unbeatable or fallen so far behind they cannot possibly win.

Malfunctions:

Any carts the PCs successfully sabotaged will malfunction in what ever way the PCs planned as soon as the race begins, this will result in the affected racer suffering a 30 Yard penalty at the resolution of the start of the race (below).

Prior to the first **Drive** skill test the other competitors should be considered level with the PCs unless they or their carts had been sabotaged the previous night. If the PCs have been sabotaged one of the cart wheels will fall off as they pull away, a player performing a successful **Strength** test will lift the cart into a position where the other PCs can replace the wheel, eager villagers will assist if needed. This delay will allow any non sabotaged racers to get 30 yards ahead before the PCs set off.

With the cart distances settled the PCs should make a **Drive** test and the GM should adjust the race positions accordingly. For all **Drive** skill tests the GM should try to add a little detail to make the race more animated, for successful tests maybe the PCs find a smooth stretch of road or the horse seems to find an extra burst of speed, for failed rolls maybe the horse stumbles or the cart hits a rut in the road. Equally these

descriptions can be applied to the other competitors as they race ahead or fall behind.

If PCs attempt to attack other racers during the race it should be made clear that the carts are moving too unpredictably for there to be any chance of landing a successful blow or scoring a ranged hit.

When the PCs do finally set out on the race they must choose which of the three routes to take. The road offers no penalty to **Drive** tests; it is fairly smooth going but at all times is flanked by ditches, fences or walls, preventing the PCs leaving the road. The fields incur a -5% penalty to **Drive** tests as the track is rougher, for the most part it is open country but each encounter will conveniently occur on a stretch of track flanked by thick hedges or deep drainage ditches preventing the PCs diverting. The woods incur a -10% penalty to all **Drive** tests as the route is little more than a path, the encounters occur in clearings with thick brambles around them, once again preventing the PCs diverting. Which ever route they take the PCs will run into the same encounters so route choice is largely to give the PCs a feeling that they have some control over their fate. Each encounter will be slightly different depending on whether or not the PCs are in the lead or not.

Encounter 1, PCs leading:

As the PCs round a corner in the road (field track or woodland path) they see a horse and cart on its side completely blocking the path. Under it is the struggling form of the mutt Leigh. The PCs will have to slow down as there is no way round until the cart is moved. As the PCs approach Dar Steadly will appear and beseech the PCs for help; "Please, I beg of you, help me! I took the corner too quickly and the cart tipped over, my poor faithful companion has become trapped underneath and I can't hope to free him alone! I know I was less than social back in the village, but the villagers and

other racers seem to hate me and have taken it upon themselves to destroy my character so I steer clear of them! Please forget their spiteful words and help a man free his dog!”

Since the PCs cannot get past without moving the cart they will have to at least help a little. Should they leave their cart unattended as they lend a hand, Dar Steadly will sneak over to it and as soon as there is enough room to fit past, Dar Steadly will steal the PCs cart and leave them stranded with an upturned cart. Leigh will immediately slip from under the cart and leap up to join Dick while emitting a decidedly wheezy barking noise. If the players are smart and guard their cart, Dar Steadly will make a dash for it and attempt to knock any guards aside. If he fails he will **Flee** rather than fight, the same is true if he is spotted making his way towards an unguarded cart.

Encounter 1, Other competitor leading:

The PCs round the corner to see the competitor that was ahead of them helping Dar Steadly get his cart back on the road, as they approach the blockage will be cleared enough for Dar Steadly to steal the other competitors cart and leave them his. If the PCs race by after Dar Steadly he will have a 10 yard lead and the other competitor will get back on the road once they are 40 yards behind the PC. Stopping to help the competitor will give Dar Steadly a 30 yard lead, but still allow the PCs a 10 yard lead over the other competitor.

As they leave this encounter PCs need to make another **Drive** skill test and the GM should adjust race positions accordingly.

Encounter 2, PCs leading:

A fallen tree is blocking most of the road, as the PCs slow down to negotiate getting round it, a group five of beastmen burst from the bushes and attack (GMs should adjust the number of beastmen depending on the size of the PCs party). The shock will panic the horse and make the cart undrivable until the beastmen are dispatched. The beastmen will rout when 50% or more of them are killed.

Encounter 2, Other competitor leading:

The PCs find the competitor(s) that were ahead of them engaged in a fight with a group of beastmen, one beastman lies dead already. The chaos of battle has opened the road enough to get a cart through. If Dar Steadly is present at this point he will flee the fight and race off once more gaining 30 yard head start over the players. The remaining competitor looks to be in trouble and fighting for their life. There is nothing to stop the PCs racing straight past, but if they stop and assist the grateful competitor will offer the PCs their cart, which is better made and driven by a faster horse (+5% to all **Drive** skill tests for the rest of the race).

Again the players need to perform another Drive Skill test and the GM adjusts the race positions accordingly.

The Final Straight

As the PCs enter the final straight not only will they see the racers who shared their route, but now the other racers will emerge from their chosen routes and begin converging on the finish line. The other competitors should be placed 10 yards behind the PCs cart. At this point the GM should emphasise how much the other racers are gaining on the PCs, or pulling

away if they are in front, especially the carts with a lighter load, Pieter Perfekt and Penny Grube-Halt's carts both only carrying one person, seem to be eating up the distance in no time. Perhaps if the PCs cart lost some of its weight it might gain speed? Throwing off belongings or ripping off non essential parts of the cart will gain +5% to any remaining **Drive** skill tests, but for each PC leaving the

cart the players instantly gain 10 yards (move all other counters left one space). The dismounting player will take double falling damage for a 10ft fall. If players volunteer to jump all the better, but should a fight break out on the cart the GM should roll 1D10, a roll of 8+ sees all those participating in the fight slip from the cart.

Once the weight adjustments have been made another **Drive** skill test should be

performed and the race positions adjusted once more. The GM should describe the exciting climax of the race as the carts converge on the finish line, as the carts rush into the village there should be one last **Drive** skill test to settle positions as they cross the line. If the players have had the misfortune to fall well behind the lead racer this last test can be skipped as the lead cart would have already crossed the line.

Prize Giving

The villagers welcome the racers with cheers and the winner(s) are carried off to the Panting Pony Inn for a free drink and a chance to recount the excitement of the race while preparations are made for the prize giving. The Panting Pony is much the same as the Racers Rest as Cursdorf is much the same size as Eisfeld. The other racers will offer their congratulations, though grudgingly if they suspect the PCs sabotaged them, or saw the PCs race by as they fought for their lives against the beastmen. Assuming Dick Dar Steadly did not win he will once again be absent, but unless the PCs ask this should not be mentioned as he is busy stealing the winnings and escaping before anyone notices. If the PCs notice Dar Steadly's absence and go looking for him they will catch him in the act of stealing the winnings. Before they can stop him he will jump into his cart and race off, laughing his most evil laugh. The PCs will then notice all other carts have had their wheels broken and there is no hope of catching the villain. Thankfully Dick only got away with the prize money; any money the PCs may have won through betting will be honoured.

Depending on how the PCs treated the other racers, they have now made various friends and enemies in the area. If they managed to win the race they will be hailed as local legends and eagerly encouraged to return next year to defend their title...and possibly get even with Dick Dar Steadly should he have the gall to turn up!

The relationships formed with the other racers and the pursuit of Dick Dar Steadly would make useful hooks in other scenarios in the area

Experience:

Sabotaging a cart: 20xp per cart sabotaged
Waylaying a competitor prior to the race: 20xp per team waylaid
Reaching Dick's ambush ahead of other racer: 20xp
Foiling Dicks attempted cart theft: 20xp
Losing their cart to Dick: -10xp
Reaching Beastmen ahead of other racers: 20xp
Reaching Final straight ahead of other racers: 20xp
Reaching the finish line via the road: 30xp
Reaching the finish line via the fields: 50xp
Reaching the finish line via the wood: 70xp
Winning the race: 100xp

NPCs

Note: This Scenario was written using only the WFRP Rulebook (2nd Ed), as a result careers that both fitted the character's background and included the Drive skill were not always possible to find. If careers exist in later publications which fit the NPC's backgrounds but also include the Drive skill it would be more fitting to alter careers accordingly.

Richard Dar Steadly

Career: Rogue



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	35	29	27	39	36	25	47
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14			4	0	0	0

Skills:

Common Knowledge – The Empire, Gossip, Speak Language- Reikspiel, Blather, Charm, Evaluate, Gamble, Haggle, Perception, Performer – Actor, Story Teller, Search, Secret Language – Thief's Tongue, Secret Signs Thieves.

Talents:

Fleet Footed, Suave, Flee, Luck, Public Speaking, Streetwise.

Armour:

Leather Jack

Weapons:

Longsword

Trappings:

Reasonable quality dark purple clothing, long black cloak.

The Mutt 'Leigh'

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	0	21	21	30	15	30	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	6	2	2	6	0	0	0

Skills:

Follow Trail, Perception (+20%), Swim

Talents:

Flee!, Keen Senses, Natural Weapons

A professional villain. Throughout his life he has bullied, tricked, cheated and broken every rule to reach his goals. His boundless cunning has always kept him one step ahead of the authorities or whomsoever he happens to have got the better of. As a result he has no friends to speak of and is regarded with suspicion by anyone who has heard of him. His only companion is his faithful but rather mangy pet dog, which goes by the name of "Leigh". Richard, or Dick, Dar Steadly and his mutt Leigh have travelled the length and breadth of the Empire trying to outrun their growing reputation as a conman and general ne'er do wells.

On his travels he heard of the race and seeing an opportunity to make a quick gold coin or few he has entered. Since Dar Steadly started racing the number of malfunctions, accidents and other unexplained misfortunes as increased noticeably, as yet no one has any proof that any of this is directly linked to Dick but many people suspect he is not the fairest racer that ever there was.

This is Dick's third race.

Penny Grube-Halt

Career: Valet (Handmaiden)



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	29	25	27	44	34	40	48
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12			4	0	0	0

Skills:

Common Knowledge – The Empire, Gossip,
 Speak Language- Reikspiel & Briton,
 Academic Knowledge – Heraldry, Blather,
 Evaluate, Haggle, Perception, Read/Write –
 Reispiel, Search.

Talents:

Lightning Reflexes, Strong-Minded,
 Coolheaded, Dealmaker, Etiquette,
 Seasoned Traveller, Suave.

Armour:

None

Weapons:

Longsword

Trappings:

Well tailored pale pink outfit.

After growing tired of her job as a handmaiden to a rich noble Penny has quit her job and gone in search of excitement

and danger, the race seems a great opportunity to experience both without having to get too dirty. On the whole Penny is a friendly person but her background of wealth and slightly raised social standing tends to make her look down on people from less privileged backgrounds. This is Penny's third race.

Pieter Perfekt

Career: Coachman



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
34	43	33	35	46	33	37	41
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills:

Common Knowledge – The Empire, Gossip,
 Speak Language- Reikspiel, Breton &
 Tilean, Animal Care, Drive, Haggle, Heal,

Navigation, Perception, Ride, Secret Signs - Ranger.

Talents:

Excellent Vision, Sturdy, Quick Draw, Seasoned Traveller, Specialist Weapon - Gunpowder.

Armour:

Leather Jack

Weapons:

Longsword

Trappings:

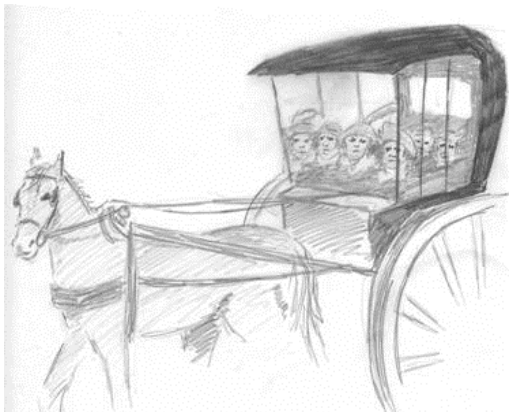
Smart, well kept bold coloured clothing

Having worked as a coachman for some years Pieter heard of the race while working on the nearby coaching runs. He first entered some years ago thinking his driving experience would serve him well, he instantly fell in love with racing and now lives the thrill of it, the speed and the danger! With his coachman experience and several years race experience he thinks he is well on the way to creating the fastest cart ever built, the truth is few if any of his adjustments have improved the performance of his cart. Regardless of the result Pieter will have enjoyed the race purely through being a part of it, after all if he did not win it should just mean an adjustment to the floating cam clasp or a lengthening of the flanged under trestle and his cart will be faster than ever!

This is Pieter's fifth race.

The Underhill Mob

Career: Outlaw



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	58	22	22	47	49	29	40
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	2	4	0	0	0

Skills:

Academic Knowledge – Genealogy & Law, Common Knowledge – Halflings & The Empire, Gossip, Speak Language – Halfling, Breton & Reikspiel, Trade – Farmer, Animal Care, Concealment, Dodge Blow, Drive, Perception, Ride, Scale Sheer Surface, Secret Signs – Thieves, Set Trap, Silent Move, Swim.

Talents:

Hardy, Night Vision, Resistance to Chaos, Specialist Weapon – Sling, Rover, Sharpshooter, Streetwise, Strike to Stun.

Armour:

None

Weapons:

Short Sword

Trappings:

Aged and battered clothing that once probably looked quite smart.

Any links to an alleged Halfling crime underworld will be fervently denied by every member of the Mob. They were in the area on 'business' when they heard of the race, seeing a way to make some fast money they entered. They are here to race, eat pies, drink beer, eat pies, meet other racers, eat pies and with any luck win the prize money so they can afford some more pies.

There are a total of 6 Halflings in the Mob, all of them should be regarded as having the same stats.

This is their second race.

Felix

Career: Burgher

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
34	25	31	31	31	41	39	44
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills:

Common Knowledge – The Empire, Gossip, Speak Language- Breton, Reikspiel & Tilean, Consume Alcohol, Drive, Evaluate, Haggle, Perception, Read/Write Reikspiel, Search.

Talents:

Acute Hearing, Hardy, Dealmaker, Savvy, Suave.

Armour:

None

Weapons:

None

Trappings:

Peasants clothing and inn keeper's apron

Felix does all he can to promote the race as it is a sizable annual boost to his income. His main interest is a race that folk will talk about to increase the fame of the race and therefore the number of paying customers that come to his inn. Since races involving carts crashing or other spectacular results will only serve to increase the race's fame, he has no qualms about turning a blind eye to any and all underhand tricks as long as the laws remain unbroken.

Beastmen (use same stats for all beastmen)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	45	35	25	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	5	0	0	0

Skills:

Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language – Dark Tongue.

Talents:

Keen Senses, Menacing, Rover.

Armour:

Light Armour

Weapons:

Low quality hand weapons, long sword, spear etc.