

- CORPSE HANDLER -

DESCRIPTION

In the teeming, close-packed quarters of the cities, in small, close-knit villages and settlements throughout the Old World, the spectre of disease is ever present, entire communities brought low through the pestilential afflictions that sometimes beset them.

When the most terrible of diseases break out, such as Green Pox and Neiglish Rot, there action and solution of the authorities is typically swift and harsh; quarantine and total isolation, the aim being to prevent the spread of the epidemic, rather than cure those already sick. Into these blighted areas the corpse handlers wander, bizarrely garbed apparitions hauling wooden carts. These brave souls collect the bodies of the dead, examining them thoroughly for the causes of death and in the hopes of learning more about the disease, recording and cataloguing these findings before slinging the diseased corpses into the lime pits.



- Corpse Handler Advance Scheme -

Main Profile

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

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Consume Alcohol, Evaluate or Gossip, Haggle, Perception, Read/Write, Search, Trade (Herbalist)

Talents: Coolheaded, Hardy or Savvy, Resistance to Disease, Very Resilient or Very Strong

Trappings: Wide-brimmed leather hat, "beaked" leather mask with glass eyes (the beak packed with herbs), leather breeches, long leather gloves, high leather boots, long leather apron, leather pouch of herbs and garlic, handcart

Career Entries: Barber-Surgeon, Bone Picker, Peasant, Rat Catcher

Career Exits: Barber-Surgeon, Bone Picker, Grave Robber, Rat Catcher

Note: If you are rolling randomly for your Starting Career, you can substitute Corpse Handler for Barber-Surgeon with your GM's permission.