

# THE AGANAUTS

Profiles for the Scenario in Warpstone 27 by John Foody  
 Profiles by Alexander J. Bateman

## ARMIN VON DRAKWALD – MASTER OF THE ARTISANS' GUILD

Scholar (Ex Noble - Ex Scribe - Ex Tradesman -  
 Ex Artisan - Ex Guild Master)

WS	BS	S	T	Ag	Int	WP	Fel
42	38	42	39	49	70	51	67
A	W	SB	TB	M	Mag	IP	FP
2	17	4	3	4	0	0	0

**Skills:** Academic Knowledge (Daemonology, Engineering, History, Philosophy, Science), Charm+10%, Command+10%, Common Knowledge (Chaos Wastes, Norsca, the Empire, Tilea), Consume Alcohol, Drive, Evaluate+10%, Gossip+10%, Haggle+10%, Perception, Read/Write, Ride, Secret Language (Guild Tongue), Speak Language (Breton, Classical, Norse, Reikspiel, Tilean), Trade (Artist, Calligrapher, Gem Cutter+10%, Goldsmith+10%, Smith)

**Talents:** Artistic, Dealmaker, Etiquette, Linguistics, Public Speaking, Savvy, Schemer, Specialist Weapon (Fencing, Parrying), Super Numerate

**Armour (Light):** Noble's Garb with Quilted Jerkin and Bearskin Hat

**Armour Points:** Head: 1 Arms: 0 Body: 1 Legs: 0

**Weapons:** Foil (1d10+2, Fast, Precise) Main Gauche (1d10+1, Balanced, Defensive)

**Trappings:** Gold Chains of Office, Pair of Gold Rings beset with Amethysts and red Spinel, Various Illuminated Books on Forbidden Subjects, Trade Tools (Artist's, Calligrapher's, Gem Cutter's, Goldsmith's and Smith's), Writing Kit, Purse containing 120gc, Riding Horse with saddle and Harness, Large Townhouse with two servants, Guild Building with several servants.

## SEPP ENGLS – GAMBLER AND ANOINTED PRIEST OF RANALD

Anointed Priest (Ex Vagabond - Ex Friar - Ex Gambler - Ex Priest)

WS	BS	S	T	Ag	Int	WP	Fel
49	38	42	40	45	50	56	54
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	5	2	0	0

**Skills:** Academic Knowledge (Law, Philosophy, Theology), Animal Care, Arcane Language (Magick), Blather, Channelling, Charm+10%, Common Knowledge (Kislev, the Empire), Concealment, Evaluate, Gamble, Gossip, Heal, Magical Sense, Navigation, Outdoor Survival, Perception, Performer (Storyteller), Read/Write, Secret Language (Thieves Tongue), Secret Signs (Thieves), Silent Move+10%, Sleight of Hand+10%, Speak Language (Classical, Kislevian, Reikspiel), Swim

**Talents:** Armoured Casting, Divine Lore (Ranald), Fast Hands, Flee!, Fleet Footed, Lesser Magic (Move, Silence), Luck, Master Orator, Meditation, Orientation, Petty Magic (Divine), Seasoned Traveller, Sixth Sense, Streetwise, Strike to Stun

**Magic:** 2; Divine Lore (Ranald), Move, Silence, Petty Magic (Divine)

**Armour (Light):** Noble's Clothing over a Leather Jerkin

**Armour Points:** Head: 0 Arms: 0 Body: 1 Legs: 0

**Weapons:** Quarterstaff (1d10+4, Defensive, Pummelling)

**Trappings:** Healing Draught, Dice, Dice (Loaded), Deck of Cards, Deck of Cards (Marked), Prayer Book of Ranald, Coin pendent marked with an X on both sides, Writing Kit, The Knucklebones of St. Julus

## 'LAMBCHOP' HOBBS - COOK

Halfling Servant (Ex Thug - Ex Racketeer)

WS	BS	S	T	Ag	Int	WP	Fel
48	57	47	32	58	36	46	52
A	W	SB	TB	M	Mag	IP	FP
2	15	4	3	4	0	0	0

**Skills:** Academic Knowledge (Genealogy/Heraldry), Blather, Command, Common Knowledge (Halflings, the Empire), Consume Alcohol, Dodge Blow+10%, Drive, Evaluate, Gamble, Gossip, Haggle, Intimidate+10%, Perception, Read/Write, Secret Language (Thieves' Tongue), Shadowing, Speak Language (Halfling, Reikspiel), Trade (Cook+10%)

**Talents:** Acute Hearing, Disarm, Hardy, Lightning Reflexes, Menacing, Night Vision, Quick Draw, Resistance to Chaos, Specialist Weapon (Sling), Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong

**Armour (Light):** Good Quality Chef's Clothing with Leather Apron

**Armour Points:** Head: 0 Arms: 0 Body: 1 Legs: 1

**Weapons:** Cleaver (Hand Weapon, 1d10+5) Kitchen Knives (Throwing Knives, 1d10+1)

**Trappings:** Large white floppy hat, Trade Tools (Cook's)

## ZAMMO HOBBS - INNKEEPER

Halfling Innkeeper (Ex Burgher)

WS	BS	S	T	Ag	Int	WP	Fel
35	49	26	29	60	46	43	69
A	W	SB	TB	M	Mag	IP	FP
1	15	2	2	4	0	0	0

**Skills:** Academic Knowledge (Genealogy/Heraldry), Blather, Charm, Common Knowledge (Halflings, the Empire), Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Breton, Halfling, Reikspiel), Trade (Cook, Farmer)

**Talents:** Dealmaker, Etiquette, Hardy, Night Vision, Resistance to Chaos, Specialist Weapon (Sling), Strike to Stun, Suave

**Armour (None):** Good Clothing

**Armour Points:** Head: 0 Arms: 0 Body: 0 Legs: 0

**Weapons:** None

**Trappings:** Abacus, The Hungry Hole restaurant, Several servants, (mainly family.)

## ALBERTUS KRONKITE - WATCH CAPTAIN AND CULTIST OF SOLKEN

Captain (Ex Watchman - Ex Initiate - Ex Sergeant)

WS	BS	S	T	Ag	Int	WP	Fel
62	49	58	48	45	42	55	58
A	W	SB	TB	M	Mag	IP	FP
3	19	5	4	4	0	4	0

**Skills:** Academic Knowledge (Astronomy, Law, Strategy/Tactics, Theology), Animal Care, Charm, Command, Common Knowledge (Border Princes, the Empire, Tilea), Dodge Blow+10%, Follow Trail, Gossip, Heal, Intimidate+10%, Perception, Read/Write, Ride, Search, Secret Language (Battle Tongue), Speak Language (Classical, Reikspiel, Tilean)

**Talents:** Coolheaded, Lightning Parry, Menacing, Public Speaking, Quick Draw, Resistance to Magic, Specialist Weapon (Flail, Parrying, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Stun, Strong-minded, Very Strong, Warrior Born

**Armour (Heavy):** Uniform with Plate Breastplate and Helm over Full Mail Armour

**Armour Points:** Head: 5 Arms: 3 Body: 5 Legs: 3

**Weapons:** Two Handed Sword (Great Weapon 1d10+6, Impact, Slow), Sword Breaker

**Trappings:** Seal of Authority as Watch Captain, Tome of Law, Medallion bearing a Sword of Flame, Destrier with Saddle and Harness, Unit of Watchmen

## BORIS PASCAL - MASTER BUILDER

Artisan (Ex Burgher - Ex Tradesman)

WS	BS	S	T	Ag	Int	WP	Fel
30	24	51	42	45	50	37	44
A	W	SB	TB	M	Mag	IP	FP
1	15	5	4	4	0	3	0

**Skills:** Common Knowledge (The Empire), Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Reikspiel, Tilean), Trade (Carpenter+10%, Merchant, Stoneworker+10%)

**Talents:** Dealmaker, Etiquette, Savvy, Sturdy, Very Strong

**Armour (Light):** Good Clothing with Leather Waistcoat

**Armour Points:** Head: 0 Arms: 0 Body: 1 Legs: 0

**Weapons:** Sword (Hand Weapon, 1d10+5)

**Trappings:** Abacus, Trade Tools (Carpenter's and Stoneworker's), Purse with 25 gc.

## JOHANN TEFALHEIM - PRIEST OF ULRIC

Zcalot (Ex Protagonist - Ex Initiate - Ex Priest)

WS	BS	S	T	Ag	Int	WP	Fel
48	35	40	35	35	37	52	43
A	W	SB	TB	M	Mag	IP	FP
2	17	4	3	4	1	0	0

**Skills:** Academic Knowledge (History, Theology), Arcane Language (Magick), Channelling, Charm, Common Knowledge (The Empire), Dodge Blow, Gossip, Heal, Intimidate+10%, Magical Sense, Perception, Read/Write, Ride, Speak Language (Classical, Reikspiel), Swim

**Talents:** Armoured Casting, Frenzy, Hardy, Menacing, Petty Magic (Divine), Public Speaking, Quick Draw, Specialist Weapon (Flail, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Strong-minded, Very Strong, Warrior Born

**Magic:** 1; Petty Magic (Divine)

**Armour (Medium):** Cult of Ulric Robes with Fur Mantle and Mail Shirt over Full Leather

**Armour Points:** Head: 2 Arms: 1 Body: 4 Legs: 1

**Weapons:** Morning Star (1d10+5, Impact, Tiring), Sword (Hand Weapon, 1d10+5)

**Trappings:** Good Quality Wolf's Head Cloak Pin, Prayer Book of Ulric, Writing Kit, Riding Horse with Saddle and Harness, Silver Hip Flask full of Middenheim "Hero's Drink" Spirits.

## HELENA ROUBLEROY - PRIEST OF RANALD

Priest (Ex Rogue - Ex Charlatan - Ex Initiate)

WS	BS	S	T	Ag	Int	WP	Fel
34	44	38	44	55	50	56	60
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	4	1	0	0

**Skills:** Academic Knowledge (History, Theology), Arcane Language (Magick), Blather, Channelling, Charm+10%, Common Knowledge (Bretonnia, the Empire), Concealment, Disguise, Evaluate, Gamble, Gossip, Haggle, Heal, Magical Sense, Perception, Performer (Storyteller), Read/Write, Ride, Secret Language (Thieves Tongue), Secret Signs (Thieves), Silent Move, Sleight of Hand+10%, Speak Language (Breton, Classical, Reikspiel)

**Talents:** Coolheaded, Flee!, Lightning Reflexes, Luck, Master Orator, Mimic, Petty Magic (Divine), Public Speaking, Schemer, Seasoned Traveller, Sixth Sense, Streetwise, Strike to Stun, Suave

**Magic:** 1; Petty Magic (Divine)

**Armour (Light):** Various sets of Best Quality Clothing

**Armour Points:** Head: 0 Arms: 0 Body: 0 Legs: 0

**Weapons:** Twin Good Quality Daggers (1d10+0)

**Trappings:** Deck of Cards, Prayer Book of Ranald, Copper ring with an X engraved on the inside, Writing Kit, Various Forged Documents and Seals

## "ISIAH" VOLK - PAWNBROKER

Fence (Ex Bugher)

WS	BS	S	T	Ag	Int	WP	Fel
43	35	41	39	37	47	41	40
A	W	SB	TB	M	Mag	IP	FP
2	16	4	3	4	0	0	0

**Skills:** Common Knowledge (The Empire), Consume Alcohol, Drive, Evaluate+10%, Gamble, Gossip, Haggle+10%, Intimidate, Perception, Search, Sleight of Hand, Speak Language (Reikspiel, Tilean)

**Talents:** Dealmaker, Resistance to Poison, Savvy, Streetwise, Strike to Stun, Super Numerate

**Armour (Light):** Good Clothing

**Armour Points:** Head: 0 Arms: 0 Body: 0 Legs: 0

**Weapons:** Heavy Club (Hand Weapon, 1d10+4)

**Trappings:** Abacus, Trade Tools (Engraver's Kit), Writing Kit, Small Pawnbroker's Shop

## ALEXANDER WAGNER - LAWYER AND CULT LEADER OF SOLKEN

Politician (Ex Student - Ex Litigant - Ex Initiate)

WS	BS	S	T	Ag	Int	WP	Fel
31	36	33	36	48	60	47	54
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	2	0

**Skills:** Academic Knowledge (History, Law+10%, Theology), Blather, Charm, Command, Common Knowledge (The Empire), Evaluate, Gossip, Haggle, Heal, Perception, Performer (Actor), Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Classical, Reikspiel)

**Talents:** Etiquette, Lightning Reflexes, Master Orator, Public Speaking, Resistance to Magic, Savvy, Strong-minded, Suave, Schemer, Super Numerate

**Armour (Light):** Robes of Court over a Best Quality Leather Jack

**Armour Points:** Head: 0 Arms: 1 Body: 1 Legs: 0

**Weapons:** Best Quality Sword (Hand Weapon, 1d10+3)

**Trappings:** Tome of Law, Medallion bearing a Sword of Flame, Writing Kit, Various Pamphlets about tightening up Middenheim's laws

## NPCS IN SINGLE CAREERS

Frau Grasser - Housekeeper - Use Servant

Klaus Stinski - Neighbour - Use Proprietor

Axel the Lunatic - Woodsman - Use Woodsman

Peter Roubleroy - Dedicated Husband - Use Tradesman

Fritz Castle - Cart Driver - Use Peasant