

# rites of Passage

Profiles for the Scenario in Warpstone 27 by Clive Oldfield

## CAPTAIN PAAL AARTHAUS NAVIGATOR GERARD PELOUT

Sea Captain (ex-Mate, Scaman)

WS	BS	S	T	Ag	Int	WP	Fel
46	43	45	46	37	52	58	55
A	W	SB	TB	M	Mag	IP	FP
3	17	4	4	4	0	2	0

**Skills:** Command, Common Knowledge (Bretonnia, Kislev, Norsca, The Wasteland), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Perception, Row, Sail, Scale Sheer Surface, Speak Language (Breton, Norse, Wastelander), Swim, Trade (Shipwright, Cartographer)

**Talents:** Hardy, Resistance to Disease, Street Fighting, Seasoned Traveller, Swashbuckler, Specialist Weapon Group (Fencing)

**Armour:** None

**Weapons:** Rapier, Dagger

**Trappings:** The Spirit of St. Olovald

Navigator (ex-Scribe)

WS	BS	S	T	Ag	Int	WP	Fel
37	36	29	34	39	61	44	31
A	W	SB	TB	M	Mag	IP	FP
1	9	2	3	4	0	10	0

**Skills:** Academic Knowledge (Astronomy, Meteorology), Common Knowledge (Bretonnia, The Wasteland, Lustria, Cathay, Ind), Gossip, Navigation, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton, Classical, Wastelander, Tilean), Swim, Trade (Cartographer, Calligrapher)

**Talents:** Linguistics, Orientation

**Armour:** None

**Weapons:** Dividers

**Trappings:** Charts, Navigator's Instruments, Writing Kit, Hip Flask

**Insanities:** Terrible Thirstings

## FIRST MATE HENRIK VON LAAD

Male Human Mate(ex-Scaman)

WS	BS	S	T	Ag	Int	WP	Fel
48	46	45	47	38	36	43	29
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

**Skills:** Command, Common Knowledge (Bretonnia, The Wasteland), Consume Alcohol, Dodge Blow, Gossip, Intimidate, Perception, Row, Sail, Scale Sheer Surface, Speak Language (Breton, Wastelander), Swim

**Talents:** Hardy, Street Fighting, Seasoned Traveller, Strike Mighty Blow, Specialist Weapon Group (Entangling)

**Armour:** None

**Weapons:** Club, Cat o Nine Tails

**Trappings:** SkimpY Vest

## LUC DUBOIS

Initiate of Manaen (ex-Scaman)

WS	BS	S	T	Ag	Int	WP	Fel
42	34	33	42	42	46	47	46
A	W	SB	TB	M	Mag	IP	FP
2	11	3	4	4	0	0	0

**Skills:** Academic Knowledge (Astronomy, Theology), Charm, Common Knowledge (Bretonnia, Norsca, The Wasteland), Consume Alcohol, Dodge Blow, Gossip, Heal, Perception, Row, Sail, Scale Sheer Surface, Speak Language (Breton, Wastelander), Swim

**Talents:** Hardy, Public Speaking, Street Fighting, Seasoned Traveller, Strike Mighty Blow, Suave

**Armour:** None

**Weapons:** Dagger

**Trappings:** Religious Symbol

## JAAP VAN SCHLAAP, THIERRY LOMAS, ALARIC DUMONDE, JACQUES TRANQUER

Scaman

WS	BS	S	T	Ag	Int	WP	Fel
41	36	40	30	35	32	33	28
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	0	0

**Skills:** Common Knowledge (Bretonnia, The Wasteland), Consume Alcohol, Dodge Blow, Gossip, Perception, Row, Sail, Scale Sheer Surface, Speak Language (Breton, Wastelander), Swim

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

**Armour:** None

**Weapons:** Dagger

## COOK BJORN DE JONG

Tradesman

WS	BS	S	T	Ag	Int	WP	Fel
32	27	32	43	33	36	43	38
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	3	0	0	0

**Skills:** Gossip, Haggle, Evaluate, Perception, Performer (Singer), Read/Write, Secret Language (Guild Tongue), Trade (Cook)

**Talents:** Savvy

**Armour:** None

**Weapons:** Cleaver

**Trappings:** Tools of the Trade

## TABITHA

Cat (ex-Kitten)

WS	BS	S	T	Ag	Int	WP	Fel
22	0	11	11	66	11	11	66
A	W	SB	TB	M	Mag	IP	FP
1	5	1	1	5	0	0	8

**Skills:** Perception

**Talents:** Acute Hearing, Flee!, Night Vision, Tunnel Rat

**Armour:** None

**Weapons:** Claws

**Trappings:** Fur Ball

## SPY HAANSIE NIELS

Spy (ex-Thief, Servant)

WS	BS	S	T	Ag	Int	WP	Fel
49	47	34	43	56	48	61	50
A	W	SB	TB	M	Mag	IP	FP
2	15	3	4	4	0	0	1

**Skills:** Animal Care, Blather, Charm, Common Knowledge (the Wasteland, Empire), Concealment, Disguise, Dodge Blow, Evaluate, Gamble, Gossip, Perception, Performer (Actor), Pick Lock, Read/Write, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Shadowing, Sleight of Hand, Silent Move, Speak Language (Reikspiel, Wastelander, Breton)

**Talents:** Acute Hearing, Flee!, Hardy, Linguistics, Schemer, Streetwise, Suave, Trapfinder, Very Resilient

**Armour:** None

**Weapons:** Dagger

**Trappings:** Disguise, Pen and Paper, Nice Blanket

## BARONESS MAIE DU FARRIER

Noble

WS	BS	S	T	Ag	Int	WP	Fel
25	41	26	32	40	42	37	42
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	0	0

**Skills:** Academic Knowledge (Astronomy, Botany), Command, Common Knowledge (Bretonnia, the Wasteland), Performer (Musician), Charm, Gossip, Read/Write, Speak Language (Wastelander, Breton)

**Talents:** Public Speaking, Savvy, Specialist Weapon Group (Gunpowder)

**Armour:** None

**Weapons:** Pistol

**Trappings:** Black Clothing, Big Hat

## LADY MARIA-CLAIRE

Noble

WS	BS	S	T	Ag	Int	WP	Fel
26	25	27	32	32	33	44	36
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	0	0

**Skills:** Blather, Common Knowledge (Bretonnia, the Wasteland), Performer (Musician), Charm, Gossip,

Read/Write, Speak Language (Wastelander, Breton)

**Talents:** Schemer

**Armour:** None

**Weapons:** None

**Trappings:** Fine Clothing

## LADY LOUISE

Noble

WS	BS	S	T	Ag	Int	WP	Fel
24	28	25	29	32	29	25	33
A	W	SB	TB	M	Mag	IP	FP
1	9	2	2	3	0	0	0

**Skills:** Blather, Common Knowledge (Bretonnia, the Wasteland), Performer (Musician), Charm, Gossip, Read/Write, Speak Language (Wastelander, Breton)

**Talents:** None

**Armour:** None

**Weapons:** None

**Trappings:** Fine Clothing

## KLAUS GUNTHER

Merchant (ex-Burgher)

WS	BS	S	T	Ag	Int	WP	Fel
35	42	31	33	28	42	43	29
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	3	0	0	0

**Skills:** Common Knowledge (the Empire, Bretonnia), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Breton, Reikspiel), Trade (Merchant, Glassmaking)

**Talents:** Dealmaker, Suave, Super Numerate

**Armour:** None

**Weapons:** Dagger

**Trappings:** Glass Cargo

## RIJKHARD VAN DER VANDER

Student

WS	BS	S	T	Ag	Int	WP	Fel
26	32	33	24	33	46	36	28
A	W	SB	TB	M	Mag	IP	FP
1	9	3	2	4	0	0	0

**Skills:** Academic Knowledge (Anatomy, Medicine), Gossip, Consume Alcohol, Heal, Perception, Read/Write, Speak Language (Classical, Reikspiel, Wastelander)

**Talents:** Etiquette, Savvy

**Armour:** None

**Weapons:** Dagger

**Trappings:** Medical Dictionaries

## PIOTR ZABBACK

Kossar

WS	BS	S	T	Ag	Int	WP	Fel
46	39	33	45	28	26	26	38
A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	4	0	0	0

**Skills:** Common Knowledge (Kislev, the Wasteland), Dodge Blow, Gossip, Outdoor Survival, Perception, Search, Speak Language (Kislevian, Wastelander)

**Talents:** Strike to Injure

**Armour:** None

**Weapons:** Sword

## LUSTRIAN SWAMP RATS

WS	BS	S	T	Ag	Int	WP	Fel
35	0	25	25	45	18	18	5
A	W	SB	TB	M	Mag	IP	FP
1	7	2	2	6	0	0	0

**Skills:** Concealment, Perception, Silent Move, Swim +20%

**Talents:** Keen Senses, Natural Weapons, Night Vision

**Armour:** None

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

**Weapons:** Teeth

**Slaughter Margin:** Easy

Lustrian Swamp Rats are found all over the warmer climes of the western continents. They have voracious appetites and are cunning hunters ganging up or picking on smaller prey. They often infest the spawning areas of Lizardman settlements, picking off the young and defenceless before they can grow. Explorers, wounded or lost in the Lustrian river basins rarely live to rue the tenacious nature and pack mentality of these opportunistic vermin.

There are reports of mutated forms, larger with human-like gait.