

BROKEN SCALES

Profiles for the Scenario in Warpstone 27 by Robin Low Profiles by Alexander J. Bateman

JAN VINTER

Journeyman Wizard (Ex Tradesman – Ex Apprentice Wizard)

WS	BS	S	T	Ag	Int	WP	Fel
37%	40%	43%	32%	42%	56%	61%	53%
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	2	0	0

Skills: Academic Knowledge (Alchemy, Magic, Science), Arcane Language (Magick), Channelling, Charm, Common Knowledge (The Empire, Tilea), Drive, Evaluate, Gossip, Haggle, Magical Sense, Perception, Read/Write, Ride, Search, Secret Language (Guild Tongue), Speak Language (Classical, Reikspiel), Trade (Prospector, Smith)

Talents: Aethyric Attunement, Arcane Lore (Metal), Fast Hands, Lesser Magic (Blessed Weapon, Lock), Meditation, Petty Magic (Arcane), Savvy, Suave, Super Numerate

Magic: 2; Arcane Lore (Metal), Blessed Weapon, Lock, Petty Magic (Arcane)

Armour (None): Good quality if somewhat worn travelling clothes

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

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

Trappings: Sturdy Wagon and two ponies, general camping equipment, a small selection of various books, Writing kit, Trade Tools (Prospector)

ALBRECHT

Servant (Ex Bodyguard)

WS	BS	S	T	Ag	Int	WP	Fel
43%	35%	43%	48%	42%	47%	46%	34%
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

Skills: Animal Care, Blather, Common Knowledge (The Empire), Dodge Blow+10%, Drive, Gossip, Heal, Intimidate, Perception, Read/Write, Search, Speak Language (Reikspiel), Trade (Cook)

Talents: Acute Hearing, Disarm, Hardy, Savvy, Specialist Weapon Group (Parrying, Throwing), Street Fighting, Strike to Stun, Very Resilient, Very Strong

Armour (Light): Studded Leather Jack and Leather Leggings

Armour Points: Head 0, Arms 2, Body 2, Legs 1

Weapons: Sword (Hand Weapon, 1d10+3), 3 Throwing Knives (1d10+1)

Trappings: Almost all of Albrecht's equipment actually belongs to Jan Vinter and is stored on the Wagon.



WERNER – PRIEST OF SHALLYA

Anointed Priest (Ex Initiate – Ex Priest)

WS	BS	S	T	Ag	Int	WP	Fel
39%	39%	39%	37%	51%	46%	49%	54%
A	W	SB	TB	M	Mag	IP	FP
2	15	3	3	4	2	4	0

Skills: Academic Knowledge (Astronomy, History, Theology), Arcane Language (Magick), Channelling, Charm, Common Knowledge (Dwarfs, The Empire), Gossip, Heal+20%, Magical Sense, Perception, Read/Write, Ride, Speak Language (Classical, Reikspiel), Trade (Apothecary, Herbalist)

Talents: Divine Lore (Shallya), Fast Hands, Lesser Magic (Exorcism, Magic Alarm), Lightning Reflexes, Master Orator, Meditation, Petty Magic (Divine), Public Speaking, Resistance to Magic, Resistance to Disease, Seasoned Traveller, Strike to Stun, Suave, Super Numerate

Magic: 2; Divine Lore (Shallya), Exorcism, Magic Alarm, Petty Magic (Divine)

Armour (None): Best Quality simple white Robes adorned with a Bleeding Heart

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

Weapons: None

Trappings: Silver Dove Pendent, Riding Horse with Saddle and harness, Trade Tools (Apothecary), Rosary Beads, Prayer Book

MARKUS VELKINSON – PRIEST OF MORR

Priest (Ex Student – Ex Physician – Ex Initiate)

WS	BS	S	T	Ag	Int	WP	Fel
48%	38%	38%	37%	53%	72%	64%	51%
A	W	SB	TB	M	Mag	IP	FP
1	16	3	3	4	1	0	0

Skills: Academic Knowledge (Astronomy, Necromancy, Philosophy, Science, Theology), Arcane Language (Magick), Channelling, Charm, Common Knowledge (The Empire), Gossip, Heal+10%, Intimidate, Magical Sense, Perception, Prepare Poison, Read/Write, Ride, Speak Language (Classical, Reikspiel, Tilean), Trade (Apothecary, Embalmer)

Talents: Coolheaded, Etiquette, Lightning Reflexes, Master Orator, Petty Magic (Divine), Public Speaking, Resistance to Disease, Savvy, Strike to Stun, Strong-minded, Suave, Super Numerate, Surgery

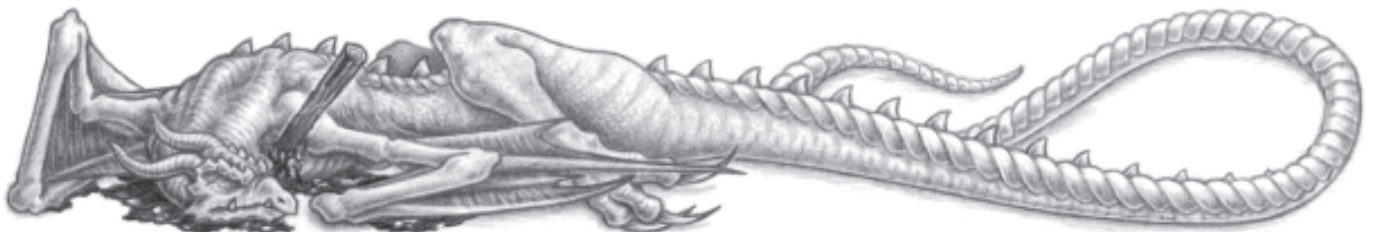
Magic: 1; Petty Magic (Divine)

Armour (None): Black Robes

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

Weapons: Dagger (1d10)

Trappings: Black Rose Symbol, Prayer Book and Textbooks upon Surgery, Trade Tools (Embalmer's and Medical Instruments), Seal of Authorisation to engage in post mortem examinations



FELIX ABSTINENZLER - THE WATCH CAPTAIN

Captain (Ex Militiaman - Ex Watchman - Ex Sergeant)

WS	BS	S	T	Ag	Int	WP	Fel
69%	53%	56%	63%	47%	39%	57%	51%
A	W	SB	TB	M	Mag	IP	FP
3	18	5	6	4	0	2	0

Skills: Academic Knowledge (Law, Strategy/Tactics), Animal Care, Command+10%, Common Knowledge (Bretonnia, Dwarfs, The Empire), Dodge Blow+20%, Drive, Follow Trail, Gossip, Intimidate+10%, Outdoor Survival, Perception, Read/Write, Ride, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean), Trade (Carpenter)

Talents: Coolheaded, Lightning Parry, Menacing, Quick Draw, Specialist Weapon (Parrying, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Stun, Strong-minded, Very Resilient

Armour (Medium): Full Mail Armour and Uniform

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Sword (Hand Weapon, 1d10+6), Buckler, (1d10+2, Pummelling), Halberd (1d10+6, Fast/Impact and Slow)

Trappings: Seal of his Authority as Watch Captain

TOWN WATCH

Use "Town Guards" profile from WFRP pg 235.

ROCK LIZARDS

WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	32%	35%	35%	10%	25%	0%
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Skills: Perception, Scale Sheer Surface, Swim

Talents: Flee!, Rover

Traits: Fearless, Natural Weapons, Night Vision, Scales (2)

Armour (None): Scaly Skin

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Large Bite (1d10+3)

Slaughter Margin: Routine

THE EIDECHSE DRAGON

An exceptionally old and powerful creature, the following stats are for the Dragon at the height of its powers. After centuries of poisoned slumber, the benefits of the Huge and Speed of Attack Talents could be ignored and its Wounds halved, until the Dragon has time to feed and heal.

Emperor Dragon

WS	BS	S	T	Ag	Int	WP	Fel
78%	0%	81%	81%	58%	56%	92%	43%
A	W	SB	TB	M	Mag	IP	FP
8	100	8(16)	8(16)	6(8)	0	10	0



Skills: Academic Knowledge (History+30%), Charm, Command+20%, Common Knowledge (Dragons+30%, Dwarfs, Elves+10%), Evaluate+10%, Gossip, Intimidate+30%, Perception+20%, Scale Sheer Surface+10%, Search, Speak Language (Dark Tongue, Khazalid, Malla-room-ba-larin)

Talents: Excellent Vision, Stout-Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Strong Minded

Traits: Flier, Night Vision, Scales (6), Terrifying, Unstoppable Blows

Special Rules:

Breathe Black Flame – The Dragon can breathe strange black flame as a full action. Use the cone template. Those affected take a Damage 8 hit. Anyone wounded by this attack must make a Terror test.

Huge – This ancient Dragon can burst through stone

rubble, rip huge furrows in the ground and is almost immune to normal weapons. Due to its sheer Age, Size and Power, the Dragon's Strength and Toughness bonus are both effectively doubled.

Rending Attack – The Dragon's Natural weapons are all so razor-sharp that they count as having the Armour Piercing and Impact Qualities.

Speed of Attack – The Dragon has so many ways to attack – teeth, claws, tail, even wings – that it can attack twice with the standard attack action instead of the normal once.

Armour (None): Metallic Scaly Skin

Armour Points: Head 6, Arms 6, Body 6, Legs 6

Weapons: Claws, Teeth, Tail and Wings (1d10+16, Impact, Armour Piercing)

Slaughter Margin: Impossible

