

# Skaven Profiles

## Clan Eshin

It is rare for humanity to encounter Skaven of Clan Eshin, rarer still to survive any such encounter. For those who study the Skaven (and there are very few), there are two types of Clan Eshin Skaven known.

Gutter Runners scout far ahead of Skaven hordes, seeking the enemy, ensuring the element of surprise, and stirring the rat packs of cities into action. They are also used to spread fear and create havoc to cover Skaven slaving raids. In contrast, Night Runners are the Skaven assassins who are often active at night. Their main role is to slay foes in dark places, infiltrate enemy cities, sow fear in their enemies, and prepare the way...

### Gutter Runners

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	48	40	3	4	10	55	2	39	34	34	28	39	24

#### Skills:

Concealment Urban  
 Follow Trail  
 Scale Sheer Surface  
 Shadowing  
 Silent Move Rural  
 Silent Move Urban  
 Specialist Weapon-Lasso  
 Specialist Weapon-Net  
 Specialist Weapon-Throwing Knife  
 Strike Mighty Blow

#### Possessions:

Leather Jack (0/1AP body/arms)  
 Sword with serrated edge (+1 W) coated with poison (+d3 additional W unless **Poison** test successful)  
 Garrotte  
 4 Throwing Knives  
 Dark Clothing

### Night Runner Assassins

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	63	55	4	4	13	70	4	54	44	44	38	49	34

#### Skills (in addition to those of Gutter

Runners):  
 Ambidextrous  
 Concealment Rural  
 Disguise  
 Marksmanship  
 Prepare Poisons  
 Specialist Weapon-Parrying  
 Specialist Weapons-Throwing Stars

#### Possessions:

Mail Shirt under Dark Clothing  
 Sword  
 Weeping Dagger  
 2 Throwing Stars  
 2 Throwing Knives  
 Garrotte

## **Clan Eshin Weaponry**

The following weaponry is available to Clan Eshin:

### **Throwing Stars**

Clan Eshin Assassins are usually equipped with throwing stars which are coated with a paralysing substance that uses warpstone in its manufacture. The intent of using such an agent – rather than something deadlier – is that it gives the Skaven some options. They can still kill any such victims or they can take these to their lair for possible interrogation, sacrifice, or even a meal.

If wounded, victim must make an immediate **Poison** test or be paralysed for a number of hours equal to 1D6+6 minus the victim's **Toughness** and cannot be revived by normal means. Once the effect of paralysis is over, the victim remains Drowsy (see **WFRP**, page 82) for another 1D6 rounds.

<b>Range (Yds)</b>			<b>ES</b>	<b>Rounds to Load/Fire</b>
<b>S</b>	<b>L</b>	<b>E</b>		
4	8	20	C	1 round to throw

### **Weeping Blade**

Clan Eshin Assassins are equipped with either swords or daggers (sometimes both) which are forged using warpstone in its manufacture. The weapon drips with a warpstone induced poison that gives the blades their moniker. Generally, the poison has the effect of paralysis so that the Skaven has several options. They can still kill any such victims or they can take these to their lair for possible interrogation, sacrifice, or some other nefarious purpose. In some cases (15%), the poison is far deadlier and can result in instant death.

If wounded, victim must make an immediate **Poison** test or be paralysed for a number of hours equal to 1D6+6 minus the victim's **Toughness** and cannot be revived by normal means. Once the effect of paralysis is over, the victim remains Drowsy (see **WFRP**, page 82) for another 1D6 rounds.

Should the poison be of a deadlier nature, then the victim dies if the **Poison** test is failed.