

Skaven Profiles

Clan Skryre

Clan Skryre are the mad scientists of the Skaven world. Details about the Warlock Engineers can be found in **Realms of Sorcery**, pages 126-127.

Following are the only two levels of Clan Skryre warlocks and their attributes (including information for the few who can use magic). It should be noted that the information for the 2nd level career is a modification to the sample career that appeared in **Realms of Sorcery**, page 129.

Globadiers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	35	3	3	9	40	1	34	24	34	18	29	14

Skills:

Construct
Identify Plants
Metallurgy
Secret Language-Skaven Engineer
Secret Signs- Clan Skryre
Specialist Weapon- Poison Wind Globes
(**Realms of Sorcery**, page 128)

Possessions:

Hand Weapon
Leather Jack
Gas Mask (8D10 percentage chance of effectiveness)
Up to 5 poison wind globes

Warlock Engineer (Level 1)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	9	50	1	24	24	34	38	29	14

Skills:

Arcane Language- Skaven Magic*
Cast Spells- Skaven Magic- Level 1*
Construct
Identify Plants
Magic Sense*
Metallurgy
Rune Lore*
Scroll Lore*
Secret Language-Skaven Engineer
Secret Signs- Clan Skryre
Specialist Weapon- Bombs
Specialist Weapon- Jezzails
Specialist Weapon- Pistols
Specialist Weapon- Warfire weapons

Magic Points: 6D4

Spells: Any 3 first level Skaven spells.

Possessions:

Hand Weapon
Leather Jack
Leather headgear, sometimes with glasses
Warpstone Flintlock (see below)
Slingbag with ingredients and refined warpstone

Warlock Engineer (Level 2)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	35	4	4	10	60	1	34	34	44	28	39	14

Skills:

Arcane Language- Dark Magic*
 Cast Spells- Dark Magic- Levels 1 & 2*
 Cast Spells- Skaven Magic- Level 2*
 Chemistry
 Engineer
 Evaluate
 Herb Lore
 Magical Awareness*
 Read/Write (90% chance of Old Worlder,
 8% Dark Tongue, 2% any other language
 such as Khazalid or Elthárin)
 Smithing

Magic Points: 10D4

Spells: Any 8 Dark and/or Skaven spells of the appropriate level.

Possessions:

Hand Weapon
 Leather Jack
 Leather headgear, sometimes with glasses
 2 Warpstone Flintlocks (see below)
 Slingbag with ingredients and refined
 warpstone*denotes skills for magic-using
 Warlock Engineers only

Skaven Weaponry

The following is an addition to the Skaven weapons detailed in **Realms of Sorcery**, pages 128 – 129:

Warpstone Flintlock

The Warpstone Flintlock is very similar to the pistols used by Humans (**WFRP**, page 128). The only difference is that the Skaven weapon uses refined warpstone as its ammunition. These flintlocks are favourite weapons of the Warlock Engineers and Grey Seers.

The damage caused by this ammunition is the same as from gunpowder weapons with one notable difference: the risk of mutation. Details of the mutating effects of refined warpstone can be found in **Realms of Sorcery**, page 128.

Range (Yds)			ES	Rounds to Load/Fire
S	L	E		
8	16	50	3	2 rounds to load, 1 to fire