

GRAVE ROBBER.....30 gc to hire + 15 gc upkeep

While the red pox has claimed the lives of many robbers, a few have survived and use their wit and excellent reflexes to earn a living among the tombs. Some of these have found that the rewards they gain outweigh any distaste for the occupation. They hire themselves out to warbands who have need of the contents of graves for whatever reason.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Robber	4	3	3	4	3	1	5	1	8

May be Hired: Clan Pestilens, Blood Dragons, Marienburgers, Dark Elf Raiders, Strigoi warband, or the Brigands may hire the Grave Robber.

Rating: A Grave Robber increases the warband's rating by +20 points plus 1 point for each Experience point he has.

Weapons/Armour: The Grave Robber is armed with an axe and buckler. In addition he carries a shovel, pick, pry bar, rope and hook. Note that the shovel, pick and pry bar have no effect in gaming terms, but should be modelled on to your Grave Robber. Don't leave home without it!

Skills: The Grave Robber may choose from Combat, Shooting or Speed skills when he gains a new skill.

SPECIAL RULES:

Familiar with the Crypts: The Grave Robber allow your warband to modify a single dice roll on the Exploration chart by -1/+1. **Traps:** The Grave Robber has the Trap Expert skill, for more detail see the TC17.