

# Mistaken Identity

NPC Conversions by Patrick Fungerlings

## 1. Coach & Horses Inn

### Gustav Fondelburger, tavernier

CC	CT	F	E	Ag	Int	FM	Soc
28	42	38	43	31	34	29	52
A	B	BF	BE	M	Mag	PF	PD
1	12	3	4	4	0	0	0

**Age:** 56

**Skills:** Common Knowledge (Empire+10%), Gossip +10%, Speak Language (Reikspiel +10%, Breton), Consume Alcohol +10%, Drive, Evaluate +10%, Read/Write, Haggle, Perception, Search, Trade (Cook)

**Talents:** Suave, Dealmaker, Etiquette, Special Weapon Group – Gunpowder (because of his Blunderbuss)

### Blackie, Gustav’s pet crow

CC	CT	F	E	Ag	Int	FM	Soc
20	0	05	10	25	12	24	0
A	B	BF	BE	M	Mag	PF	PD
1	4	0	1	2(7)	0	0	0

**Skills:** Perception +10%

**Talents:** Flyer, Keen Senses, Excellent Vision

### Herpin Stiggerwurt, Barman

CC	CT	F	E	Ag	Int	FM	Soc
35	32	33	38	36	20	21	25
A	B	BF	BE	M	Mag	PF	PD
1	11	3	3	3	0	0	0

**Age:** 28

**Skills:** Common Knowledge (Empire), Speak Language (Reikspiel), Trade (Brewer), Drive, Gossip, Evaluate, Perception, Sleight of hand

**Talents:** Very resilient, Etiquette, Acute Hearing

### Gunnar, cocher

CC	CT	F	E	Ag	Int	FM	Soc
42	42	34	33	37	29	35	30
A	B	BF	BE	M	Mag	PF	PD
1	11	3	3	4	0	0	0

### Holtz, cocher

CC	CT	F	E	Ag	Int	FM	Soc
42	47	34	33	37	34	35	30
A	B	BF	BE	M	Mag	PF	PD
1	12	3	3	4	0	0	0

**Age:** 27 and 32

**Skills:** Common Knowledge (Empire), Gossip +10%, Speak Language (Reikspiel, Breton), Animal Care, Drive, Ride, Navigation, Perception, Secret Signs (Ranger)

**Talents:** Gunnar (Marksman, Sixth Sense), Heinz (Hardy, Savvy), Seasoned Traveller, Special Weapon Group - Gunpowder

### Lady Isolde von Strudeldorf, Young Noble

CC	CT	F	E	Ag	Int	FM	Soc
36	32	34	32	39	30	30	33
A	B	BF	BE	M	Mag	PF	PD
1	11	3	3	4	0	0	0

**Age:** 21

**Skills:** Common Knowledge (Empire+10%), Gossip+10%, Speak Language (Reikspiel +10%), Performer (Musician), Charm, Read/Write, Ride

**Talents:** Luck, Suave, Etiquette, Schemer, Acute Hearing, Resistance to disease

### Marie, Bodyguard

CC	CT	F	E	Ag	Int	FM	Soc
55	32	50	48	44	30	31	28
A	B	BF	BE	M	Mag	PF	PD
2	13	5	4	4	0	0	0

**Age:** 33

**Skills:** Common Knowledge (Empire), Gossip, Speak Language (Reikspiel), Dodge Blow, Heal, Intimidate, Perception

**Talents:** Very Strong, Warrior Born, Disarm, Strike to Stun, Street Fighting, Very Resilient, Special Weapon Group (Parrying, Throwing)

### Ernst Heidlemann – Physician’s Student (Wizard’s Apprentice)

CC	CT	F	E	Ag	Int	FM	Soc
30	32	33	28	37	43	34	34
A	B	BF	BE	M	Mag	PF	PD
1	12	3	2	4	1	0	0

**Age:** 22

**Skills:** Common Knowledge, Gossip, Speak Language (Reikspiel+10%, Classical), Academic Knowledge (Magic, History, Science), Consume Alcohol, Heal, Perception+10%, Read/Write +10%, Arcane Language (Magick)

**Talents:** Luck, Night Vision, Linguistics, Savvy, Seasoned Traveler  
Magie mineure (Arcane)

## Philippe Descartes, Rogue (ex Sergeant, ex Mercenary)

WS	BS	S	T	Ag	Int	WP	Fel
48	45	47	36	45	34	32	36
A	W	SB	TB	M	Mag	IP	FP
2	13	4	3	4	0	0	1

**Age:** 43

**Skills:** Common Knowledge (Bretonnia+10%, Imperium), Gossip+10%, Speak Language (Breton, Reikspiel, Tilean), Dodge Blow+10%, Ride+10%, Perception+10%, Secret Language (Battle), Academic Knowledge (Strategy/Tactics), Command, Gamble+10%, Haggle

**Talents:** Lightning Reflexes, Marksman, Disarm, Strike Mighty Blow, Strike to Stun, Seasoned Traveller, Street Fighting, Sharpshooter, Special Weapon Group - Gunpowder

## 2. The Journey

### Rolf Hurtsis, Mutant

WS	BS	S	T	Ag	Int	WP	Fel
32	25	25	28	39	29	27	10
A	W	SB	TB	M	Mag	IP	FP
1	7	2	2	4	0	0	0

**Skills:** Concealment, Silent Move, Outdoor Survival, Speak Language (Reikspiel)

**Talents:** Flee!, Frightening

Mutation: Rotten Flesh (gains Frightening Talent)

### Mutants

WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
A	W	SB	TB	M	Mag	IP	FP
1	*	3	3	4	0	0	0

Smallhead: Axe, 6 W

Animalistic legs: Spear, 4 W

Pinhead: Schwert, 8 W

Doghead: critically hit, each round 20% Chance to die

### Knud, Mutant Leader

WS	BS	S	T	Ag	Int	WP	Fel
36	38	35	35	33	33	35	35
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Mutation: Scales (1 AP Head, Body and Arms)

## 3. Arrival in Altdorf

### Joseph Quartjin, Boatman

WS	BS	S	T	Ag	Int	WP	Fel
48	38	42	43	38	30	33	35
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	4	0	0	0

**Age:** 40

**Skills:** Common Knowledge (Empire+10%), Gossip+10%, Speak Language (Reikspiel), Consume Alcohol, Navigation, Outdoor Survival, Perception, Row, Sail, Secret Language (Ranger), Swim

**Talents:** Orientation, Seasoned Traveller, Very strong, Very resilient

### Max Ernst, Protagonist

WS	BS	S	T	Ag	Int	WP	Fel
42	23	46	34	35	34	43	25
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	0	0

**Skills:** Common Knowledge (Empire), Gossip +10%, Speak Language (Reikspiel), Dodge Blow, Intimidate, Ride

**Talents:** Disarm, Menacing, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Ambidextrous, Warrior Born

## 4. Journey to Weissbruck

### Adolphus Kuftsos, Bounty Hunter

WS	BS	S	T	Ag	Int	WP	Fel
38	53	43	33	40	35	41	28
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

**Age:** 36

**Skills:** Common Knowledge (Imperium), Gossip, Speak Language (Reikspiel), Follow Trail, Intimidate, Outdoor Survival, Perception, Search, Shadowing, Silent Move

**Talents:** Marksman, Rover, Special Weapon Group (Entangling), Savvy, Strike Mighty Blow, Acute Hearing

### The Three Thugs

Gurt, Bengt, Willie

WS	BS	S	T	Ag	Int	WP	Fel
28	13	32	35/41	32	23	30	26
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3/4	4	0	0	0

**Skills & Talents:** 2 of the thugs are Very Resilient, Scale Sheer Surface, Consume Alcohol

# Shadows over Bögenhafen

NPC Conversions by Patrick Fünferlings

## 1. Schaffenfest

### Klaus Schattiger, Entrepreneur

WS	BS	S	T	Ag	Int	WP	Fel
36	40	37	33	44	41	35	42
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Rogue, Age 35

**Skills:** Common Knowledge (Empire), Gossip +10%, Speak Language (Reikspiel+10%), Blather, Charm, Evaluate, Gamble, Perception, Performer (Story Teller), Search

**Talents:** Street Wise, Luck, Public Speaking, Sixth Sense, Mimic

### “Crusher” Braugen, Wrestling Champion

WS	BS	S	T	Ag	Int	WP	Fel
48	28	48	42	33	31	25	30
A	W	SB	TB	M	Mag	IP	FP
1	13	4	4	4	0	0	0

Entertainer (ex Thug), Age 38

**Skills:** Common Knowledge (Empire+10%), Gossip+10%, Speak Language (Reikspiel), Charm

**Talents:** Very strong, Wrestling, Street Fighting, Strike to stun, Strike Mighty Blow, Very resilient

### Doctor Malthusius, Showman

WS	BS	S	T	Ag	Int	WP	Fel
43	37	32	35	30	44	36	51
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Entertainer, Age 37

**Skills:** Animal Care, Charm, Common Knowledge (Empire+10%), Gossip+10%, Speak Language (Reikspiel+10%), Perception, Performer (Actor, Storyteller), Read/Write, Animal Training, Blather

**Talents:** Public Speaking, Special Weapon Group (Entangling)

### Grunni, Dwarven Freakshow Assistant

WS	BS	S	T	Ag	Int	WP	Fel
47	38	41	38	26	23	42	24
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	3	0	0	0

Entertainer, Age 65

**Skills:** Common Knowledge (Dwarfs, Empire), Speak Language (Khazalid, Reikspiel), Trade

(Miner), Animal Care, Gossip, Drive, Animal Training

**Talents:** Dwarfcraft, Grudge born Fury, Night Vision, Resistance to Magic, Stouthearted, Sturdy, Special Weapon Group(Throwing), Sharpshooter

### Gottri Gurnisson, Drunken Dwarf

WS	BS	S	T	Ag	Int	WP	Fel
43	39	33	38	21	35	35	19
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	3	0	0	0

Thief, Age 83

**Skills:** Common Knowledge (Dwarves), Speak Language (Khazalid, Reikspiel), Trade (Miner, Smith), Concealment, Evaluate, Secret Language (Thieves), Secret Signs (Thieves), Silent Move

**Talents:** Dwarfcraft, Grudge born Fury, Nightvision, Resistance to Magic, stout-hearted, Sturdy

### Councillor Heinz Richter, Magistrate

WS	BS	S	T	Ag	Int	WP	Fel
23	25	35	28	27	55	34	45
A	W	SB	TB	M	Mag	IP	FP
1	10	3	2	4	0	0	0

Politician (ex Agitator, ex Student), Age 53

**Skills:** Common Knowledge (Empire+10%), Gossip+10%, Speak Language (Reikspiel+10%, Classical), Academic Knowledge (Law+10%, Genealogy/Heraldry), Charm+10%, Search, Perception+10%, Read/Write +10%, Evaluate

**Talents:** Suave, Coolheaded, Etiquette, Savvy, Super Numerate, Public Speaking

## 2. Beneath the Town

### Guardian Daemon

WS	BS	S	T	Ag	Int	WP	Fel
50	20	45	45	50	35	50	05
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4 (6)	4(6)	0	0	0

Lesser Daemon

**Skills:** Dodge Blow, Intimidate, Perception, Arcane Language (Daemonic), Speak Language (Dark Tongue, Reikspiel)

**Talents:** Ambidextrous, Fearless, Flyer, Frightening, Natural Weapons, Night Vision, Daemonic Aura, Strike Mighty Blow  
**Mutations:** Thick Fur (RP 1), Foul Stench (-5 KG /2 m), Cyclops

### 3. Investigations

#### Franz Baumann, Landlord and Thieves' Guildsman

WS	BS	S	T	Ag	Int	WP	Fel
34	28	35	37	43	41	34	39
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Burgher (ex Thief), Age 34  
**Skills:** Common Knowledge (Empire+10%), Speak Language (Reikspiel), Gossip+10%, Charm, Concealment, Evaluate, Perception, Sleight of hand, Secret Language (Thieves), Secret Signs (Thieves), Silent Move  
**Talents:** Excellent Vision, Lightning Reflexes, Streetwise, Super Numerate, Savvy

#### Gerhard Schutz, Doorkeeper

WS	BS	S	T	Ag	Int	WP	Fel
43	25	28	33	30	38	28	28
A	W	SB	TB	M	Mag	IP	FP
1	9	2	3	4	0	0	0

Watchman, Age 63  
**Skills:** Common Knowledge (Empire), Gossip +10%, Speak Language (Reikspiel), Dodge Blow, Follow Trail, Perception, Search  
**Talents:** Savvy, Disarm, Strike Mighty Blow, Strike to Stun

#### Fang, Watchdog

WS	BS	S	T	Ag	Int	WP	Fel
41	0	28	33	30	15	43	0
A	W	SB	TB	M	Mag	IP	FP
1	8	2	3	6	0	0	0

War Dog

#### Teugens' Dogs

WS	BS	S	T	Ag	Int	WP	Fel
41	0	32	38	30	15	43	0
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	6	0	0	0

War Dogs

**Skills:** Follow Trail, Perception+20%, Swim  
**Talents:** Keen Senses, Natural Weapons, Strike Mighty Blow

#### Reiner Goertrin, Watch Captain

WS	BS	S	T	Ag	Int	WP	Fel
60	39	42	53	50	46	41	52
A	W	SB	TB	M	Mag	IP	FP
2	16	4	5	4	0	0	0

Captain (ex Sergeant, ex Watchman), Age 42  
**Skills:** Common Knowledge (Empire+10%, Dwarves), Gossip+20%, Speak Language (Reikspiel, Breton), Academic Knowledge (Law, Strategy/Tactics+10%), Dodge Blow+20%, Follow Trail, Intimidate+10%, Perception +10%, Search, Command+10%, Ride, Secret Language (Battle+10%), Read/Write  
**Talents:** Hardy, Acute Hearing, Menacing, Street Fighting, Strike Mighty Blow, Strike to stun, Coolheaded, Disarm, Quick Draw

#### Friedrich Magirius, Merchant

WS	BS	S	T	Ag	Int	WP	Fel
33	27	38	41	46	47	49	63
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Merchant (ex Burgher), Age 53  
**Skills:** Common Knowledge (Empire+10%), Gossip+10%, Speak Language (Reikspiel+10%, Breton), Drive, Evaluate+10%, Read/Write, Haggle+10%, Perception, Search, Charm, Secret Language (Guild), Trade (Merchant)  
**Talents:** Ambidextrous, Super Numerate, Dealmaker, Suave

### 4. Day of the Ceremony

#### Johann Schlussman, Nightwatchman

WS	BS	S	T	Ag	Int	WP	Fel
33	25	28	35	30	26	31	32
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Watchman, Age 47  
**Skills:** Common Knowledge (Empire), Gossip, Speak Language (Reikspiel), Dodge Blow  
**Talents:** Strongminded, Resistance to Poison

#### Horrors of Tzeentch

WS	BS	S	T	Ag	Int	WP	Fel
42	0	33	35	36	45	60	15
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3(5)	4	1-3	0	0

Lesser Daemons

**Skills:** Channelling+20%, Dodge Blow, Perception, Arcane Language (Daemonic), Speak Language (Dark)

**Talents:** Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Night Vision, Will of Iron

### Johannes Teugen, Merchant/ Daemonologist

WS	BS	S	T	Ag	Int	WP	Fel
35	37	42	40	49	59	60	51
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	2	3	0

Guild Master (ex Merchant, ex Journeyman Wizard, ex Apprentice Wizard, ex Student), Age 50

**Skills:** Common Knowledge (Empire+20%, Bretonia, Wasteland), Gossip+20%, Speak Language (Reikspiel+20%, Classical+10%, Breton+10%), Academic Knowledge (History, Daemonology, Magic+10%, Astronomy, Science), Charm+10%, Search+10%, Perception+20%, Drive, Read/Write +20%, Channelling+10%, Magical Sense+10%, Arcane Language (Magick+10%, Daemonic), Intimidate, Evaluate+10%, Haggle+10%, Ride, Secret Language (Guild+10%), Trade (Merchant +10%, Cartographer), Command

**Talents:** Acute Hearing, Savvy, Etiquette, Super Numerate, Suave, Aethyric Attunement, Petty Magic (Arcane), Very Resilient, Dark Lore (Chaos), Dark Magic, Fast Hands, Mighty Missile, Lesser Magic (Aethyric Armour, Magic Lock), Dealmaker, Linguistics

**Side Effects:** Allergy to garlic (-20%), Aversion to Daylight, Disfigurement (Vampiric teeth)

### Gideon, Lesser Daemon of Tzeentch

WS	BS	S	T	Ag	Int	WP	Fel
55	45	50	45	70	45	60	15(50)
A	W	SB	TB	M	Mag	IP	FP
2	20	5	4	4(6)	2	0	0

Lesser Daemon

**Skills:** Dodge Blow, Intimidate, Perception, Arcane Language (Daemonic, Magick), Speak Language (Dark, Reikspiel), Channelling+10%, Magical Sense

**Talents:** Ambidextrous, Fearless, Flyer, Frightening, Natural Weapons, Night Vision, Fast Hands, Petty Magic (Arcane), Dark Lore (Chaos), Tzeentch's Fire (cf. Bestiary: Horrors of Tzeentch), Lesser Magic (Dispelling, Aethyric Armour, Move, Magic Lock)

### Franz Steinhäger, Merchant/Wizard's Apprentice

WS	BS	S	T	Ag	Int	WP	Fel
45	25	42	38	47	61	50	51
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	1	0	0

Wizard's Apprentice (ex Merchant, ex Burgher) Age 44

**Skills:** Common Knowledge (Empire+10%), Gossip, Speak Language (Reikspiel+10%, Breton, Classical), Drive, Evaluate+10%, Read/Write, Haggle+10%, Perception, Search, Charm, Secret Language (Guild), Trade (Merchant), Channelling, Magical Sense, Arcane Language (Magick)

**Talents:** Super Numerate, Luck, Dealmaker, Savvy, Petty Magic (Arcane)

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