

*Warhammer 4000:
A Savage Frontier of Perilous Adventure*

Races of the New World

"Never trust a tinker"
- common saying in New Marienburg

Human, Pure-Blood

Albinners of pure-blood take pride in their true-born status. Despite the fact that in many ways the mongrel races are superior to them physically, pure-bloods remain at the top of the social and economic ladder, and a great deal of prejudice exists towards those below. Often this is simply due to insularity – pure-blooded humans are by far the most populous race in the world, and form over 90% of the population of both the Albinner and Breton empires. In the New World, of course, this drops to about 50%, perhaps less. So far from Mother Albion, you might think that the prejudices would be decreased but many increase their manner, taking it as their personal task to maintain the standard of pure-blood supremacy. Not all are quite so harsh or cruel, and pures and mixed have all the same legal rights and freedoms - but deep down, every Albinner believes that the mixed-bloods are not true sons and daughters of Albion.

Human, Mixed-Blood

The Albion Empire could not have existed had it not first conquered those rebellious ogres who lived on their home island, nor harnessed the eastern principality of the weakened elves. Both races had lost much in battle, and could not resist the inexorable tide of men into their lands. Slowly but surely, the true ogres and elves faded from memory, and their blood mingled with that of the men. Nowadays, they are all counted as members of the Empire, and thus however monstrous they appear or how the pure-bloods may look down upon them, they are at least superior to a Breton.

The lithe, agile elf-blooded elfens are a mystical and mysterious people; emotional among their own kind but reserved around all others. They are often called the Sad Ones as they are all burdened with a racial memory of what the elvish kingdoms were truly like, and how much has been lost. Most of the songs of the Sad Ones deal with this passing, and they are indeed, sad, as well as very long. Few pure-bloods have the patience to spend much time with the elfens, and Tinkers particularly enjoy mocking them or trying to make them smile. They can laugh of course, and take all kinds of pleasure, they simply reserve such strong feeling for singular moments. Their quiet nature causes people to consider them inscrutable, cold and untrustworthy. You can never tell, goes the saying, if an elfens about to shake your hand or slit your throat.

The huge and hairy ogre-blooded, or oggers, are the opposite of their quiet kin. They are almost all sensualists, ready to suck the very marrow out of every moment and sensation. They live large, taking wine, women and song wherever they find it, and are especially fond of battle. Naturally they get on very well with Tinkers. They are not foolish however, rather just refusing to be hidebound by any tradition, formality or restraint. This makes it difficult for them to rise through the ranks but it also means they can often outthink the stuffy purebloods and their tried-and-true ways. Oggers are sometimes also called bigguns, a slightly disparaging nickname, but oggers are slow to take offence. However, once offence is taken, they will typically kill to avenge the slight. The only time they are hidebound is to their passions and oaths, and they will sometimes fight to the death over what anyone else would consider a small slight.

Tinker

Hundreds of years ago, Tinkers were known as Halflings, or Little Folk. Their new name arose from their gifts in understanding and controlling the new machinery, and the fact that they are ubiquitously associated with them. All their names are of course given to them by humans, and indicate the general superiority felt towards the Tinkers. They don't care too much however. Tinkers are cheerful, happy-go-lucky types, and are fully aware that the entire Albion Empire depends on them, a fact that take great pleasure in reminding anyone who gets too high and mighty.

The Tinkers are fully integrated into Albiner society – there are even two Tinker MPs sitting in Hollyoak House. They do however tend to have their own taverns, social groups and city quarters. They have very large, tight-knit families, leading to countless large and rambunctious celebrations. It also leads to great feuds and arguments between families. Consequently, your average Albiner regards Tinkers as drunks and ruffians, always either dancing or fighting or telling rude jokes. Of course, the rude jokes are often very funny, and Tinker theatre continues to be the most popular entertainment by far in New Albion.

Tinkers are between three and four feet tall, with long, supple fingers and flexible spines, making them perfect for getting into machinery. However, not all of them have the talent nor do all of them want such work, and assuming so will often get a human into trouble.

Slig

To be a Slig in The New World is to be a piece of property, not a living, thinking being. The Sligs are bought and sold like property and shipped like property, chained and racked together like logs of timber. Their low status is of course evident in their hideous, inhuman appearance: they are green-skinned scaly beasts, more like snakes that learnt by some trick to speak than any kind of man. And like a snake, they are typically better smashed to pieces then allowed to breed. However, the mines, farms and factories of New Albion need to be staffed, and the snake-men have strong backs and they never complain or ask for wages. Why would they? For they are paid with

education in the ways of Albiner men and women, taught to throw off their barbaric, bestial culture and become civilised and, most importantly, helped to cast aside their foolish frog-gods for the true worship of the Maiden.

This is of course not the view of absolutely everyone, and many treat their Sligs decently. In the wilds, too, social restrictions are often looser, and there are some Reformers in the towns who are working to ease the harsh treatment of Sligs. However, Sligs have no legal rights whatsoever, and are treated as property by law and general society. Sligs must choose Slave as their first career. Players wishing to take Slig as their race should check with their GM first to make sure it will fit the campaign.

Table 1-1: Starting Stats

Stat	Purebloods	Elfens	Oggers	Tinkers	Sligs
WS	20+2d10	20+2d10	20+2d10	20+2d10	20+2d10
BS	20+2d10	20+2d10	20+2d10	20+2d10	20+2d10
S	20+2d10	20+2d10	30+2d10	10+2d10	20+2d10
T	20+2d10	20+2d10	20+2d10	10+2d10	30+2d10
Ag	20+2d10	30+2d10	10+2d10	30+2d10	20+2d10
Int	20+2d10	20+2d10	20+2d10	20+2d10	20+2d10
WP	20+2d10	20+2d10	20+2d10	20+2d10	30+2d10
Fel	20+2d10	10+2d10	20+2d10	30+2d10	20+2d10
A	1	1	1	1	1
W	Roll 1d10 and consult Table 1-2				
SB	First digit of Strength				
TB	First digit of Toughness				
M	4	4	4	4	4
Mag	0	0	0	0	0
IP	0	0	0	0	0
FP	Roll 1d10 and consult Table 1-3				

Table 1-2: Wounds

Roll	Purebloods	Elfens	Oggers	Tinkers	Sligs
1-3	10	9	11	8	10
4-6	11	10	12	9	11
7-9	12	11	13	10	12
10	13	12	14	11	13

Table 1-2: Fate Points

Roll	Purebloods	Elfens	Oggers	Tinkers	Sligs
1-4	2	2	2	3	3
5-7	2	3	3	3	4
8-10	3	3	3	4	4