

- HORSE COPER -

DESCRIPTION

Horse salesmen (or 'copers' as they are commonly called) have a notorious reputation in the Old World for being untrustworthy and morally corrupt. It seems every coper you meet has the best horse flesh available, always descended from the fastest racehorses from Araby or the strongest warhorses from Bretonnia, no matter the quality of their nags. Somehow, and few outside the business understand how, the coper never seems to do business with the knacker's yard (except to buy more stock).

Nowhere is this dubious reputation more prevalent, or more deserved, than in the so-called 'Grand County' of Averland, the centre of the horse-trade in the Empire. Competition in the province's massive equine business is tremendous, and copers from across the County are willing to try almost any underhanded trick to outsell, and outwit, their rivals. The few buyers, sellers and breeders that do actually have a good reputation, and do deal with quality horses, are soon driven out of the horse industry by 'better' businessmen.



- Horse Coper Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	+5%	+5%	-	+5%	+10%	+5%	+10%

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Animal Care, Charm or Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Perception, Ride, Speak Language (Reikspiel)

Talents: Dealmaker, Savvy or Suave, Specialist Weapon Group (Entangling)

Trappings: Best Craftsmanship Clothing, Whip or Lasso.
ID10 *gc*

Career Entries: Burgher, Drover, Messenger

Career Exits: Burgher, Charlatan, Merchant, Rogue

Note: If you are rolling randomly for your Starting Career, you can substitute Horse Coper for Burgher with your GM's permission.