

JOURNEYMAN SKILLS

by Blood Donor

Gangers (and only Gangers) from any of the House Gangs may become Journeymen, but only one ganger per gang may possess a specific skill. If that ganger leaves the gang, a new ganger may take the skill. When making an advance roll on the Experience Advance Table, if a result of New Skill is rolled than the player may choose to roll upon the Journeyman Skill Table as though it were a Standard Skill Table to their House Gang. Any income or collected goods occurring from Journeyman Skills takes place directly after the income from territories is generated but before any is spent on the necessities for the gang. Any debts that may occur from any of the skill tables are to be deducted after the basic necessities are paid for but before any new hirings or purchases from the trading post.

1. Wildsnake Hunter

Wildsnake hunters have developed the particular skills to be excellent snake handlers, trackers, and hunters. They collect the venom from snakes to produce Wildsnake, and if they can manage to collect enough snake skins sell them for credits. Any bottles of Wildsnake collected go directly into the gang's stash. If a ganger with the Wildsnake Hunter skill did not go OOA in the last game then they may attempt to hunt for Wildsnake. Make a Leadership test on 2D6. If passed, roll a D6:

1. The hunter was bitten, collects nothing, and must miss D3 games to recover.
- 2-3. The hunter has caught enough snakes to produce 1 bottle of Wildsnake.
4. The hunter has caught enough snakes to produce 1 bottle of Wildsnake and receives 10 credits for selling the snake skins.
5. The hunter has caught enough snakes to produce 2 bottle of Wildsnake.
6. The hunter has caught enough snakes to produce 3 bottle of Wildsnake. However, roll a D6 and on a result of 1-2 the Wildsnake Hunter has drank an entire bottle, so only collect 2 bottles and must miss the next game with a hangover.

2. Giant Spider Hunter

Giant Spider hunters are brave enough to battle and prey on spiders the size of Orks, whose silk catches a fair price on the market. If a ganger with the Giant Spider Hunter skill did not go OOA in the last game then they may attempt to hunt for spiders. Make a Leadership test on 2D6. If passed, roll a D6:

1. The hunter was attacked! Bound in a silk web, the ganger collects nothing but is able to escape before they become spider food. Traumatized, the ganger misses D3 games. Roll a second D6, and on an outcome of 1-3 the ganger is so shook up they walk away from the trade, and the skill is scratched from their character sheet.
- 2-3. The hunter kills a spider and collects 15 credits worth of silk.
4. The hunter kills a large spider and collects 10 credits worth of silk and enough spider's venom to brew 1 dose of Blade Venom, which is added to the gang stash.
5. The hunter kills multiple spiders and collects 15 credits worth of silk and enough spider's venom to brew 2 doses of Blade Venom, which are added to the gang stash.
6. The hunter kills a spider so large that they have Killer Reputation added as a skill, regardless of whether or not they have access to the Ferocity Skill Chart. In addition, they also collect D6x5 credits worth of silk and enough spider's venom to brew 1 dose of Blade Venom, which is added to the gang stash.

3. Stinger Mold Harvester

Venturing out into the mold patches, the Stinger Mold Harvester is very adept at collecting Stinger Mold. If a ganger with the Stinger Mold Harvester skill did not go OOA in the last game then they may attempt to forage the areas of the underhive that they know to be excellent breeding grounds for Stinger Mold. Roll a D6:

1. The mould patch that the Stinger Mold Harvester finds is just undergoing spore dispersal when they arrive, and as a result the ganger experiences a serious rash, collecting nothing and missing the next D3 games in order to recover.
- 2-5. The Stinger Mold Harvester gathers 1 patch of Stinger Mold which they may sell or give to their gang.
6. The Stinger Mold Harvester gathers D3 patch of Stinger Mold which they may sell or give to their gang.

4. Grave Robber

The underhive is a readily available and inexpensive dumping space for the refuse of the rest of the hive, and this includes the burial of the deceased. Keen grave robbers venture out into these expanses of cemeteries, catacombs, and crypts to dig up the remains of the dead searching for loot. If a ganger with the Grave Robber skill did not go OOA in the last game then they may attempt to loot the graveyards of the underhive. Roll a D6:

1. It's Alive! While digging up a grave, the occupant is found to have returned to life. Roll a further D6: On a 5+, the Grave Robber manages to escape unscathed, but collects nothing. But on a roll of 1-4, a scuffle with the zombie ensues and, although the Grave Robber does not get infected, they are now deterred from the occupation. The ganger not only collects nothing, they scratch this skill from their character sheet and miss the next game.
2. The Grave Robber finds 10 credits worth of valuables in their looting.
3. The Grave Robber finds 15 credits worth of valuables in their looting.
4. The Grave Robber finds D6x5 credits worth of valuables in their looting.
- 5-6. The Grave Robber finds Bionics on a corpse which they may sell or give to their gang. Roll a further D6 to determine what they have found:
 1. What's that Racket!?! The noise created by removing the bionics caught the attention of the local Enforcers. Collect nothing and miss D3 games doing time in the cells.
 2. The bionics are beyond repair and are discarded as useless.
 3. Bionic Arm, worth 40 credits
 4. Bionic Leg, worth 40 credits
 5. Bionic Chest, worth 25 credits
 6. Bionic Eye, worth 25 credits

5. Rumour Monger

The taverns of the underhive are ripe with all levels of conversation and banter, and on occasion important people and information grace the bar stools and dimly lit corner tables of these seedy libations dispensaries. A ganger with the Rumour Monger is particularly good at getting information which may help their gang in the next gang fight, as well as stretching the truth in the right situation to bring unfavourable circumstances to their rivals. If a ganger with the Rumour Monger skill did not go OOA in the last game then they may attempt to stir up information at a local tavern or watering hole. Make a Leadership test on 2D6. If passed, roll a D6:

1. Over more than a few pints of Wildsnake the Rumour Monger has conjured up nothing more than a good stagger. They get so inebriated that they are missing for D3 games and spent 40 credits, which must be subtracted from the gang stash. If the credits cannot be paid, the skill is scratched from their character sheet as they are considered banned for life from the establishment.
- 2-3. The Rumour Monger catches wind of the latest shipments that will be coming into town. After the next game, the gang's Leader may be offered an additional rare item at the trading post.
- 4-5. The Rumour Monger's words of spite have reached the right listener, and one opponents gang of your choosing is subject to Guild Sanctions, and may not buy anything from the Trading Post that turn. You may declare which gang this is when they are visiting the Trading Post so that the opponent does not plan accordingly for it.
6. The Rumour Monger's words of spite have reached the right listener, and one opponents gang of your choosing is subject to an Investigation by the Adeptus Arbites. Once territory rolls have been made to determine how much income they each generate, the gang in question may not collect the amount from the territory which generates the most this turn.

6. Importer/ Exporter

With a stable enough network of sources, a ganger may do well enough in the drug peddling game to start making profits. Most underhivers deal small amounts of drugs here and there, but a ganger with the Importer/ Exporter skill has developed enough of a customer base and has a good standing relationship with dependable supply lines that they may make some supplementary income from the entrepreneurship. If a ganger with the Importer/ Exporter skill did not go OOA in the last game then they may attempt to provide their fellow underhivers with some services. Roll a D6:

1. The Importer/ Exporter runs out of product and must re-up with his supplier. Remove 35 credits from the gang stash. If there are not enough credits to buy more product, the Importer/ Exporter must drop the business. Remove the skill from the ganger's character sheet.
2. The Importer/ Exporter is able to move 15 credits worth of product to a single buyer, only the buyer insists that the Importer/ Exporter must sample it in front of them for proof of quality. Because of the side effects, the Importer/ Exporter suffers -2 to both Initiative and Weapon Skill for the next game while sobering up
3. The Importer/ Exporter sells D6x5 credits worth of product.
4. The Importer/ Exporter sells 20 credits worth of product.
5. The Importer/ Exporter sells D6x10 credits worth of product.
6. The Importer/ Exporter takes on a trusted member of a Guilders retinue as a customer. The ganger is able to sell 25 credits worth of product, as well as being offered an additional rare trade item to the gang's Leader on their next visit to the trading post.