

## *Professional Tomb Raider*

30 gold crowns to hire + 10 gold crowns upkeep

While the ruins and tombs of Nehekhara have claimed the lives of many robbers some have survived using their wit and excellent reflexes. Some of these found that the thrill and excitement of overcoming the traps far outweigh the pleasure that they could sustain from their riches. They hire them out to other raiding bands and get by living like the nomads.

**May be hired:** The Tomb Raider may be hired by any warband that can afford him with the exception of Undead and El-Saurim warbands as he has raided their tombs a few times too many.

**Rating:** A Tomb Raider increases the warband's rating by +21 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	LD
Tomb Raider	4	3	3	3	3	1	4	1	7

**Weapons and armour:** The Tomb Raider is armed with a sword and crossbow pistol. He also carries a rope and hook.

**Skills:** The Tomb Raider may choose from Combat, Shooting or Speed skills when he gains a new skill.

### **SPECIAL RULES**

**Tomb explorer:** The Tomb Raider allows your warband to modify a dice roll on the Exploration chart by -1/+1.

**Excellent reflexes:** The Tomb Raider has a special save of 5+ against any attack made against him, be it shooting, close combat, traps or spells. If the Tomb Raider gains the Dodge skill his save increases to a 4+ special save.