

# WARHAMMER FANTASY ROLE-PLAY STARTER SET

• CHARACTER PACK •

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# WFRP STARTER SET

## • PRE-GENERATED CHARACTERS •



This pack presents complete profiles for the six pre-generated Characters from the **WFRP Starter Set**. They conform to the standard **WFRP** rules, and are ready use.

## USING THE GROUP

When using this group, be aware it contains Characters that are more experienced than your average band of starting **WFRP** ne'er-do-wells. In particular, you should consider the Characters' Experience, Status, and Career Level.

### Experience

These Characters are experienced. Each has accrued 2200 XP, which is the equivalent of about 20 sessions of play for an average **WFRP** group. Our goal when creating the **WFRP Starter Set** was to create an established, bonded group that was immediately fun to play. We didn't skimp when doing this, and created fully-fledged, detailed Characters who were not beginners.

If you do not wish to start with such experienced Characters, but do wish to use the Characters from the **WFRP Starter Set**, you can build your own versions from scratch. Each Character is presented with a Career Path and starting Characteristics, so this is easy to do. **Note:** a Career marked with a \* in the Career Path marks a Career the Character did not complete.

### Status

The six Characters do not have equal Status. The group includes three Brass, two Silver, and one Gold tier Character. This eclectic mix can allow your game to be more flexible and dynamic, opening parts of the Warhammer world frequently closed, from back-alley criminal outposts, Sigmarite temples, and the Colleges of Magic, to merchant halls, Dwarf Holds, and the noble courts of the Empire.

The most obvious problem to note with differing Status levels is that some Characters may be treated more civilly than others. They may also earn more money than others. If you are not careful, this can create inter-party resentment, and inter-Player annoyance.

However, if you talk out the ramifications of the differing Statuses with your group before play, you can head off any difficulties early, and ensure everyone has fun with what they have. So, this need not be a problem.

### Career Level

Much like the Characters have different social classes, they are also at different stages of their Careers. Molrella, Else, Gunnar, and Amris are in their second Career Levels. By comparison, Salundra is in the 4th Level of soldier, having skipped straight to being an officer. The privileges of being noble, eh? By comparison, Ferdinand is only in the first level of the Wizard Career, but has almost completed it.

Unlike Status, the advantages a higher Career Level brings are more limited, but there are nevertheless still advantages, and this can be a source of potential tension between Players. Again, being aware of this and discussing it with your group before play should hopefully ensure this is never a problem.

### HAVE FUN!

So, have fun developing the Characters from the **WFRP Starter Set** in your own direction. The six are very dear to us, and will be on all our campaign covers for the foreseeable future. Do head over to our social media accounts to tell us how your Salundra, Molrella, Amris, Gunnar, Else, and Ferdinand are developing. And, remember, even if you don't use the Characters as PCs, they make marvellous NPCs, too!

# SALUNDRA VON DRAKENBURG

## HUMAN SOLDIER



**WARHAMMER  
FANTASY  
ROLE-PLAY**

Name <b>SALUNDRA VON DRAKENBURG</b>	Species <b>HUMAN</b>	Class <b>WARRIOR</b>
Career <b>SOLDIER</b>	Career Level <b>OFFICER</b>	
Career Path <b>SCION, OFFICER</b>		Status <b>GOLD 1</b>
Age <b>23</b>	Height <b>6'2"</b>	Hair <b>DARK BROWN</b>

	CHARACTERISTICS										Fate	Resilience	Experience				
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel							
Initial	44	35	36	38	27	33	23	37	40	28	Fortune	4	3	3	3	2200	2200
Advances	5				5		5		6								
Current	49	35	36	38	32	33	28	37	46	28	Movement	4	Walk	8	Run		16

BASIC SKILLS					BASIC SKILLS					GROUPED & ADVANCED SKILLS					
Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		
Art	Dex	28		28	Gossip	Fel	28	3	31	ANIMAL CARE	INT	37	3	40	
Athletics	Ag	33	10	43	Haggle	Fel	28		28	LANGUAGE (BATTLE TONGUE)	INT	37	5	42	
Bribery	Fel	28	5	33	Intimidate	S	36	5	41	LANGUAGE (BRETONNIAN)	INT	37	5	42	
Charm	Fel	28		28	Intuition	I	32		32	LORE (HERALDRY)	INT	37	7	44	
Charm Animal	WP	46		46	Leadership	Fel	28	27	55	LORE (REIKLAND)	INT	37	18	55	
Climb	S	36	10	46	Melee (Basic)	WS	49	13	62	LORE (WARFARE)	WS	49	5	54	
Cool	WP	46	10	56	Melee	WS	49		49	MELEE (FENCING)	WS	49	5	54	
Consume Alcohol	T	38	5	43	Navigation	I	32		32	PLAY (HARPSICHORD)	DEX	28	5	33	
Dodge	Ag	33	10	43	Outdoor Survival	Int	37		37						
Drive	Ag	33		33	Perception	I	32		32						
Endurance	T	38	10	48	Ride	Ag	33		33						
Entertain	Fel	28		28	Row	S	36		36						
Gamble	Int	37	5	42	Stealth	Ag	33		33						

TALENTS			AMBITIONS		
Talent Name	Times taken	Description	Short-term	Long-term	Party
DOOMED	1				Party Name
LUCK	1				Short-term
NOBLE BLOOD	1				Long-term
READ/ WRITE	1				Members
SAVVY	1				
VERY RESILIENT	1				
WARRIOR BORN	1				

## ARMOUR

Name	Locations	Enc	AP	Qualities
FULL LEATHER	ALL	3/0	1	
BREASTPLATE	BODY	2/1	2	

## TRAPPINGS

Name	Enc
FABULOUS HAT	1/0
CLOTHES	1/0
UNIFORM	1/0

## PSYCHOLOGY

CORRUPTION & MUTATION	
WEALTH	ENCUMBRANCE
D	Weapons 1
SS	Armour 1
GC	Trappings
	Max Enc. 6
	Total 2

## ARMOUR POINTS



## WOUNDS

SB	3	
TB×2	6	
WPB	4	
Hardy		
Wounds	13	

## WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
SWORDS	BASIC	1	AVERAGE	+SB+4	
DAGGER	BASIC	0	VERY SHORT	+SB+2	

## SPELLS AND PRAYERS

Sin

# GUNNAR HROLFSSON

## DWARF SLAYER



**WARHAMMER  
FANTASY  
ROLE-PLAY**

Name <b>GUNNAR HROLFSSON</b>	Species <b>DWARF</b>	Class <b>WARRIOR</b>
Career <b>SLAYER</b>	Career Level <b>GIANT SLAYER</b>	
Career Path <b>APPRENTICE ARTISAN*, TROLL SLAYER, GIANT SLAYER</b>		Status <b>BRASS 2</b>
Age <b>59</b>	Height <b>4'8"</b>	Hair <b>MID-BROWN (DYED ORANGE)</b> Eyes <b>AMBER</b>

	CHARACTERISTICS										Fate	1	RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel			Resilience	Resolve	Motivation	Current	Spent	Total
Initial	35	26	33	46	34	23	38	28	47	18	Fortune	1	3	3		2200	2200	
Advances	10		5	5					5									
Current	45	26	38	51	34	23	38	28	52	18			Movement	44	Walk	36	Run	27

BASIC SKILLS					BASIC SKILLS					GROUPED & ADVANCED SKILLS					
Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		
Art	Dex	38		38	Gossip	Fel	18		18	HEAL	INT	28	5	33	
Athletics	Ag	23		23	Haggle	Fel	18		18	LORE (TROLLS)	INT	28	10	38	
Bribery	Fel	18		18	Intimidate	S	38	5	43	TRADE (JEWELLER)	DEX	38	10	48	
Charm	Fel	18		18	Intuition	I	34		34	EVALUATE	INT	28	10	38	
Charm Animal	WP	52		52	Leadership	Fel	18		18	LORE (GIANTS)	INT	28	7	35	
Climb	S	38		38	Melee (Basic)	WS	45	15	60	LANGUAGE (BATTLE TONGUE)	INT	28	5	33	
Cool	WP	52	15	67	Melee	WS	45		45						
Consume Alcohol	T	51	12	63	Navigation	I	34		34						
Dodge	Ag	23	10	22	Outdoor Survival	Int	28		28						
Drive	Ag	23		23	Perception	I	34		34						
Endurance	T	51	12	63	Ride	Ag	23		23						
Entertain	Fel	18		18	Row	S	38		38						
Gamble	Int	28	5	33	Stealth	Ag	23		23						

TALENTS			AMBITIONS		
Talent Name	Times taken	Description	Short-term	Long-term	PARTY
FEARLESS (EVERYTHING)	1				Party Name
MAGIC RESISTANCE	1				Short-term
NIGHT VISION	1				Long-term
RESOLUTE	1				Members
STURDY	1				
CRAFTSMAN (JEWELLER)	1				
ARTISTIC	1				

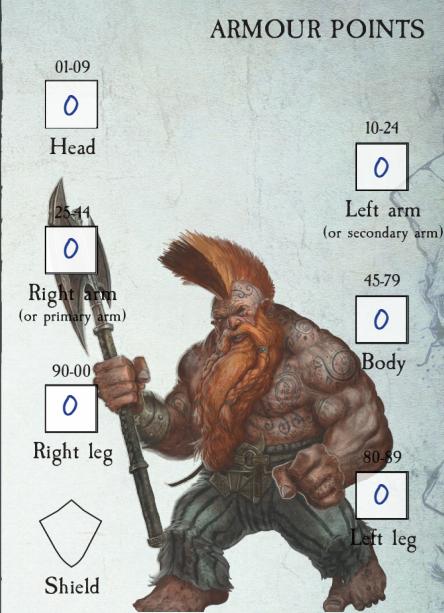
ARMOUR

## TRAPPINGS

Name	Enc
GREASE	0
FLASK OF SPIRITS	0
TATTOOS	0
CLOTHES	0

## PSYCHOLOGY

CORRUPTION & MUTATION



## ARMOUR POINTS

01-09  
Head

25-44  
Right arm  
(or primary arm)

90-00  
Right leg

25-44  
Left arm  
(or secondary arm)

45-79  
Body

80-89  
Left leg

01-09  
Shield

## WEALTH

WEALTH		ENCUMBRANCE	
D		Weapons	1
		Armour	
SS		Trappings	
		Max Enc.	8
GC		Total	1

## WOUNDS

SB	3
TB×2	10
WPB	5
Hardy	
Wounds	18

## WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
AXE	BASIC	1	AVERAGE	+SB+4	
DAGGER	BASIC	0	VERY SHORT	+SB+2	

## SPELLS AND PRAYERS

Sin

# MOLRELLA BRANDYSNAP

## HALFLING THIEF



**WARHAMMER  
FANTASY  
ROLE-PLAY**

Name <b>MOLRELLA BRANDYSNAP</b>	Species <b>HALFLING</b>	Class <b>ROGUE</b>
Career <b>THIEF</b>	Career Level <b>THIEF</b>	
Career Path <b>PAUPER*, PROWLER, THIEF</b>		Status <b>BRASS 3</b>
Age <b>38</b>	Height <b>3'1"</b>	Hair <b>DARK BROWN</b>
		Eyes <b>CHESTNUT</b>

	CHARACTERISTICS										Fate	2	RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel			Resilience	Resolve	Motivation	Current	Spent	Total
Initial	23	39	20	27	38	39	46	26	43	45	Fortune	3	3	3		2200	2200	
Advances				5	5	5			5	5								
Current	23	39	20	32	43	44	46	26	48	50								
MOVEMENT																		
								Movement	3	Walk		6	Run			12		

BASIC SKILLS					BASIC SKILLS					GROUPED & ADVANCED SKILLS					
Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		
Art	Dex	46		46	Gossip	Fel	50		50	ENTERTAIN (COMEDY)	Fel	50	10	60	
Athletics	Ag	44	5	49	Haggle	Fel	50		50	LORE (ALTDOLF)	Int	26	10	36	
Bribery	Fel	50		50	Intimidate	S	20		20	LORE (THE EMPIRE)	Int	26	4	30	
Charm	Fel	50		50	Intuition	I	43	5	48	PICK LOCK	Dex	46	5	51	
Charm Animal	WP	48		48	Leadership	Fel	50		50	RANGED (SLING)	BS	39	10	49	
Climb	S	20	15	35	Melee (Basic)	WS	23		23	SLEIGHT OF HAND	Dex	46	10	56	
Cool	WP	48	10	58	Melee	WS	23		23	TRADE (COOK)	Dex	46	4	50	
Consume Alcohol	T	32		32	Navigation	I	43		43						
Dodge	Ag	44	10	54	Outdoor Survival	Int	26		26						
Drive	Ag	44		44	Perception	I	43	10	53						
Endurance	T	32	10	42	Ride	Ag	44		44						
Entertain	Fel	50		50	Row	S	20		20						
Gamble	Int	26		26	Stealth	Ag	44	10	54						

TALENTS			AMBITIONS		
Talent Name	Times taken	Description	Short-term	PARTY	
ACUTE SENSES (TASTE)	1			Party Name	
ALLEY CAT	1			Short-term	
CRIMINALS	1			Long-term	
ETIQUETTE (CRIMINALS)	1				
FAST HANDS	1				
LUCK	1				
NIGHT VISION	1				
ORIENTATION	1				
PANHANDLE	1				
RESISTENCE (CHAOS)	1				
SIZE (SMALL)	1				
STONE SOUP	1			Members	



# FERDINAND GRUBER

## HUMAN WIZARD



**WARHAMMER  
FANTASY  
ROLE-PLAY**

Name <b>FERDINAND GRUBER</b>	Species <b>HUMAN</b>	Class <b>ACADEMIC</b>
Career <b>WIZARD</b>	Career Level <b>WIZARD'S APPRENTICE</b>	
Career Path <b>SCION*, WIZARD'S APPRENTICE</b>		Status <b>BRASS 3</b>
Age <b>27</b>	Height <b>6'3"</b>	Hair <b>None!</b>
		Eyes <b>Brown</b>

	CHARACTERISTICS										Fate	3	RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel			Resilience	Resolve	Motivation	Current	Spent	Total
Initial	32	24	25	28	32	31	27	40	33	23	Fortune	3	3	3		2200	2200	
Advances	10							8	10									
Current	42	24	25	28	32	31	27	48	43	23	Movement	4	Walk	8	Run		16	

BASIC SKILLS					BASIC SKILLS					GROUPED & ADVANCED SKILLS					
Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		
Art	Dex	27		27	Gossip	Fel	23		23	CHANNELLING (SHYISH)	WP	43	10	53	
Athletics	Ag	31		31	Haggle	Fel	23		23	EVALUATE	INT	48	5	53	
Bribery	Fel	23	10	23	Intimidate	S	25		23	LANGUAGE (BRETONNIAN)	INT	48	3	53	
Charm	Fel	23		23	Intuition	I	32	11	43	LANGUAGE (ESTALIAN)	INT	48	5	53	
Charm Animal	WP	43		43	Leadership	Fel	23		23	LANGUAGE (MAGICK)	INT	48	13	61	
Climb	S	25		25	Melee (Basic)	WS	42	5	47	LANGUAGE (WASTELANDER)	INT	48	3	51	
Cool	WP	43	20	63	Melee	WS	42		42	LORE (HERALDRY)	INT	48	5	53	
Consume Alcohol	T	28	7	35	Navigation	I	32		32	LORE (MAGIC)	INT	48	10	58	
Dodge	Ag	31		31	Outdoor Survival	Int	48		48	LORE (REIKLAND)	INT	48	3	51	
Drive	Ag	31		31	Perception	I	32		32	MELEE (POLEARM)	WS	42	5	47	
Endurance	T	28	14	42	Ride	Ag	31		31	PLAY (VIHUELA)	DEX	27	5	32	
Entertain	Fel	23		23	Row	S	25		25	HEAL	INT	48	1	49	
Gamble	Int	48	5	53	Stealth	Ag	31		31						

TALENTS			AMBITIONS		
Talent Name	Times taken	Description	Short-term	Party	
AETHYRIC ATTUNEMENT	1			Party Name	
COOLHEADED	1		Short-term		
DOOMED	1		Long-term		
PETTY MAGIC	1				
READ/WRITE	1				
SAVVY	1				
SECONDSIGHT	1				
SIXTH SENSE	1				
			Members		

ARMOUR

## TRAPPINGS

Name	Enc
GRIMOIRE	0
AMETHYST WIZARD'S UNIFORM	2/
6 SHEETS OF PARCHMENT	0
QUILL AND INK	0

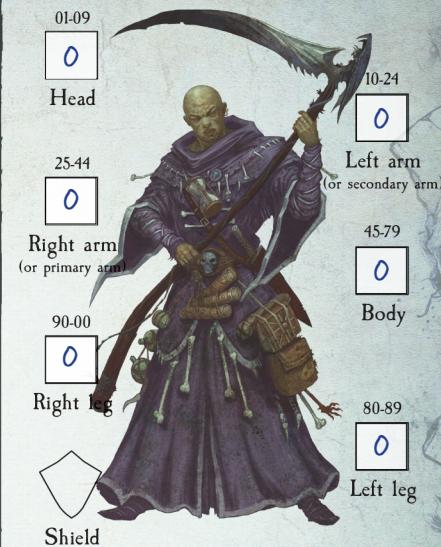
## PSYCHOLOGY

WEALTH		ENCUMBRANCE	
D		Weapons	2
SS		Armour	
GC		Trappings	1
		Max Enc.	4
		Total	3

## WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
SCYTHE	POLEARM	2	AVERAGE	+SB+6	DAMAGING

## SPELLS AND PRAYERS



## ARMOUR POINTS

01-09

11

25-44

0

90-00

0

8

11

Shie.

3

3

332

14

ounds

100

# AMRIS EMBERFELL

## HIGH ELF MERCHANT



**WARHAMMER  
FANTASY  
ROLE-PLAY**

Name <b>AMRIS EMBERFELL</b>	Species <b>HIGH ELF</b>	Class <b>BURGHER</b>
Career <b>MERCHANTABILITY</b>	Career Level <b>TRADE</b>	
Career Path <b>STUDENT*, TRADER, MERCHANT</b>		Status <b>BRASS 3</b>
Age <b>98</b>	Height <b>6'5"</b>	Hair <b>BLOND</b>
		Eyes <b>AMBER AND BROWN</b>

	CHARACTERISTICS										Fate	1	RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel			Resilience	Resolve	Motivation	Current	Spent	Total
Initial	48	42	28	28	56	43	47	55	38	36	Fortune	1	1	1		2200	2200	
Advances						5		5	5	5								
Current	48	42	28	28	56	48	47	60	43	41								
MOVEMENT																		
								Movement	5	Walk		10	Run			20		

BASIC SKILLS					BASIC SKILLS					GROUPED & ADVANCED SKILLS					
Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		
Art	Dex	47	47		Gossip	Fel	41	10	51	ANIMAL CARE	INT	60	10	70	
Athletics	Ag	48	48		Haggle	Fel	41	7	48	ENTERTAIN (STORYTELLING)	FEL	41	10	51	
Bribery	Fel	41	10	51	Intimidate	S	28		28	EVALUATE	INT	60	10	70	
Charm	Fel	41	10	51	Intuition	I	56		56	LANGUAGE (ELTHARIN)	INT	60	10	70	
Charm Animal	WP	43	10	53	Leadership	Fel	41	5	46	LANGUAGE (GUILDER)	INT	60	6	66	
Climb	S	28		28	Melee (Basic)	WS	48	5	53	RESEARCH	INT	60	10	70	
Cool	WP	43	5	48	Melee	WS	48		48	SAIL	AG	48	3	51	
Consume Alcohol	T	28	10	38	Navigation	I	56	5	61	SWIM	FEL	41	5	46	
Dodge	Ag	48		48	Outdoor Survival	Int	60		60						
Drive	Ag	48	10	58	Perception	I	56	5	61						
Endurance	T	28		28	Ride	Ag	48		48						
Entertain	Fel	41		41	Row	S	28		28						
Gamble	Int	60	5	65	Stealth	Ag	48		48						

TALENTS			AMBITIONS		
Talent Name	Times taken	Description	Short-term	PARTY	
ACUTE SENSES (VISION)	1			Party Name	
BLATHER	1		Short-term		
BRIBER	1		Long-term		
DEALMAKER	1				
NIGHT VISION	1				
READ/WRITE	1				
SAVVY	1				
SIXTH SENSE	1				
			Long-term		
			Members		

## ARMOUR

Name	Locations	Enc	AP	Qualities
SCALE HAUBERK	BODY, LEGS	2/1	2	FINE

## TRAPPINGS

Name	Enc
HEALING DRAUGHT	0
HIGH ELF CLOTHING	1/0

## PSYCHOLOGY

## CORRUPTION & MUTATION

## WEALTH

D	
SS	
GC	

## ENCUMBRANCE

Weapons	1
Armour	1
Trappings	0
Max Enc.	4
Total	0

## ARMOUR POINTS



## WOUNDS

SB	2
TB×2	4
WPB	4
Hardy	
Wounds	10

## WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
DAGGER	BASIC	0	VERY SHORT	+SB+2	
SWORD	BASIC	1	AVERAGE	+SB+4	

## SPELLS AND PRAYERS

# ELSE SIGLOBEN

## HUMAN WITCH HUNTER



**WARHAMMER  
FANTASY  
ROLE-PLAY**

Name ELSE SIGLOBEN	Species HUMAN	Class RANGER
Career WITCH HUNTER	Career Level WITCH HUNTER	
Career Path INTERROGATOR, WITCH HUNTER		Status SILVER 3
Age 26	Height 5'11"	Hair DARK BROWN Eyes BLACK

	CHARACTERISTICS										Fate	2	RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel			Resilience	Resolve	Motivation	Current	Spent	Total
Initial	37	38	32	35	29	28	24	33	43	26	Fortune	2	4	4		2200	2200	
Advances	5	10		10					5									
Current	42	48	32	45	29	28	24	33	48	26								
MOVEMENT																		
Movement										4	Walk		8	Run		16		

BASIC SKILLS					BASIC SKILLS					GROUPED & ADVANCED SKILLS					
Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		Name	Characteristic	Adv	Skill		
Art	Dex	24		24	Gossip	Fel	26	3	29	HEAL	INT	33	10	43	
Athletics	Ag	28		28	Haggle	Fel	26	5	31	LORE (ALTDORF)	INT	33	10	43	
Bribery	Fel	26		26	Intimidate	S	32	13	45	LORE (THE EMPIRE)	INT	33	7	40	
Charm	Fel	26	5	31	Intuition	I	29	5	34	LANGUAGE (NULN)	INT	33	5	38	
Charm Animal	WP	48		48	Leadership	Fel	26	8	34	LORE (TORTURE)	INT	33	10	43	
Climb	S	32		32	Melee (Basic)	WS	42		42	LORE (UBERSREIK)	INT	33	5	38	
Cool	WP	48	7	55	Melee	WS	42		42	LORE (WITCHES)	INT	33	10	43	
Consume Alcohol	T	45	5	50	Navigation	I	29		29	MELEE (BRAWLING)	WS	42	5	47	
Dodge	Ag	28		28	Outdoor Survival	Int	33	5	38	RANGED (BLACKPOWDER)	BS	48	8	56	
Drive	Ag	28		28	Perception	I	29	14	43						
Endurance	T	45		45	Ride	Ag	28		28						
Entertain	Fel	26		26	Row	S	32		32						
Gamble	Int	33		33	Stealth	Ag	28		28						

TALENTS			AMBITIONS		
Talent Name	Times taken	Description	Short-term	Long-term	
COOLHEADED	1			PARTY	
DOOMED	1			Party Name	
DUAL WIELDER	1			Short-term	
MENACING	1			Long-term	
NIGHT VISION	1			Members	
READ/WRITE	1				
RESOLUTE	1				
SAVVY	1				
SEASONED TRAVELLER	1				
SHADOW	1				

ARMOUR

Name	Locations	Enc	AP	Qualities
BREASTPLATE	BODY	3/2	2	
FULL LEATHER ARMOUR	ALL	3/0	1	

## TRAPPINGS

Name	Enc

## PSYCHOLOGY

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## CORRUPTION & MUTATION

WEALTH		ENCUMBRANCE	
D		Weapons	1
SS		Armour	2
GC		Trappings	
		Max Enc.	7
		Total	3

## ARMOUR POINTS



## WOUNDS

SB	3
TB×2	8
WPB	4
Hardy	
Wounds	15

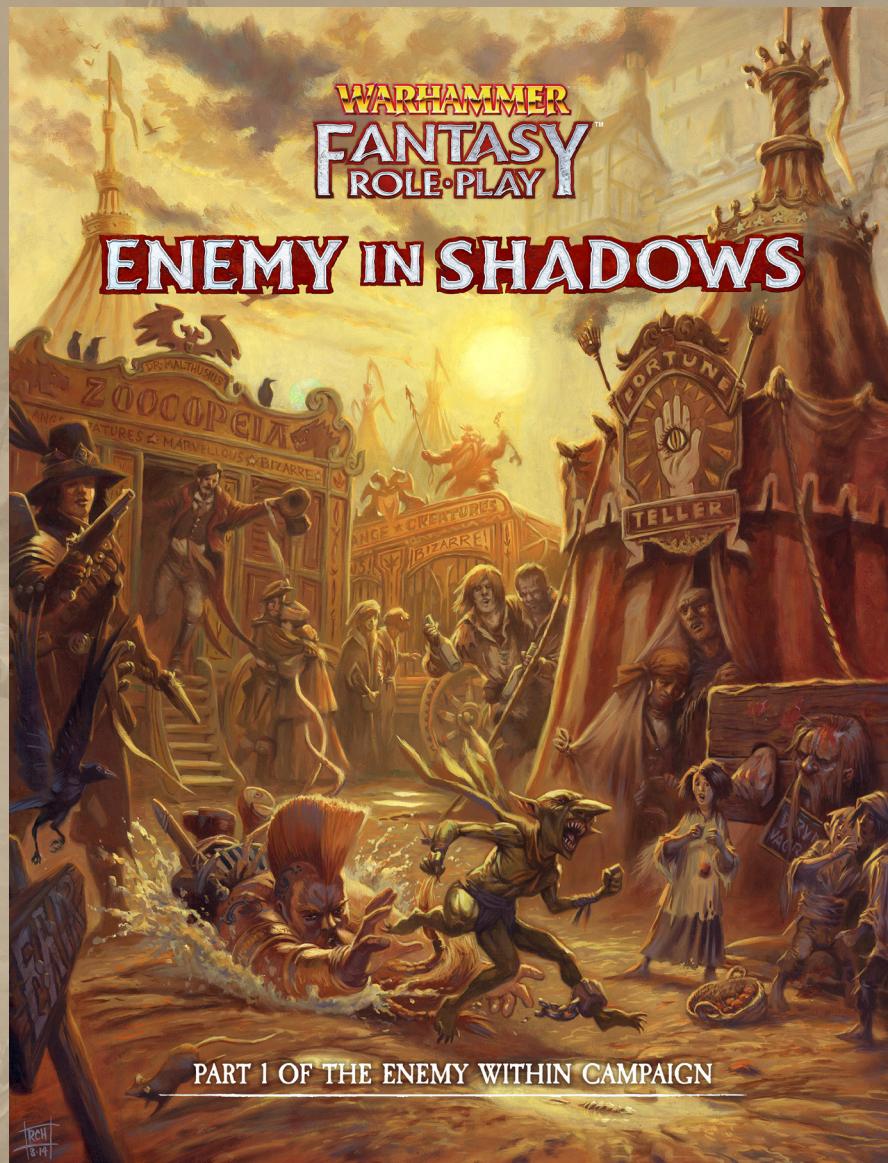
## WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
DAGGER	BASIC	0	VERY SHORT	+SB+2	
2 PISTOLS	BLACKPOWDER	0	20 YARDS	+8	DAMAGING, IMPALE, PENETRATING, PISTOL, RELOAD 1
SWORD	BASIC	1	AVERAGE	+SB+4	

## SPELLS AND PRAYERS

Sin

PREPARE TO EXPERIENCE THE  
EPIC CAMPAIGN THAT STARTED IT ALL

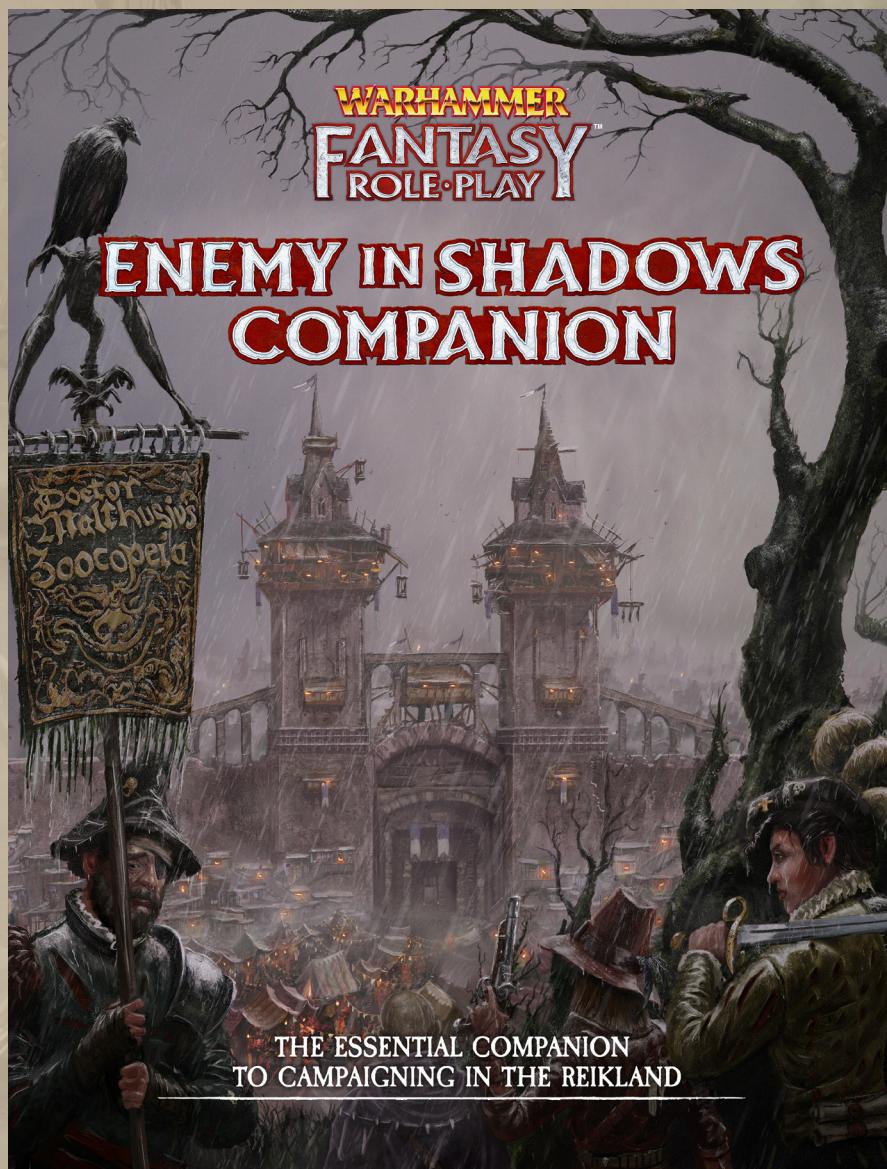


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